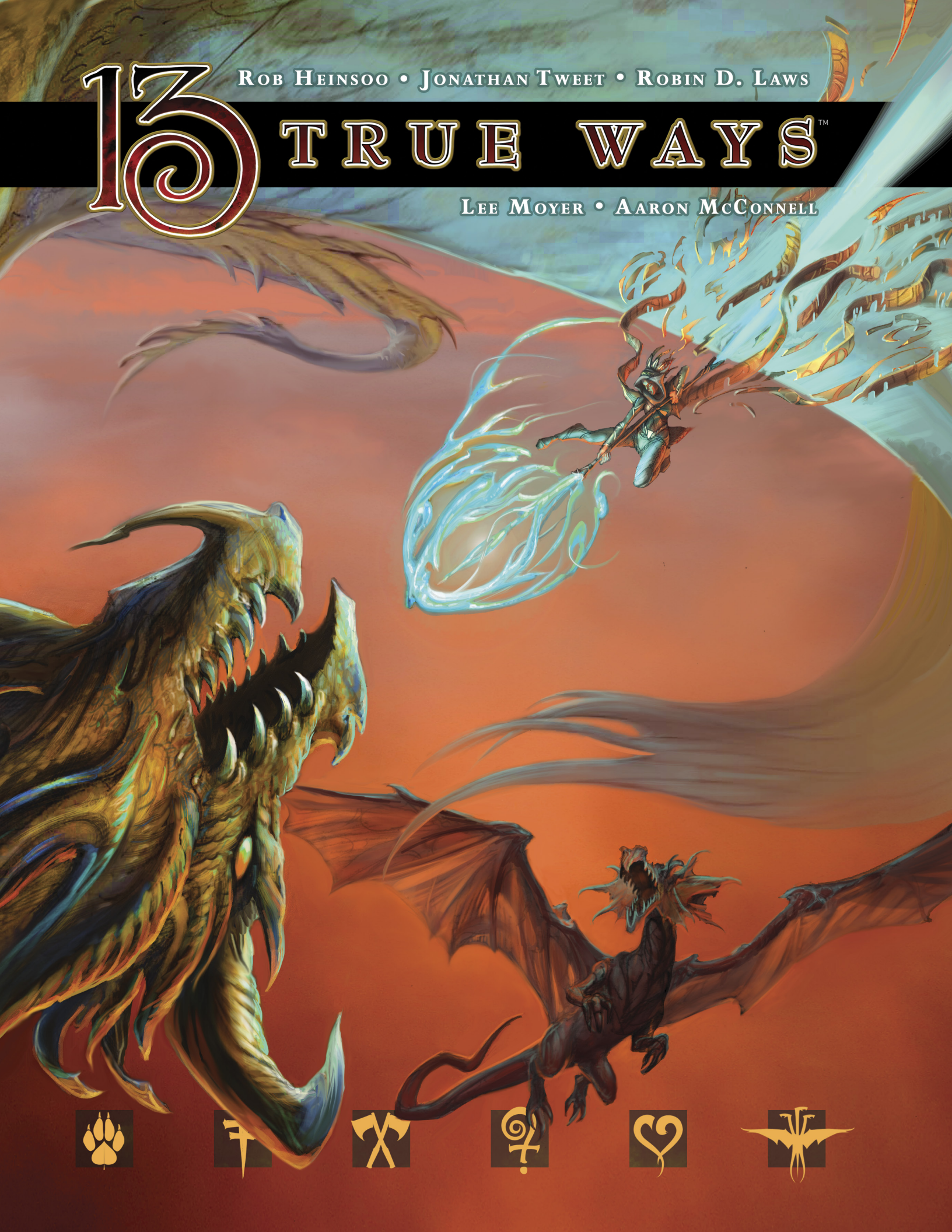
13
Rob Heinsoo • Jonathan Tweet • Robin D. Laws
TRUE WAYS™
Lee Moyer • Aaron McConnell

13 True Ways™

A FANTASY ROLEPLAYING BOOK BY
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edited by **Cal Moore**

Pelgrane Press

13th Age is a fantasy roleplaying game by
Rob Heinsoo, Jonathan Tweet,
Lee Moyer, & Aaron McConnell

Fire Opal

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INTRODUCTION

The support of 846 Kickstarter backers made this expansion of the *13th Age* roleplaying game possible. Jonathan, Lee, Aaron, and I are grateful that we had the chance to work together again and are optimistic that *13th Age* players will enjoy the results.

New Process, New Surprises

The *13 True Ways* creative process led to places we hadn't expected. Many surprises came directly or indirectly from the Kickstarter experience. When three backers pledged to include one of their magic items in the book, doing justice to their ideas led us to create the game's first artifacts. When Kickstarter backers voted that they most wanted to learn about Drakkenhall and Horizon, Jonathan came up with an approach that tied some of the new setting ideas to icon relationship rolls.

Similarly, Lee and Aaron tried some stunts with the book's art that we would never have gotten around to without Kickstarter, notably in Horizon and Drakkenhall.

Kickstarter also enabled us to bring in a friend! Twenty-some years ago, Robin D. Laws added the unmappable Terminal and the irrepressible Cut-ups to Jonathan's *Over the Edge* rpg. In *13 True Ways*, Robin joins us with an iconic approach to devils presented in *Chapter 5: Deviltry*, as well as views of Axis, the Court of Stars, and part of the Drakkenhall writeup in *Chapter 3: Courts & Cities*.

Chapter by Chapter

Both Jonathan and I are fond of old game books like *The Arduin Grimoire* that included a bit, or well, *a lot* of everything!

CHAPTER 1: CLASSES contains six classes that are bit less mainstream than the classes in the *13th Age* core rulebook.

CHAPTER 2: MULTICLASSING is the full guide to its subject for players who want to diversify.

CHAPTER 3: COURTS & CITIES details Axis, the Court of Stars, Drakkenhall, Horizon, and Santa Cora.

CHAPTER 4: MONSTERS does not risk an underdose.

CHAPTER 5: DEVILTRY covers campaign options for using or introducing the devils that were missing from the *13th Age* core rulebook.

CHAPTER 6: GAMEMASTER'S GRIMOIRE is the true kitchen-sink chapter, covering dungeons, memorable NPCs, artifacts, and the all-important list of noteworthy taverns.

Origins and Destinations

13 True Ways takes its name from an early moment in our hobby when it was (at least once) argued that there was One True Way to play.

Hah! The stories you craft in your campaigns take precedence over the things we publish in a book. Our focus has been on ideas that will spark new approaches in your games. *13 True Ways* isn't necessarily the final harvest: hopefully it's also good fertilizer!

Jonathan and I started this book uncertain how involved we'd be able to stay in the game's design process. It's now clear that we're going to stay happily involved.

We're also lucky to have a growing community of creative contributors to *13th Age*. Cal Moore went way past the calls of duty and friendship helping put this book together. Wade Rockett and ASH LAW have helped create an active *13th Age* community as well as contributing new ideas that will feed into upcoming projects. Gareth Ryder-Hanrahan is on deck with the mega-dungeon of living dungeons. And some of the playtest feedback for this book was brilliant. The team is expanding.

Thanks for playing with us!

— Rob Heinsoo
June, 2014

CHAPTER 1

CLASSES

Six new classes form the main attraction: chaos mage, commander, druid, monk, necromancer, and occultist. We'll get to them in a couple pages, but first we're going to cover a couple new rules or clarifications that matter for these classes and for a couple classes from the core book.

If you're at all confused about the stuff that showed up at the start of Chapter 4: Classes in the core rulebook—power progression, spell progression, shifting your character's choices as you level up, and incremental advances—see the *13th Age* FAQ at **pelgranepress.com**. We are opting not to spend precious *13 True Ways* space repeating and clarifying those pages here.

RULES & CLARIFICATIONS

Flight Rules

We're keeping basic *flight* rules simple. For now, play it exactly like other movement, but if there's space above them, you can fly over enemies you're not engaged with without allowing them to take opportunity attacks against you. You can be intercepted as you move, but only by other unengaged flyers that are already airborne.

We're also keeping engagement and disengagement rules the same when flyers make melee attacks against enemies on the ground. When a flyer makes a melee attack against a flying enemy, however, instead of engaging that creature, the flyer can choose to swoop past as part of the attack, but it takes a –2 attack penalty.

If your flight ends before you land or are grabbing onto something, you'll fall and probably take damage (see page 186 of the core rulebook).

Interrupt Actions

Not many classes made use of interrupt actions before the commander and occultist so it's worth repeating and clarifying the rule from page 162 of the core rulebook here: You can use one interrupt action when it's not your turn. When you do, you can't use another one until the end of your next turn. It's also worth clarifying that you can't use an interrupt action at the start of a battle until after your first turn in initiative has come up.

Ranger Update

As a rule, *13 True Ways* isn't about updating the classes from the core book. But one aspect of the druid design patently applies to the ranger from the core book.

The Animal Companion talent on page 41 isn't just the *Druidic* Animal Companion talent: it's also an update that expands and revises the ranger's Animal Companion talent from the core book.

Summoning

The druid's Elemental Caster talent and the necromancer's Summoning class feature both provide access to summoning spells. Here are the general rules for summoning spells. Each class has additional summoning rules and feats designed for that class.

Standard action spells: Casting a summoning spell generally requires a standard action. The creature(s) you summon appears next to you, though feats or powers might enable you to summon it nearby instead.

Duration: A summoned creature fights for you until the end of the battle or until it drops to 0 hit points. At 0 hp, summoned creatures are slain and removed from the battle.

One summoning spell at a time: Each spellcaster can have only a single summoning spell active at a time. If all the creatures from an earlier summoning spell have been slain, you're free to cast another. Alternatively, you can dismiss your own previously summoned creatures as a quick action to clear the way for a new summoning spell.

Halfway there: Summoned creatures are not the same as real creatures. They're partly real, partly magical. Their abilities don't always match the capabilities of the creatures that the adventurers encounter *for real*. Sometimes this is reflected in a summoned creature's attacks or abilities. It's always reflected in a summoned creature's hit points.

Hit points: Each summoned creature stat block indicates its base hit points. Starting hit points for summoned creatures are nearly always lower than hit points for non-summoned versions of the same creature. Some class feats might increase the hit points of summoned creatures.

Actions on arrival: The turn you summon a creature, that creature takes its turn immediately after your turn in initiative order. During its turn, the summoned creature can act like any other creature, taking a standard, move, and quick action. The summoned creature continues to take its turn immediately after you (even if your initiative order changes) until the end of the battle.

Escalation die: As a rule, summoned creatures don't benefit from the escalation die. A summoned creature can add the escalation die to attacks, however, if *you use a quick action* to give it orders or magical reinforcement. The summoned creature then gets to use the escalation die until the start of your next turn, including for opportunity attacks and other attacks that it gets to make during other creatures' turns.

For example, during the turn you summon the creature, you use a quick action afterward to give it orders, allowing it to use the escalation die bonus. At the start of your next turn, the creature no longer gets to use the escalation die, so you'll have to use another quick action again during that turn for the creature to keep getting the benefit.

If you've summoned a mob of mooks, a single quick action lets every member of the mob use the escalation die.

Allies?: Summoned creatures generally count as your allies. Sometimes that's bad for you—for example, when an effect is going to heal a random ally and the healing is going to be pretty much wasted on the summoned creature (see *no recoveries, bad healing* below). Sometimes that's good for you—for example, when a monster's attack chooses one of its random enemies and your summoned creature takes the hit.

No recoveries, bad healing: Summoned creatures don't have recoveries. If you cast a healing spell on a summoned creature that requires the use of a recovery, the summoned creature heals hit points equal to your level. If you use an effect that would heal a summoned creature without using a recovery, the summoned creature only heals half the normal hit points of the effect. Temporary hit points still work normally. For simplicity sake, we're using this rule for all summoned creatures, even the undead summoned by the necromancer.

No nastier specials: If a creature you're summoning sometimes has nastier specials when it appears as a monster, that's not the version of the creature you're summoning . . . unless you create a story with the GM explaining why this *one* time you have managed to summon the powerful version of the creature that has the nastier special.

Spell or creature?: When a summoning spell is cast, it's definitely a spell. After casting the spell, a summoned creature is a creature, though if the GM is feeling puckish they might allow effects that generally only interact with spells to interact with a summoned creature. That seems dicey, but it's possible.

Targeting Clarification

When a spell or power targets a nearby enemy, ally, or creature, you can't target yourself. If it's supposed to include the caster, the spell or power will say "you." For example, a spell with this targeting line, "**Target:** You and one nearby ally" means it targets both you and a nearby ally, so it's two targets. On the other hand, a spell with this targeting line, "**Target:** One nearby ally (including you)" only targets one ally, but allows you to target yourself. You can't be the target when the targeting line says, "**Target:** One nearby ally."

Class Introduction

Before we get into the specifics of each class, let's compare the six classes in *13 True Ways* with the classes in the *13th Age* core rulebook.

Easily done: *13 True Ways* is wild. The chaos mage, commander, druid, monk, and occultist don't play like any other class. The necromancer is as meat-and-potatoes as it gets in this book.

We're not going to go through an ease of play ranking for these classes. None of them strike us as perfect beginner classes, though the chaos mage and the necromancer might be.

Chaos mage: It might be simple to play because its randomness offers a small number of choices. The choices matter, but a beginning player might not feel pressured about them.

Commander: Classes that are all about acquiring resources to boss their allies around aren't usually great for beginners. The commander wants to pay attention at all times and figure out when to interject with a command.

Druid: This class sits at the very top limit of options and spells available to one class. The design goal was to enable players to create the variety of druid they want to play, and there have been many over the years. There's a lot of options to explore.

Monk: They're fun for people who want to jump around and fight with a blend of old-time monk abilities and Hong Kong action movie styles. Unlike the druid, the monk isn't designed with an eye toward pleasing multiple demographics.

Necromancer: A somewhat straightforward nasty spellcaster that uses undead allies to good effect.

The Occultist: Rarity of rarities, a class designed to be a singular individual! The occultist is a highly powerful manipulator of reality who needs to pay attention during everyone else's turn. It's also somewhat crocked. It's not a class likely to appeal to everyone . . . and it's not meant to. Just you, the one person for whom the class was designed.

Multiclassing: Multiclassing doesn't show up until next chapter, but multiclassing allows you to customize all the classes, and therefore bears mentioning. If there's a case where multiclassing makes a character easier to play than a single-class character, we haven't thought of it yet.

Base Stats for 13 True Ways Classes

Class	Base HP	Usual Base AC*	Base Physical Defense	Base Mental Defense	Background Points	Recovery Dice
Chaos Mage	6	10	10	11	8	d6/level
Commander	7	12	10	12	8	d8/level
Druid**	6**	10**	11	11	8	d6/level**
Monk	7	10	11	11	8	d8/level
Necromancer	6	10	10	11	8	d6/level
Occultist	6	11	10	11	8	d6/level

* The base AC numbers assume that the PC is in the armor that suits them best; see the class write-ups for details. PCs who know how to fight using a shield get +1 AC when they have a shield in one hand (which means they shouldn't be using a two-handed weapon).

** Various druid talents will change these stats.

CHAOS MAGE

Who is in control, chaos or the magician?

. . .

Someone is in control, right?

Overview

Play style: The chaos mage is not for everyone. This is a class for people in what Heinsoo calls the *joker demographic*, players who enjoy randomness and the bizarre and don't care much about defined responsibilities and definite plans. There are other players who might be driven crazy just having a chaos mage in the adventuring party.

The hardest part of playing a chaos mage may be that you're not going to be able to write all your options down on a character sheet. The price of a rich randomness of spells is that you'll need to keep the book around.

The easy part of playing a chaos mage is that you have a limited set of options on any given turn. You don't have to compare more than two or three spell choices each turn, and most of these options have different usage patterns. In some cases the significant decisions you'll make will be how to put yourself in the best position for the spell you're going to cast and then how to use the choices within the spell.

Playing a chaos mage won't prepare a newcomer to play any other spellcaster, but new players who enjoy shaping a path out of randomness should have fun.

There are a lot of bells and whistles in what follows. Some players love bells and whistles. If you're not that player, but you still want to play a random spellcaster, you can avoid most of the fiddly bits and stick with the core mechanic by bypassing the Warp talents and the High Weirdness feats.

Ability scores: Charisma is the big deal—the measure of your ability to force your will upon the world. After Charisma there are class talents that work best if you have high Dexterity, Wisdom, or Intelligence.

Chaos mages gain a +2 class bonus to Intelligence or Charisma, as long as it isn't the same ability you increase with your +2 racial bonus.

Races: It might be best if your campaign decides for itself which races gravitates to chaos magic. Our guess is that humans and dark elves enjoy it most, but there's room for other interpretations, and all the permutations have probably played out across the ages, unless you decide that chaos magic is a unique feature of the 13th Age.

Backgrounds: Blossoming witch, jester, Hellhole sacrifice survivor, fireworks exhibitionist, no-longer-frustrated librarian, stirge wrangler, 7th Age re-enactor, Darkwood patroller, living spell, living dungeon denizen, wandering musician, Drakkenhall burnout, hero from another world.

Icons: The Archmage, Diabolist, Elf Queen, Orc Lord, and Prince of Shadows appeal most directly to the spirits of chaos.

As the enthroned champion of Imperial order, the Emperor contributes no magic to chaos. Depending on your campaign, his agents might still have covert associations with chaos magicians in order to keep tabs on the "problem," or they might not want anything to do with a form of magic their Emperor deliberately shuns. It's entirely possible that past Emperors were not so choosy. . . .

Other mostly lawful icons, even the Great Gold Wyrm, harness traces of chaos, and it's not unknown for them to count chaos magi among their elite champions.

Story of chaos magic: Where does chaos magic come from? We're not going into detail about this, but you can, if you choose. The *13th Age Bestiary* established that there are prismatic ogre magi practicing something like chaos magic. Maybe they're involved. As you'll see from the chaos mage's iconic spells, we've distributed associations with chaos magic across the icons rather than pinning one icon as the source of the art.

Chaos Mage Level Progression

Note: Although not listed on the table, this class gets three talents. It does not get more at higher levels.

Chaos Mage Level	Total Hit Points	Total Feats	Daily Spells (M)	Once-per-Battle Spells (M)	Spell Level (M)	Level-up Ability Bonuses	Damage Bonus From Ability Score
Level 1 Multiclass	(Avg. of both classes) x **3**	As 1st level PC	1	1	1st level	*Not affected*	ability modifier
Level 1	(6 + CON mod) x **3**	1 adventurer	2	1	1st level		ability modifier
Level 2	(6 + CON mod) x **4**	2 adventurer	3	1	1st level		ability modifier
Level 3	(6 + CON mod) x **5**	3 adventurer	3	1	3rd level		ability modifier
Level 4	(6 + CON mod) x **6**	4 adventurer	4	1	3rd level	+1 to 3 abilities	ability modifier
Level 5	(6 + CON mod) x **8**	4 adventurer 1 champion	4	1	5th level		2 x ability modifier
Level 6	(6 + CON mod) x **10**	4 adventurer 2 champion	4	2	5th level		2 x ability modifier
Level 7	(6 + CON mod) x **12**	4 adventurer 3 champion	4	2	7th level	+1 to 3 abilities	2 x ability modifier
Level 8	(6 + CON mod) x **16**	4 adventurer 3 champion 1 epic	5	2	7th level		3 x ability modifier
Level 9	(6 + CON mod) x **20**	4 adventurer 3 champion 2 epic	5	2	9th level		3 x ability modifier
Level 10	(6 + CON mod) x **24**	4 adventurer 3 champion 3 epic	6	2	9th level	+1 to 3 abilities	3 x ability modifier

(M): Indicates columns in which multiclass characters lag one level behind.

Chaos Mage Stats

Initiative, AC, PD, MD, Hit Points, Recovery Dice, Icon Points and Feats are level dependent.

Ability Bonus	+2 Intelligence or Charisma (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (light armor)	10 + middle mod of Con/Dex/Wis + Level
Physical Defense	10 + middle mod of Str/Con/Dex + Level
Mental Defense	11 + middle mod of Int/Wis/Cha + Level
Hit Points	(6 + Con mod) x Level modifier (see level progression chart)
Recoveries	(probably) 8
Recovery Dice	(1d6 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Icon Relationships	3 points (4 at 5th level; 5 at 8th level)
Talents	3
Feats	1 per Level

Gear

Let's tackle the boring stuff first. To wear: the usual adventuring clothes, studded harnesses, or ball room gowns. To wield: the standard dagger, demon-fork liberated from a hellhole, or canine of an extinct megapredator. Add in the adventuring basics like a ten-foot pole, a glob of semi-sentient protoplasm kept as a pet in a rucksack, or a rations container that appears to have been carved from the knee armature of an ancient iron golem, and you've got the spirit of the possessions that make their way through a chaos mage's hands and tentacles.

Amongst the bric-a-brac, chaos mages start with 1d6 x 10 gp.

Armor

Chaos mages don't fight well in actual armor, though they may wear items that look a lot like armor for the style of it.

Chaos Mage Armor and AC

Type	Base AC	Attack Penalty
None	*10*	—
Light	*10*	—
Heavy	11	–2
Shield	+1	–2

Basic Attacks

Melee Attack

At-Will
Target: One enemy
Attack: Strength + Level vs. AC
Hit: WEAPON + Strength damage
Miss: —

Ranged Attack

At-Will
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: WEAPON + Dexterity damage
Miss: —

Weapons

Chaos mages would rather use spells than weapons. If they must stab or strike someone they won't hold back, but it's not their first- or second-best option.

Chaos Mage Melee Weapons

One-Handed	Two-Handed
Small	
1d4 dagger, pronged fork	1d6 club, staff
Light or Simple	
1d6 (–2 attack) mace, shortsword	1d8 (–4 attack) spear
Heavy or Martial	
1d8 (–5 attack) scimitar, warhammer	1d10 (–6 attack) greatsword

Chaos Mage Ranged Weapons

Thrown	Crossbow	Bow
Small		
1d4 dagger, star	1d4 hand crossbow	—
Light or Simple		
1d6 (–2 attack) javelin	1d6 (–1 attack) light crossbow	1d6 (–2 attack) shortbow
Heavy Martial		
—	1d8 (–4 attack) heavy crossbow	1d8 (–5 attack) longbow

Class Features

All chaos mages have a few things in common.

Arcane Implements

Some campaigns/GMs might decide that chaos magic is actually divine, but as a default, call it arcane. As a chaos mage, you use wands and staffs to improve your attacks, not holy symbols.

Common Spell Roster

Unlike wizards and clerics, chaos mages don't choose the spells they know. Instead, a chaos mage of a given level can access all the spells in a category that are their level or lower. That sounds like it might offer a large number of choices but the reverse is true: each category only contains two or three options.

The category of spell you'll cast on your turn isn't up to you: it's random. On the other hand, you get to decide how many of your resources you'll use. You have a limited number of daily and once-per-battle spells, so each turn you must decide whether now is the time to use one of the powerful spells in the category you're casting from or whether you'll stick with an at-will spell.

You don't have many different once-per-battle choices. Those spells are mainly for the attack and defense category, powerful options that are often available to you.

Chaos Magic Categories

Chaos mages have three main categories of spells: attack, defense, and iconic. Unlike other spellcasters, your choice of which spell to cast each turn is constrained by chance.

You can either draw stones/gems/beads from a bag or roll dice to determine your random spellcasting. We'll use the more elegant stones-in-a-bag approach as the default method. If you'd rather roll dice, there's advice for that in a sidebar. (And if you come up with another method, let us know.)

You'll need at least two "stones" apiece of three different colors: one color apiece for attack, defense, and iconic. Go ahead and map these colors to the three categories of chaos magic as you like. Rob uses fine clay poker chips instead of gems, assigning black for attack, green for defense, and blue for iconic, but you should use the materials/colors that appeal to you. Put two stones of each color into an opaque bag or cup.

Chaos and Forethought

Letting you prepare for your next turn ahead of time is good for you and good for the rest of the table. Use the time between turns to consider your options and figure out a rough plan.

Spell Determination

You use the six stones in the bag to determine the next type of spell you'll be able to cast. Each time you draw a stone, leave it out of the bag until **only one stone remains to be drawn**, then refill the bag with all six. In other words, you don't draw the last stone, but instead refill the bag when there is only one stone left. (You also refill the bag at the end of a battle; you're not required to hold on to your next available spell after combat or between game sessions.)

There are three frequently occurring moments when you'll draw a single stone from the bag to determine the next type of chaos magic spell you can cast during your next turn:

- When you roll initiative, to set up the spell you can cast your first turn.
- At the end of each of your turns, to set up the spell you can cast during your next turn, or with your next action if you get a standard action somehow before the start of your next turn.
- As required during your turn if you somehow get an extra standard action (with *elven grace,* for example).

The next step varies depending on which category of spell you've drawn.

Attack: The next chaos mage spell you cast during the battle must be an attack spell, but you won't have to choose which spell you are going to cast until your turn. Use the time before your turn to figure out which attack spell you want to cast and how to put yourself in position to make the most of it.

Defense: The next chaos mage spell you cast during the battle must be a defense spell, but you won't have to choose which spell you are going to cast until you take your turn.

Iconic: The next chaos mage spell you cast during the battle must be an iconic spell, but before you cast it you must determine which of twelve icons is associated with that spell. If you have one of the twelve-sided icon dice, roll once to determine the icon whose power you'll draw on. The Emperor has nothing to do with chaos, so if you roll the Emperor, translate that result as the Prince of Shadows.

You could also use one of the *13th Age* icon spinner rings from Crit Success. If you're using the ring, respin if you get the Emperor.

If you don't have an icon die or a ring, roll a d12 and use the table below:

1:	Archmage	**5:**	Elf Queen	**9:**	Orc Lord
2:	Crusader	**6:**	Great Gold Wyrm	**10:**	Priestess
3:	Diabolist	**7:**	High Druid	**11:**	Prince of Shadows
4:	Dwarf King	**8:**	Lich King	**12:**	The Three

After establishing the icon whose magic/power your spell will draw from, you can wait to choose which of the icon's spells you will cast during your turn. Every icon has at least one at-will spell and one daily or once-per-battle spell, so you'll generally have a choice depending on your level.

Adventurer Feat: Once per day when you cast an iconic daily or once-per-battle spell from an icon you have at least a one-point relationship with, roll a normal save. If you succeed, you don't expend that spell, allowing you to cast it again, or another daily/once-per-battle spell.

Champion Feat: Once per day when you draw an iconic spell, before rolling, choose an icon you have at least a one-point relationship with. The spell you cast next will be from that icon.

Epic Feat: You can use the champion feat power a second time, but only if you choose an icon that you have at least a two-point relationship with.

Dice not Stones

If you'd rather not use stones to determine your spells, use a d6.

1–2: attack **3–4:** defense **5–6:** iconic

Once you roll a result for a specific number, ignore further rolls of that number until the end of the battle or until all but one of the results has come up, modeling the method of using the stones where you refill your bag when you have one stone remaining. For example, if you've rolled a 2, 3, 4, and 5, only 1 or 6 are valid results now. Then after rolling a 6, since you only have one result left (a 1), all of the results are valid again. And after that, you'll probably want to skip using dice and start using stones.

Spell level: Whether you're casting an at-will, per battle, or daily spell, you cast it at the spell level shown on the level progression chart.

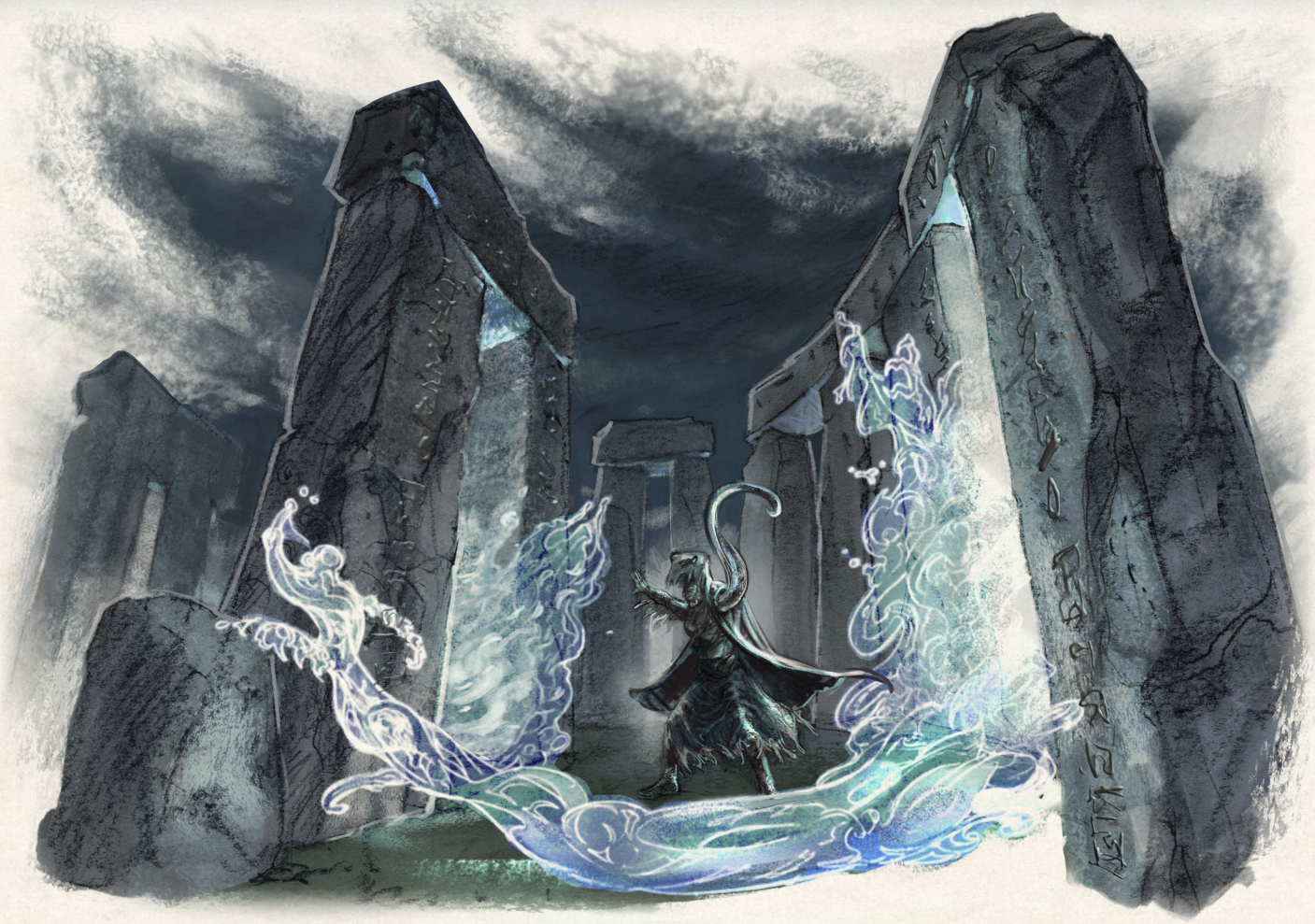
If you don't cast a spell: If circumstances dictate that you need to do something else with your standard action during your turn than cast a chaos mage spell (like rally), keep the stone you chose until you do cast a chaos mage spell. You don't get to re-choose.

Unreliable Casters

Chaos mages can cast their at-will spells out of battle, but it often takes them a few tries to access the at-will spell they're looking for, more or less as if they're drawing stones and searching for the right spell. Wizards and sorcerers mock chaos mages for having so little control over minor effects. Of course, chaos mage at-will spells are a little better than the effects sorcerers and wizards can create at-will in battle, so when lives are at stake the mockery lacks bite.

Not a Ritual Caster

Not only do chaos mages not know how to cast rituals, they aren't allowed to take the Ritual Casting feat. That's not how chaos magic rolls.



High Weirdness

There's something uncanny about chaos mages. Some flaunt this high weirdness, dressing crazily and carrying themselves like punk rockers in a Renn Faire world. Other chaos mages hide their colors, passing themselves off as more-or-less normal spellcasters until the shock of battle gives them no choice.

Look at the huge table of random psychedelia below. Each effect, referred to as a "weirdness," lasts until a new weirdness occurs or until the end of the battle. Some weirdnesses have immediate one-time effects, while others have lingering effects, and many weirdnesses affect everyone in the battle, not just you.

In case you're wondering, there's about a 50% chance that a weirdness will be good for you or your allies. There's about a 30% chance that it's going to be a random effect that will be global and affect everyone; sometimes that's good for the PCs, though more rarely not. There's a 10% chance that the weirdness will be cosmetic with no real effect. And finally there's a 10% chance that it will be somewhat bad for you or your allies, but not really bad.

As a chaos mage, you don't have to pay that much attention to high weirdness *unless* you want to. If you're a player who enjoys the chaos mage's random mechanics but doesn't want to have to deal with frequent bizarre weirdness, that's fine: ignore the adventurer feat for this class feature and you'll only have to worry about the weirdness effects when an enemy crits you. If you do want to create random effects in most every battle, then the adventurer feat is for you.

But first, here's the basic High Weirdness rule that affects each chaos mage.

Get critted, roll high weirdness: When an enemy scores a critical hit against you, you must roll on the High Weirdness table. Some weirdnesses have immediate effects that only happen once, but their special effects continue.

Outside of battle, high weirdness effects are usually strange special effects rather than powerful magical events. In other words, things are sometimes strange around your chaos mage. But not all the time, because that would be the new normal, and therefore predictable.

Standard action to roll a new high weirdness effect: If you hate the effect you're experiencing and want to change it, you can use a standard action to reroll a new effect. We're not going to make you burn your standard action *and* fail to escape the weirdness you hate so badly, so if you get the same result you're presently experiencing, ignore it and roll again.

Adventurer Feat: If you have one or more Warp talents, whenever you make a d6 roll for one, also roll for a new high weirdness effect. The new effect replaces the weirdness effect currently active, if any.

If you have no Warp talents, roll for a new high weirdness effect whenever you draw an iconic spell.

Champion Feat: Once per battle when you roll for a high weirdness effect, roll twice and use both results. Reroll duplicate results.

Epic Feat: One battle per day, each time you roll for a high weirdness effect, roll twice and use both results. Reroll duplicate results. Good luck!

High Weirdness Table (d100)

1–2: If you have access to the *13th Age Bestiary*, you accidentally summon 1d3 wibbles (page 222) that either attack you or drift off to wreak a small amount of havoc elsewhere in the battle. If the GM is bored with that, or you don't have the *Bestiary*, enormous air bubbles pop out of your skin (once) and deal damage to you equal to 1d3 x your level.

3–4: You're hit by a pulsing wrinkle in time. You move and speak ever–so–slightly slower than you should until you catch up. There's no effect this turn, but at the end of your turn, decrease your initiative 2d6 points, to a minimum of 1.

5–6: Each creature in the battle with temporary hit points loses half of them.

7–8: You can only speak by asking questions. If you or your character violates this requirement, your character takes 1 damage the first time, 2 damage the second time, and so on. (Have another player keep track.)

9–10: Your magic items' quirks take over. If you aren't doing a good enough job of roleplaying this personality fiasco, the GM and the rest of the players are authorized to suggest (in)appropriate behavior.

11: You leech personality traits from surrounding spirits, whatever those happen to be. Improv acting challenge—go! Happily for your allies, these are only traits, not personality overrides.

12: You must speak in what you think could be the voice of the last creature your chaos mage attacked. If it doesn't seem to have a voice, invent one with your mad roleplaying skillz.

13: Small squeaking rodents erupt from any plausible cover that you go near. There's no real effect except they're somewhat noisy and rodents suddenly pop up in unexpected places.

14: Your (the PC) favorite song begins playing around you magically, getting louder and louder (tell the table what type of song it is, or maybe hum it). It might or might not interfere with bardic songs or monsters that need to be heard properly to get their dirty work done.

15: Your gender changes. At your discretion, the shift could be permanent when the weirdness ends. Or as permanent as things get for you.

16: You grow horns or other spikes all over. If you already have horns, then you lose them. Some of the horns, or lack thereof, persist after the weirdness ends.

17: One of your arms becomes a functional tentacle. It has no mechanical effects, but unless you're special or lucky it's probably not a very pretty tentacle. Your option on whether or not it remains after the weirdness ends.

18: A great gust of wind circles around the battlefield. It probably has no serious effect unless there's something happening that a great gust of wind could seriously affect.

19: All creatures leave colored trails behind them as they move, turning the battle scene into a strange glowing artwork. Images fade every ten seconds or so.

20: Some minor detail of your appearance changes: hair color, gaps between teeth, handedness, and so on. Change is, y'know, permanent–ish.

21–22: Grit, explosive dust, or other debris explodes into the air around you, dealing 1d4 damage per tier to each nearby creature.

23–24: There's tension in the air, or the rumble of distant thunder, or a sense of impending disaster, and the next creature that misses with an attack this battle takes damage equal your Charisma modifier (double your Charisma modifier at 5th level; triple it at 8th level).

25–26: Quickly passing auras blur and shake across the battlefield, or cold winds whip through and grow warmer as they pass, or the lights flicker . . . and the creature that has taken the most damage in the battle gains temporary hit points equal to 10% of its maximum hit points.

27–28: One random creature in the battle other than you teleports next to and is engaged by one of its random enemies other than you.

29–30: (Global effect) Space seriously twists, affecting the spells and ranged attacks of each creature in the battle: creatures that are nearby count as if they were far away, and creatures that are far away count as if they are nearby.

31–32: The first spell you cast this battle has effects (not damage) like a spell two levels higher than it, if possible.

33–34: (Global effect) All normal saves made by creatures in the battle are actually easy saves (6+).

35–36: (Global effect) There's a blurring at the edge of all things. No creature can intercept another. Disengage attempts automatically succeed.

37–38: (Global effect) The champions shall inherit the dirt! Until the end of your next turn, saves that fail count as if they succeed, and saves that succeed count as if they fail!

High Weirdness Table (d100) (cont.)

39–40: Roll the escalation die and use the new result.

41–42: (Global effect) Each creature in the battle taking ongoing damage immediately takes that damage. Then all ongoing damage effects end.

43–44: (Global effect) Each creature that makes an attack targeting PD targets MD instead. Attacks against MD target PD instead.

45–46: Your shadow detaches and flits around you. Until the weirdness ends, you gain a +2 attack bonus but take a –2 penalty to saves. Your personality may or may not be affected. It's up to you.

47–48: Choose yourself or one ally with temporary hit points and double those temporary hit points. No temp hp, so sorry!

49–50: There's a large magical special effect of your choice (non-mechanical), and each creature in the battle ignores all resistances.

51–55: You gain an additional quick action during each of your turns while this weirdness is in effect.

56–60: When one of your allies casts an arcane spell this battle, that spell gains a small bonus effect chosen by the GM (something that suits the spell and the story).

61–65: You and your allies gain small halos, or celestial light pours in, or a subtle glow illuminates each countenance. When one of your allies casts a divine spell this battle, it gains a small bonus effect chosen by the GM, something that suits the spell and the story.

66–70: Your features shift and settle into a temporary new pattern. You gain a random racial ability until the end of your next turn. Ignore results that duplicate a racial ability you already have. Roll a d8. 1: dwarf's *that's your best shot*; 2: dark elf's *cruel*; 3: high elf's *highblood teleport*; 4: gnome's *confounding*; 5: half–elf's *surprising*; 6: halfling's *evasive*; 7: holy one's *halo*; 8: tieflings's *curse of chaos*. (See chapter 3 of the *13th Age* core rulebook for racial powers.)

71–75: If one of your allies is at 0 hit points or below, that ally can roll a free death save that won't count against their missed death save total.

76–80: Choose one creature (including you) that has already rallied this battle. It can rally again this battle (using the same action it normally would) as if it hadn't already rallied (no roll if the first use).

81–85: Your presence blurs through space, spirit, and time, and you can fight in spirit on your turn (*13th Age* core rulebook, page 166) in addition to taking your normal turn.

86–90: You shift, you waver, or you go transparent. You don't take any miss damage while this weirdness is affecting you.

91–95: The magic items in the area all start talking at once. You or one ally of your choice can roll to recharge one magic item (affected creature's choice).

96–97: Something related to your one unique thing goes very right for you. This is on you and the GM to work out together. The GM has the final say, though.

98: If you and your allies flee RIGHT NOW (*13th Age* core rulebook, page 166), you don't take a campaign loss for your discretion. This may take some explaining. It's all about the chaos magic.

99: Roll twice more on this table. If you wish you can ignore one of the rolled results but must stick with the other. If you roll the same result twice, you get that weirdness just once.

100: You gain an extra standard action during the next turn after this weirdness goes into effect.

PLAYERS

Remember that you don't have to go down the high weirdness rabbit hole. For some people, the standard chaos mage mechanics are weirdness enough. High weirdness is a choice. If you are totally into this type of thing, and you play with high weirdness awhile and want to refresh its consequences, there's no reason you couldn't swap new weirdnesses into the list. If you do, try to stick to the positive/ambiguous/negative character of the weirdness you're replacing.

On the other side of the pinwheel, there are serious-minded player groups who will be seriously irritated by some of the high weirdness effects. If your group absolutely hates high weirdness and begs you to avoid it, it should probably be a slice of your happiness that you sacrifice for the happiness of your campaign.

Enough, Enough Already!

If you're being driven crazy by a chaos mage in your party, consider the following feat, included to show a design direction we called "petard-hoisting" that has otherwise not survived. If the GM wishes, a magically capable NPC might end up with something similar.

Enough Already (adventurer feat): This feat can be taken by any character other than a chaos mage. As a quick action once per battle, you can cancel a chaos mage's high weirdness effect. Explain this ability as you like, either as a magical effect or by sheer force of personality.

Talents

Choose three of the following class talents.

Warp Talents

Each of the three Warp talents provides random powers or features that surface unpredictably during battles (and perhaps during non-combat moments of high tension). The visuals, sounds, and smells of how these warp effects manifest are up to you. Some chaos mages sprout tentacles, pincers, and multiple heads. Others are accompanied by elemental flares, strange music, and emotions that seem piped-in from other worlds. Odds are this element of your character's identity should be up to you, unless you're comfortable making it part of the world's wider story, and therefore accepting chaos from the GM.

Note that you don't have to take a Warp talent. If you'd rather play a more straightforward chaos mage with less rolling and less fiddly bits, avoid these talents.

Talents providing spells from other classes: Four chaos mage talents offer random access to spells from the cleric, necromancer, sorcerer, and wizard classes. These talents are meant to select from all the spells available to another class from the *13th Age* core rulebook and from *13 True Ways*. Class feature and talent spells are not available as options (for example, the cleric's *heal*); some feats might allow you to use spells from a feature or talent, however. The wizard's utility spell can be included in the random selection or not, as a player desires.

Since these randomly acquired spells are part of your chaos mage arsenal, you must associate each randomly-acquired spell with one of the two straightforward types of chaos magic: attack or defense. Spells that include attacks are clearly attack spells—treat everything else as part of the defense category unless something clearly belongs as an attack (like its effect deals damage without requiring a hit).

You can only cast the spell you've borrowed from another class when the associated spell type has come up for you (through random category determination). In all other regards, you follow the usage pattern indicated by the base spell you've warped. So some days you'll have a new at-will spell, and other days you'll have a daily or recharge or once-per-battle spell.

Since the spell is temporarily a chaos mage spell, each talent tells you what ability score, if any, you can replace with a reference to your Charisma.

If it's a spell that's meant to be cast out of battle, treat it that way as well. For that day, you're the chaos mage with a noncombat spell.

Determining random spells: Here's a short-cut method of picking a random spell. First determine a random page in the spell section of the class you're borrowing from. Then choose a random spell off that page. Alternatively, if you have time in your control and want to be the best chaos mage ever, record all of the spell options you can access from the books in a numbered list, then roll to see which one comes up.

Is there a Shaman in the Dungeon?

Originally this class was meant to be a chaos shaman. I pictured it as a wild spellcaster who was involved with the Orc Lord and goblins. Not a bad concept, but more limited than I wanted, in the end, and the artists kept confusing the chaos shaman with the druid. Moving to a chaos mage opened the full range of magic.

If you have your heart set on playing a chaos shaman, start with the Trace of the Divine talent. If you want a Warp talent, choose Defensive Warp or Iconic Warp. If you'd rather skip the warps, go for Separate Existence (helpful for getting spells off while under pressure) and either Touch of Wizardry or Stench of Necromancy.

Emphasize shamanic stories and special effects and the shaman will be with you.

Attacking Warp

Your magic provides you with a random warp effect when the next spell you cast will be an attack spell. This talent works best for chaos mages with a high Dexterity.

When your random spell choice indicates an attack spell, roll a d6 to determine the effect you'll gain from the elemental warp. Even though you can't cast the spell until your next turn, the warp effect applies now.

1: ***Air:*** You gain *flight* until the end of your next turn.
2: ***Earth:*** Until the end of your next turn, each enemy that misses you with a melee attack is stuck until the end of its next turn.
3: ***Fire***: Until the end of your next turn, you can pop free from staggered enemies as a quick action.
4: ***Water:*** You gain a bonus to disengage checks until the end of your next turn equal to your Dexterity modifier.
5: ***Metal***: Until the end of your next turn, when an enemy disengages from you, it takes damage equal to your Dexterity modifier (double your Dexterity modifier at 5th level; triple it at 8th level).
6: ***Void:*** During your next turn, you can use a move action to teleport to a nearby location you can see.

Adventurer Feat: When you roll a successful disengage check, you gain temporary hit points equal to your Dexterity modifier (double your Dexterity modifier at 5th level; triple it at 8th level).

Champion Feat: While you are flying due to any effect, you gain a bonus to disengage checks equal to your Dexterity modifier.

Epic Feat: When one of your spells or powers lets you teleport to a nearby location, you can instead teleport to a far away location you can see.

Defensive Warp

Your magic provides you with a random warp effect when the next spell you cast will be a defense spell. This talent works best for chaos mages with a high Wisdom.

When your random spell choice indicates a defense spell, roll a d6 to determine the effect you'll gain from the elemental warp. Even though you can't cast the spell until your next turn, the warp effect applies now.

1: ***Air:*** Once before the end of your next turn, you can heal using a recovery as a quick action.
2: ***Earth:*** You gain temporary hit points equal to your Wisdom modifier (double your Wisdom modifier at 5th level; triple it at 8th level).
3: ***Fire***: Until the end of your next turn, when an enemy moves to engage you, it takes fire damage equal to your Wisdom modifier (double your Wisdom modifier at 5th level; triple it at 8th level).
4: ***Water:*** Until the end of your next turn, when you heal using a recovery, add hit points equal to your Wisdom modifier to that healing (double your Wisdom modifier at 5th level; triple it at 8th level).
5: ***Metal***: Until the end of your next turn, you gain a +2 bonus to AC.
6: ***Void:*** Until the end of your next turn, the first time an attack hits you, as a free action you can choose to lose hit points equal to your level to force the attacker to reroll the attack.

Adventurer Feat: When you heal using a recovery, add hit points equal to the escalation die to that healing.

Champion Feat: While you are at maximum hit points, you gain a +1 bonus to all defenses.

Epic Feat: When an attacker rerolls an attack against you, it takes an attack penalty equal to your Wisdom modifier.

Iconic Warp

Your magic provides you with a random warp effect when the next spell you cast will be an iconic spell. This talent works best for chaos mages with a high Intelligence.

When your random spell choice indicates an iconic spell, roll a d6 to determine the effect you'll gain from the elemental warp. Even though you can't cast the spell until your next turn, the warp effect applies now.

1: ***Air:*** Randomly determine two icon associations for the spell you'll cast instead of one. Choose one of those associations to use for that spell.
2: ***Earth:*** Until the end of your next turn, you gain a bonus to PD and MD equal to your Intelligence modifier.
3: ***Fire***: Until the end of your next turn, you gain the once-per-battle racial power of a random nearby ally; ignore this benefit if it duplicates your own racial power or if it doesn't make sense during the battle (human, for example).
4: ***Water:*** Until the end of your next turn, you gain a bonus to saves equal to your Intelligence modifier.
5: ***Metal***: Until the end of your next turn, critical hits scored against you only count as normal hits.
6: ***Void:*** Until the end of your next turn, when you cast a daily iconic spell, roll a hard save (16+). If you succeed, you don't expend that use of a daily spell slot, but you still can't cast that specific daily iconic spell again until you take a full heal-up.

Adventurer Feat: Once per battle when you roll for an iconic warp effect, roll the d6 twice and choose the result you want.

Champion Feat: When you roll a natural 18–20 on a save, a nearby ally of your choice can roll a save against a save ends effect.

Epic Feat: When you roll a natural 20 with an attack, the critical hit range of your attacks expands by 2 until the end of the battle (cumulative).

The Chaos Mage's Elements

Metal and void are elements for the chaos mage, not for the druid. It shouldn't be a surprise that these classes see the world differently.

Separate Existence

You are ever-so-slightly detached from normal physical reality. Play the story side of that as you like; the game mechanics side is that you can cast ranged spells while engaged with enemies without taking opportunity attacks.

Adventurer Feat: While you have an *air* or *void* warp effect active, you take no damage from missed attacks.

Champion Feat: When you teleport, you can heal using a recovery.

Stench of Necromancy

You gain a random spell from the necromancer class. Whenever you take a full heal-up, randomly choose a necromancer spell of the highest level you can cast. For the rest of the day, you know this necromancer spell and can cast it according to its normal usage pattern—at-will, once per battle, recharge, or daily—when that option comes up during your chaos mage spellcasting sequence.

If the necromancer spell refers to Intelligence, you can replace that ability score with references to Charisma.

Adventurer Feat: One battle per day, you can gain the Cackling Soliloquist talent from the necromancer class; see page 82.

Champion Feat: While you have an *earth* or *metal* warp effect active, when an enemy in the battle drops to 0 hp, you gain temporary hit points equal to your Charisma modifier (double your Charisma modifier at 5th level; triple it at 8th level).

Epic Feat: If you don't like the first random necromancer spell you select for the day, you can determine another random necromancer spell. You're stuck with the second one.

Touch of Wizardry

You gain a random spell from the wizard class. Whenever you take a full heal-up, randomly choose a wizard spell of the highest level you can cast. For the rest of the day, you know this wizard spell and can cast it according to its normal usage pattern—at-will, cyclic, once per battle, recharge, or daily—when that option comes up during your chaos mage spellcasting sequence.

If the wizard spell refers to Intelligence, you can replace that ability score with references to Charisma.

Adventurer Feat: You gain a random wizard talent at the start of each day. Roll a d3. 1: Abjuration; 2: Evocation; 3: High Arcana (*counter magic*). Replace references to "wizard" in these talents with "chaos mage" and Intelligence with Charisma.

Champion Feat: You gain a single daily use of the wizard's *utility spell* (*13th Age* core rulebook, page 150), cast at your level or lower.

Epic Feat: If you don't like the first random wizard spell you select for the day, you can determine another random wizard spell. You're stuck with the second one.

Trace of the Divine

You gain a random spell from the cleric class. Whenever you take a full heal-up, randomly choose a cleric spell of the highest level you can cast. For the rest of the day, you know this cleric spell and can cast it according to its normal usage pattern—at-will, once per battle, recharge, or daily—when that option comes up during your chaos mage spellcasting sequence.

If the cleric spell refers to Wisdom, you can replace that ability score with references to Charisma.

Adventurer Feat: At the start of the day, choose a random invocation from the cleric invocations on pages 95–97 of the *13th Age* core rulebook. (Leave the healing domain out as a choice since it only affects a cleric class feature.) You can use that invocation as if you were a cleric once this day as a quick action. (If we publish other invocations later? Sure, add them to the possibilities.)

Champion Feat: While you have an *air* or *water* warp effect active, when you heal using a recovery or cast a spell that lets an ally heal using a recovery, add an extra recovery die to the healing.

Epic Feat: In addition to the random invocation you gain at the start of the day, you also get the talent/domain powers that go with it.

Whiff of Sorcery

You gain a random spell from the sorcerer class. Whenever you take a full heal-up, randomly choose a sorcerer spell of the highest level you can cast. For the rest of the day, you know this sorcerer spell and can cast it according to its normal usage pattern—at-will, once per battle, recharge, or daily—when that option comes up during your chaos mage spellcasting sequence.

Adventurer Feat: Twice per day, you can gather power as if you were a sorcerer in order to deal double damage with either a sorcerer spell or a chaos mage spell the next time you cast a spell. You also gain the chaotic benefit for gathering power. (Note that you should have already determined the type of spell you will be casting, since you select a spell type when you roll initiative and at the end of each turn, so you're generally better off waiting to gather power when you know you have an attack or iconic spell coming.)

Champion Feat: While you have an *air* or *fire* warp effect active, add fire damage equal to your Charisma modifier to your miss damage (double your Charisma modifier at 5th level; triple it at 8th level).

Epic Feat: If you don't like the first random sorcerer spell you select for the day, you can determine another random sorcerer spell. You're stuck with the second one.

PLAYERS

Let's take a moment and outline how it would work to gather power using the Whiff of Sorcerer adventurer feat. First, you determine which type of spell you're going to cast (attack, defense, iconic), either when you roll initiative or at the end of a turn after casting a spell.

Second, if you drew attack (or maybe iconic), you might consider gathering power during your next turn. If you do, you're not using your standard action to cast a spell, so you wouldn't draw a new stone at the end of your turn.

Third, the turn after that, you cast the attack or iconic spell having gathered power and therefore doubling its damage. At the end of that turn you draw a new stone to determine your next spell.

Attack Spells (1st level+)

Here are the attack spells you can choose from, in addition to any attack spells you gain from other classes thanks to talents.

Feel free to rename your attack spells early and often. Some chaos mages cast spells that are full of oogly tentacles and maws, while others fire out prismatic rays. It's either up to you or up to magic that shifts and mutates as the campaign goes on.

Force Tentacle

Ranged spell ◆ **At-Will**
Target: One random nearby enemy
Attack: Charisma + Level vs. PD
Hit: 1d10 + Charisma force damage.
Miss: Damage equal to your level.

3rd level spell	3d10 damage.
5th level spell	5d10 damage.
7th level spell	7d10 damage.
9th level spell	9d10 damage.

Adventurer Feat: You can now also target far away enemies.

Champion Feat: This spell's damage dice increase by one size to d12s.

Epic Feat: One battle per day, you can deal half damage on a natural even miss with this spell.

Chaos Ray

Ranged spell ◆ **Once per battle**
Target: One nearby or far away enemy
Attack: Charisma + Level vs. PD
Hit: 1d8 + Charisma damage.
Natural Even Hit: As a hit, plus another nearby enemy takes half damage.
Miss: 1d6 damage to a different nearby enemy.

3rd level spell	4d6 damage	1d10 damage on a miss.
5th level spell	6d6 damage	2d12 damage on a miss.
7th level spell	6d10 damage	3d12 damage on a miss.
9th level spell	8d10 damage	5d12 damage on a miss.

Blarrrrgh!

Ranged spell ◆ **Daily**
Targets: 1d6 nearby enemies
Attack: Charisma + Level vs. PD
Hit: 3d6 + Charisma damage, and roll a d4 for the effect (same damage for all targets but a separate effect for each one).
1: The target is dazed (save ends).
2: The target is weakened (save ends).
3: The target is hampered until the end of your next turn.
4: The target is confused until the end of your next turn.
Miss: Damage equal to your level.

3rd level spell	6d6 damage.
5th level spell	6d10 damage.
7th level spell	10d10 damage.
9th level spell	2d8 x 10 damage.

Defense Spells (1st level+)

Here are the defense spells you can choose from, in addition to any defense spells you gain from other classes thanks to talents.

Rename them as you would attack spells.

Chaos Blessing

Close-quarters spell ◆ **At-Will**
Effect: Roll a d20 to determine which effect the blessing grants. Higher-level versions of the spell improve the first three blessings, but you still get only the blessing you roll.

1–4: *Gift*—You or one of your nearby allies gains 7 temporary hit points.
5–8: *Resilience*—You gain 7 temporary hit points.
9–12: *Aura/tentacles*—The next enemy that moves to engage you this battle takes 2d6 damage.
13–16: *Defense bonus*—You gain a +2 bonus to the defense of your choice (AC, PD, or MD) until an attack against that defense misses you or until the end of the battle.
17–20: *Healing*—You or your nearby ally with the fewest hit points can heal using a recovery. (If you're the one with the fewest hit points among you and your nearby allies, it's you.)

3rd level spell	*gift* and *resilience* now grant 12 temporary hit points; *aura/tentacles* damage is 2d10.
5th level spell	*gift* and *resilience* now grant 20 temporary hit points; *aura/tentacles* damage is 4d10.
7th level spell	*gift* and *resilience* now grant 35 temporary hit points; *aura/tentacles* damage is 6d8.
9th level spell	*gift* and *resilience* now grant 60 temporary hit points; *aura/tentacles* damage is 10d8.

Adventurer Feat: The *defense bonus* effect now applies to all the target's defenses (and therefore ends as soon as the target is missed by an attack).

Champion Feat: A number of times per day equal to your highest non-Charisma modifier, you can roll twice when you cast *chaos blessing* and gain both effects (reroll a duplicate result).

Epic Feat: The damage dice for the *aura/tentacles* effect increase by one size (for example, d8s to d10s).

Warped Healing

Close-quarters spell ◆ **Once per battle**
Targets: Two nearby allies, or you and one nearby ally
Effect: Randomly choose one of the targets. That target can heal using a recovery. The other target gains 10 temporary hit points and grows a strange eye, limb, or other physical feature that lasts as long as the temporary hit points do.

3rd level spell	20 temporary hit points.
5th level spell	30 temporary hit points.
7th level spell	45 temporary hit points.
9th level spell	70 temporary hit points.

Icon Spells & Feats

All the icons except the Emperor have traces of chaos within them, or at least wild energy that a chaos mage can tap into if they're lucky.

The feats associated with these icon spells have a unique structure. Instead of taking a feat that applies to a specific spell, or even to just one icon, these feats relate to a group of four icons. For example, taking the Light of the High Ones adventurer feat gives you access to the adventurer-tier feats in all spells listed for the Archmage, Elf Queen, High Druid, and Priestess. In most cases, these feats only apply to the at-will spell for the icons, but there are two icons in each group with daily or per-battle spells that are improved by the feats.

The grouping of the icons doesn't match the world's moral compass. Your magic doesn't rely on moral distinctions; instead it manipulates chaos. You can choose feats from the Twisted Path while still being devoted to the Priestess . . . you just might have some explaining to do, which is perfect for those moments when the GM doesn't know what to do with your icon relationship result of 5!

We'll cover the icon spell feats first, then go through the alphabetical list of icons for the spells each one is associated with.

Blood of Warriors

The Blood of Warriors feats provide access to the icon feats associated with the Crusader, Dwarf King, Great Gold Wyrm, and Orc Lord.

Adventurer Feat: You can use the adventurer-tier feats that go with the icon spells for the listed icons.

Champion Feat: You can use the champion-tier feats that go with the icon spells for the listed icons.

Epic Feat You can use the epic-tier feats that go with the icon spells for the listed icons.

Light of the High Ones

The Light of the High Ones feats provide access to the icon feats associated with the Archmage, Elf Queen, High Druid, and the Priestess.

Adventurer Feat: You can use the adventurer-tier feats that go with the icon spells for the listed icons.

Champion Feat: You can use the champion-tier feats that go with the icon spells for the listed icons.

Epic Feat You can use the epic-tier feats that go with the icon spells for the listed icons.

Twisted Path

The Twisted Path feats provide access to the icon feats associated with the Diabolist, Lich King, Prince of Shadows, and the Three.

Adventurer Feat: You can use the adventurer-tier feats that go with the icon spells for the listed icons.

Champion Feat: You can use the champion-tier feats that go with the icon spells for the listed icons.

Epic Feat You can use the epic-tier feats that go with the icon spells for the listed icons.

Archmage *(Light of the High Ones)*

Silver Arrows (1st level+)

Ranged spell ◆ **At-Will**

Targets: 1d3 nearby enemies

Effect: The target takes 4 force damage.

3rd level spell	7 damage.
5th level spell	10 damage.
7th level spell	14 damage.
9th level spell	27 damage.

Adventurer Feat: This spell now targets 1d4 nearby or far away enemies.

Champion Feat: This spell now targets 1d6 nearby or far away enemies.

Epic Feat: This spell now targets a number of nearby or far away enemies equal to the escalation die.

Cascading Power (5th level+)

Ranged spell ◆ **Daily**

Targets: A number of random nearby creatures equal to the escalation die

Effect: The targets are embroiled in silver fire! Each targeted ally can roll an immediate easy save (6+); if that ally succeeds, they regain one daily or recharge power of their choice. Then each targeted enemy takes damage equal to 1d10 x the escalation die.

After the damage, roll the escalation die and use the new result.

7th level spell	Damage equal to 2d6 x the escalation die.
9th level spell	Damage equal to 2d12 x the escalation die.

Crusader *(Blood of Warriors)*

Castigation (1st level+)

Close-quarters spell ◆ **At-Will**

Target: One enemy you are engaged with if possible; if not, then one nearby enemy

Attack: Charisma + Level vs. MD

Hit: 1d8 + Charisma psychic damage

Hit vs. a Staggered Target: As a hit, except there is no damage roll; the target takes maximum damage.

Miss: Damage equal to your level.

3rd level spell	3d6 damage.
5th level spell	5d6 damage.
7th level spell	5d8 damage.
9th level spell	6d10 damage.

Adventurer Feat: When you hit a demon with this spell, it's also hampered (save ends).

Champion Feat: The damage dice for the spell increase by one size (for example, d6s to d8s).

Epic Feat: The spell now deals half damage on a miss.

Terribly Spiky Armor (3rd level+)

Ranged spell ◆ **Daily**

Effect: Until the end of the battle, you gain a +3 bonus to AC and when an enemy engaged with you misses you with an attack, it takes 3d6 + Charisma damage.

5th level spell	5d6 damage.
7th level spell	5d8 damage.
9th level spell	7d10 damage.

Diabolist *(Twisted Path)*

Tortured Scream (1st level+)

Ranged spell ◆ **At-Will**

Target: One nearby enemy

Special: When you cast the spell, you or a willing nearby ally of your choice loses 1d6 hit points.

Attack: Charisma + Level vs. MD

Hit: 3d6 + Charisma psychic damage.

Miss: Damage equal to your level.

3rd level spell	6d6 damage	you or ally loses 2d6 hit points.
5th level spell	6d10 damage	you or ally loses 4d6 hit points.
7th level spell	10d10 damage	you or ally loses 6d6 hit points.
9th level spell	2d8 x 10 damage	you or ally loses 8d6 hit points.

Adventurer Feat: The spell now deals half damage on a miss.

Champion Feat: You or an ally now lose one less die of hit points (for example, 3d6 instead of 4d6).

Epic Feat: The first time each battle you miss with this spell, if the escalation die is 3+, you can reroll the attack by having you or your ally lose the same amount of hit points again.

Trace of Corruption (1st level+)

Ranged spell ◆ **Daily**

Target: You or one nearby ally; the target must have a positive or conflicted relationship with a villainous icon

Effect: The target rolls a save against each save ends effect affecting it. Then the target can heal using a recovery from a nearby ally (target's choice, even if that ally isn't willing).

Dwarf King *(Blood of Warriors)*

Yours! (1st level+)

Ranged spell ◆ **At-Will**

Target: You or one ally in the battle, chosen randomly

Effect: Roll a d20.

1–10: The target can heal using a recovery.

11–20: The target can make a basic attack as a free action.

Adventurer Feat: When this spell allows a target to attack, the attack deals half damage on a miss instead of normal miss damage.

Champion Feat: The target can move as a free action before using a recovery or attacking.

Epic Feat: When the target heals using a recovery, it adds hit points equal to 1d10 x the escalation die to that healing.

Ours! (1st level+)

Ranged spell ◆ **Daily**

Target: One nearby ally

Effect: The target can heal using a free recovery, adding hit points equal to 1d6 x the escalation die to that healing. Unless you or the target is a dwarf, randomly choose one of the target's true magic items. You actively gain that item's quirk until the end of the day.

Elf Queen *(Light of the High Ones)*

Shards of Magic (1st level+)

Ranged spell ◆ **At-Will**

Target: One nearby or far away enemy

Attack: Charisma + Level vs. PD

Natural Even Hit: 1d6 + Charisma force damage, and you can roll a hard save (16+). If you succeed, you get an extra standard action this turn.

Natural Odd Hit: 7 ongoing damage.

Natural Even Miss: You can teleport to a nearby location you can see as a free action.

3rd level spell	Even hit: 3d6 damage	Odd hit: 10 ongoing damage.
5th level spell	Even hit: 5d6 damage	Odd hit: 18 ongoing damage.
7th level spell	Even hit: 5d8 damage	Odd hit: 28 ongoing damage.
9th level spell	Even hit: 7d10 damage	Odd hit: 40 ongoing damage.

Adventurer Feat: A natural odd miss now deals damage equal to your level.

Champion Feat: A natural odd miss now deals half the force damage an even hit would have dealt.

Epic Feat: A natural even miss now allows you to teleport to a far away location you can see as a free action.

Coronation (3rd level+)

Close-quarters spell ◆ **Daily**

Effect: Until the end of the battle, when a staggered enemy hits you with an attack, you can make the following attack against that enemy as a free action after the attack.

Attack: Charisma + Level vs. MD

Hit: The target is confused until the end of its next turn.

Champion Feat: Once per battle when a staggered enemy misses you with an attack while this spell's effect is active, you can make the attack against that enemy.

Epic Feat: When you make a natural even roll with a *coronation* attack, you can have the target become confused (save ends) instead of taking damage.

Great Gold Wyrm *(Blood of Warriors)*

Fiery Claw (1st level+)

Ranged spell ◆ **At-Will**

Special: This spell attack ignores all the target's resistances.

Target: One nearby enemy

Attack: Charisma + Level vs. PD

Hit: 1d8 + Charisma fire damage, and the target loses its *resist damage* abilities, if any (hard save ends, 16+).

Miss: Damage equal to your level.

3rd level spell	3d8 damage.
5th level spell	5d8 damage.
7th level spell	7d8 damage.
9th level spell	9d8 damage.

Adventurer Feat: This spell can now deal holy damage instead of fire damage.

Champion Feat: The damage dice for this spell increase from d8s to d10s.

Epic Feat: This spell now deals half damage on a miss.

Final Wrath (5th level+)

Ranged spell ◆ **Daily**

Targets: 1d4 nearby enemies in a group

Attack: Charisma + Level vs. PD

Hit: 7d6 + Charisma fire damage.

Natural Even Hit: As a hit, plus if the target is staggered after the attack, it's also stunned until the end of its next turn.

Miss: Damage equal to your level.

7th level spell	9d10 damage.
9th level spell	2d6 x 10 damage.

Champion Feat: This spell now deals half damage on a miss.

Epic Feat: This spell now targets 2d3 enemies in a group.

High Druid *(Light of the High Ones)*

Bolt and Thunder (1st level+)

Ranged spell ◆ **At-Will**
Target: One nearby enemy
Attack: Charisma + Level vs. PD
Hit: 1d4 + Charisma lightning damage, and a different random nearby enemy takes the same amount of thunder damage.

3rd level spell 2d6 damage.
5th level spell 3d6 damage.
7th level spell 5d6 damage.
9th level spell 5d8 damage.

Adventurer Feat: This spell now deals damage equal to your level on a miss.
Champion Feat: The damage dice for this spell increase by one size (for example, from 3d6 to 3d8).
Epic Feat: This spell now deals half damage on a miss.

The Final Surge (3rd level+)

Ranged spell ◆ **Daily**
Effect: You and each of your nearby allies each heal hit points equal to 1d6 x the number of recoveries that character has expended this day. (And no, free recoveries don't count; this spell only counts the resources you've expended.)

5th level spell 1d10 x the number of recoveries.
7th level spell 2d6 x the number of recoveries.
9th level spell 2d10 x the number of recoveries.

Lich King *(Twisted Path)*

Evil Touch (1st level+)

Close-quarters spell ◆ **At-Will**
Target: One enemy engaged with you
Attack: Charisma + Level vs. PD
Hit: 1d10 + Charisma negative energy damage.
Natural Even Hit: As a hit, plus you gain 5 temporary hit points if the target drops to 0 hp during the battle.
Miss: Damage equal to your level.

3rd level spell 3d10 damage 8 temporary hit points.
5th level spell 5d10 damage 10 temporary hit points.
7th level spell 7d10 damage 15 temporary hit points.
9th level spell 9d10 damage 25 temporary hit points.

Adventurer Feat: This spell now deals half damage on a miss.
Champion Feat: When the target drops to 0 hp, instead of gaining temporary hit points, you can choose to deal that amount of negative energy damage to one nearby enemy as a free action.
Epic Feat: This spell can now target a nearby enemy.

Unsummoning (7th level+)

Ranged spell ◆ **Daily**
Target: One nearby non-undead enemy that the GM hasn't given a proper name, or that doesn't play a key role in the current storyline
Attack: Charisma + Level vs. MD
Hit: The target is sent elsewhere, possibly to a location that's close enough for the PCs to have to deal with it in a subsequent battle. It might also go somewhere "interesting." See the sidebar below if you feel like rolling for it, GM.

Replace the target with the GM's choice of an undamaged and hostile undead creature that is one level lower than the original target. If the target was a large or double-strength creature, the replacement must be large or double-strength, or perhaps two normal undead instead of one show up. Ditto for huge/triple-strength targets. Therefore you're only slightly reducing the raw power of the opposition; the advantage of using the spell is that you're getting rid of an enemy you match up badly against and dropping the level of the opposition by one. The disadvantage, of course, is that you'll probably have to face that enemy again.

Miss: 7d10 + Charisma psychic damage.

9th level spell 8d10 + Charisma psychic damage on a miss.

Champion Feat: This spell can now also target an entire mob of mooks. If the attack hits, replace them with a mob of undead mooks that is one level lower.
Epic Feat: You don't expend the spell when you miss with it.

GAMEMASTER

Managing Unsummoning

When a chaos mage reaches 7th level, you might want to keep stats for 2 or 3 undead around, ready to hit the table when the *unsummoning* goes down.

If you want to roll secretly for where the creature that has been unsummoned ends up, roll a d20. Depending on the result, you may have fun closing the information loop later in the campaign, or maybe even later the same session. If you'd rather not be entirely ruled by the d20, there's always the possibility that icon relationship results could play a role. . . .

1: Somewhere the PCs care about that doesn't want monsters popping in.
2–5: Somewhere a few minutes away, so that the PCs may encounter the monster again soon as it tries to get back to where it belongs, or join its allies, or get revenge.
6–17: Far enough away that the monster is not going to be an issue until the PCs have done a good bit of traveling, or until they're in another adventure all together, if ever.
18–20: Somewhere the PCs would LOVE to drop an enraged and mostly unharmed monster, the opposite of a place they care about.

Orc Lord *(Blood of Warriors)*

War Drums (1st level+)

Ranged spell ◆ **At-Will**

Effect: The next natural odd attack roll you or one of your allies makes this battle that hits an enemy deals 13 extra damage.

3rd level spell	23 extra damage.
5th level spell	33 extra damage.
7th level spell	53 extra damage.
9th level spell	83 extra damage.

Adventurer Feat: Add your Charisma modifier to the extra damage (double your Charisma modifier at 5th level; triple it at 8th level).

Champion Feat: When you cast this spell, each nearby enemy that's staggered also takes 2d6 thunder damage (4d6 thunder damage at 8th level).

Epic Feat: When this spell's effect deals the extra damage, you can roll a hard save (16+). If you succeed, the *war drums* keep beating and the effect extends to the next natural odd hit this battle! (And so on if you keep succeeding.)

Savage Endings (3rd level+)

Ranged spell ◆ **Daily**

Targets: Each nearby creature that's staggered (yes, including allies, even those who are dying)

Effect: Each target takes 5d6 + Charisma damage.

5th level spell	5d8 damage.
7th level spell	7d10 damage.
9th level spell	10d10 damage.

Adventurer Feat: The spell no longer targets your allies.

Champion Feat: The spell's damage dice increase by one size (for example, d10s to d12s).

Epic Feat: When you drop one or more non-mook creatures to 0 hp with this spell, you can heal using a free recovery.

Priestess *(Light of the High Ones)*

Holy Spark (1st level+)

Ranged spell ◆ **At-Will**

Target: One nearby enemy

Attack: Charisma + Level vs. PD

Hit: 1d8 + Charisma holy damage, and one nearby ally gains 3 temporary hit points.

Miss: Damage equal to your level.

3rd level spell	3d8 damage	5 temporary hit points.
5th level spell	5d8 damage	8 temporary hit points.
7th level spell	7d8 damage	10 temporary hit points.
9th level spell	9d8 damage	15 temporary hit points.

Adventurer Feat: When you miss with the spell, one of your nearby allies now gains the temporary hit points.

Champion Feat: This spell now deals half damage on a miss.

Epic Feat: You can now target a far away enemy with this spell. In addition, the spell's damage dice increase by one size from d8s to d10s.

Temple Bells (1st level+)

Ranged spell ◆ **Daily**

Targets: You and each nearby ally that has 10 hp or fewer

Effect: The target can heal using a recovery.

3rd level spell	Target with 20 hp or fewer.
5th level spell	Target with 40 hp or fewer.
7th level spell	Target with 60 hp or fewer.
9th level spell	Target with 100 hp or fewer.

Adventurer Feat: One target that heals can also roll a save against a save ends effect.

Champion Feat: The recovery is now free.

Epic Feat: Add 50 hp to the hit point threshold for targets that can be affected.

Prince of Shadows *(Twisted Path)*

Shadow Dance (1st level+)

Ranged spell ◆ **At-Will**

Targets: Two nearby creatures, enemies or allies (including you)

Effect: The targets teleport and swap places. Each teleported enemy takes 1d6 damage. You and your allies don't take damage from teleporting.

3rd level spell	2d6 damage.
5th level spell	2d10 damage.
7th level spell	3d12 damage.
9th level spell	4d12 damage.

Adventurer Feat: Once per day, one or more targets of the spell can be far away.

Champion Feat: The damage increases by one die (for example, 2d10 becomes 3d10).

Epic Feat: The spell can now target up to three nearby creatures.

Step into Shadow (3rd level+)

Close-quarters spell ◆ **Once per battle**

Effect: Remove yourself from the battle (you can't be targeted by attacks or effects while in the shadows). At the start of your next turn, return to the battle nearby your previous location and roll a d6 to determine a random benefit you gain from coming out of the shadows.

1–4: You can heal using a recovery.

5+: You deal double damage to the first target you hit with a chaos mage spell this turn.

Champion Feat: You can choose to add +1 to the d6 roll after seeing it.

Epic Feat: If you roll 6+, you gain both effects.

The Three *(Twisted Path)*

Twisted Beam (1st level+)

Ranged spell ◆ **At-Will**

Target: One nearby enemy

Attack: Charisma + Level vs. PD

Natural Even Hit: 1d6 + Charisma fire damage.

Natural Odd Hit: Lightning damage equal to half the damage from a natural even hit, and you can roll another *twisted beam* attack against an enemy you haven't targeted with it this turn.

Natural Even Miss: 3 ongoing acid damage.

3rd level spell	3d6 damage	6 ongoing damage.
5th level spell	5d6 damage	9 ongoing damage.
7th level spell	7d8 damage	12 ongoing damage.
9th level spell	9d8 damage	18 ongoing damage.

Adventurer Feat: This spell can now target far away enemies.

Champion Feat: A natural odd miss now deals half natural even hit damage.

Epic Feat: The first save against the ongoing damage from a natural even miss is a hard save (16+). The second and subsequent saves are normal.

Ancient Scales (3rd level+)

Ranged spell ◆ **Daily**

Effect: Until the end of the battle, you have *flight* while the escalation die is even. While the escalation die is odd, you can cast *twisted beam* once during your turn as a quick action.

COMMANDER

Some people are born to fight. Others like giving orders. Put these two types of people together and you've got a commander.

Overview

Play Style: Commanders tell other characters what to do. A commander who isn't a team player is a lonely warrior who needs to get over it and rejoin their warband or adventuring party in order to do what they do best: dole out commands.

The commander aims to tell other player characters what to do without *interfering too often* in the turn-by-turn structure of the round. That's why commands take effect on the turn of an ally who is already taking their turn. Tactics are usually used on the commander's turn, but they're limited by how many times they can be used each day.

Choosing how and when you'll spend command points to help your allies may be challenging for a novice player. Actually, that's not entirely true. The challenge level of the class might not be so bad. But straightforward characters usually work best for novice players and the commander's options are laced with subtleties, starting with how you'll choose between commands and tactics as you create your character.

Ability Scores: Strength and Charisma are the two most important ability scores for commanders. Strength is the ability score used for the commander's favored melee attacks. Charisma helps commanders give effective commands and orders to their allies.

Commanders gain a +2 class bonus to Strength or Charisma, as long as it isn't the same ability you increase with your +2 racial bonus.

Races: Half-orcs and half-elves both excel as commanders, especially in the service of the Emperor. Humans and high-elves share an aptitude and a taste for command. Although they lack the advantages other races possess as commanders, dwarves are drawn to the class anyway—it's a cultural thing.

If the optional races show up in your campaign, dragonics think of themselves as supreme commanders but might be outdone by tieflings, whose racial power enables them to throw their enemies' plans into chaos.

Backgrounds: Commanders have backgrounds similar to fighters and some paladins and rangers. Sample backgrounds include Frost Range mercenary, historical re-enactor, sergeant of the city guard, street gang survivor, ex-gladiator, wilderness scout, cobbler, bouncer, exotic dancer, Queen's Wood patroller, Axis wargame veteran, Imperial squad leader, reformed drunk, and officer of the Crusader's Guard.

Icons: The Emperor and the Dwarf King are the icons most associated with commanders, largely as a function of their positions as the masters of large standing armies. Soldiers devoted to the Great Gold Wyrm may find that the path of the commander gives them even more influence over their comrades than the moral example of the paladin. Similarly, the Crusader appreciates underlings who can give orders that will be obeyed.

In recent years, orc sub-commanders represent one of the most dangerous examples of the Orc Lord's growing influence on the hordes. Few of the Elf Queen's followers master the skills of battle in times of peace, but these are not peaceful times and warriors know they may find service in the grace of the Queen.

Gear

At 1st level, commanders start with a trusty melee weapon or two, a ranged weapon, a shield, light armor of some type (or heavy armor if they chose the Armor Skills talent), and other minor odds-and-ends suggested by their backgrounds.

Commanders who have been taking it easy start with 25 gp. Commanders flush with battlefield plunder or back from a successful night of gambling start with 1d6 x 10 gp.

Commander Level Progression

Commander Level	Total Hit Points	Total Feats	Class Talents (M)	Commands & Tactics (M)	Pool available (M)	Level-up Ability	Damage Bonus From Ability Score
Level 1 Multiclass	(Avg. of both classes) x **3**	As 1st level PC	1 or 2 (3 total)	3	1st level	*Not affected*	ability modifier
Level 1	(7 + CON mod) x **3**	1 adventurer	3	4	1st level		ability modifier
Level 2	(7 + CON mod) x **4**	2 adventurer	3	5	1st level		ability modifier
Level 3	(7 + CON mod) x **5**	3 adventurer	3	6	3rd level		ability modifier
Level 4	(7 + CON mod) x **6**	4 adventurer	3	7	3rd level	+1 to 3 abilities	ability modifier
Level 5	(7 + CON mod) x **8**	4 adventurer 1 champion	4	7	5th level		2 x ability modifier
Level 6	(7 + CON mod) x **10**	4 adventurer 2 champion	4	8	5th level		2 x ability modifier
Level 7	(7 + CON mod) x **12**	4 adventurer 3 champion	4	8	7th level	+1 to 3 abilities	2 x ability modifier
Level 8	(7 + CON mod) x **16**	4 adventurer 3 champion 1 epic	4	9	7th level		3 x ability modifier
Level 9	(7 + CON mod) x **20**	4 adventurer 3 champion 2 epic	4	9	9th level		3 x ability modifier
Level 10	(7 + CON mod) x **24**	4 adventurer 3 champion 3 epic	4	10	9th level	+1 to 3 abilities	3 x ability modifier

(M): Indicates columns in which multiclass characters lag one level behind.

Commander Stats

Initiative, AC, PD, MD, Hit Points, Recovery Dice, Icon Points, Feats, and some Talents are level dependent.

Ability Bonus	+2 Strength or Charisma (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (light armor)	12 + middle mod of Con/Dex/Wis + Level
Physical Defense	10 + middle mod of Str/Con/Dex + Level
Mental Defense	12 + middle mod of Int/Wis/Cha + Level
Hit Points	(7 + Con mod) x Level modifier (see level progression chart)
Recoveries	(probably) 8
Recovery Dice	(1d8 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Icon Relationships	3 points (4 at 5th level; 5 at 8th level)
Talents	3 (see level progression chart)
Feats	1 per Level

Armor

Commanders split their focus between commanding fellow warriors and striking their own blows. Unless they choose the Armor Skills talent, commanders are at home in light armor such as leather armor, studded leather, courbolli, and light chain.

Commander Armor and AC

Type	Base AC	Attack Penalty
None	*10*	—
Light	*12*	—
Heavy	14	–2
Shield	+1	—

Basic Attacks

Melee attack

At-Will
Target: One enemy
Attack: Strength + Level vs. AC
Hit: WEAPON + Strength damage
Miss: Damage equal to your level

Ranged attack

At-Will
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: WEAPON + Dexterity damage
Miss: —

Class Features

All commanders have class features associated with Commands and Tactics.

Commands & Command Points

Most of the time you spend helping your allies fight better, you'll be making commands as interrupt actions during an ally's turn. Unless otherwise specified, you must target conscious allies with your commands. Line of sight isn't required, because commanders can cry out to allies. If you think it's cool to complicate matters by deafening characters or making it difficult for them to receive commands, go ahead, but that should be the exception or you're limiting the fun for the commander's player.

Many commanders will want to choose two of the 1st level commands, *Try Again* and *Rally Now*, but we've left the choice open. If you have a cunning plan that does not include those extremely useful commands, carry on.

Although we aren't writing it out on each command, all the commands are at-will powers. Instead of being limited by the number of times you can use them in a battle or in a day, commands are limited by being interrupt actions, so that you normally can only use one command a round, and by requiring you to spend command points to use them. Using a command costs a specified number of command points as indicated in its write-up.

You start each battle with 1 command point (unless you've taken talents that improve your situation) and can gain more command points during each battle. Any excess command points you have go away at the end of a battle, however.

There are two standard ways of gaining command points: the Fight from the Front class feature (that asks you to make melee attacks on your turn), and the Weigh the Odds action. The essential question you face during each of your turns is whether you'll attack in melee, hoping to hit and gain command points, or whether you'll hold back, choose to Weigh the Odds, and automatically gain command points. (Also see the *outmaneuver* tactic that's available at 1st level, which may gain you a command point if you have none left.)

Weapons

Unless they improve their combat ability using the Martial Training talent, commanders fight better with light weapons.

Commander Melee Weapons

One-Handed	Two-Handed
Small	
1d4 dagger	1d6 club
Light or Simple	
1d6 mace, shortsword	1d8 spear
Heavy or Martial	
(–2 attack) 1d8 longsword, warhammer	(–2 attack) 1d10 greatsword

Commander Ranged Weapons

Thrown	Crossbow	Bow
Small		
1d4 dagger, star	1d4 hand crossbow	—
Light or Simple		
1d6 javelin	1d6 light crossbow	1d6 shortbow
Heavy Martial		
—	(–2 attack) 1d8 heavy crossbow	(–2 attack) 1d8 longbow

Fight from the Front

When you hit with a commander melee attack during your turn, gain 1d3 command points.

Adventurer Feat: You now gain 1d4 command points when you hit with a melee attack during your turn instead of 1d3.

Champion Feat: When you make a melee attack during your turn and miss with a natural even roll, gain 1 command point.

Epic Feat: Twice per day when you hit with a melee attack, you can gain additional command points equal to double your Strength modifier.

Weigh the Odds

Standard action
Effect: Gain 1d4 command points.

Adventurer Feat: Once per day, add your Charisma modifier to the number of command points you gain when you use this action.

Champion Feat: Once per battle while the escalation die is 3+, you can gain 1d4 command points as a quick action.

Epic Feat: You now gain 1d6 command points instead of 1d4 when you use this action.

Tactics

Your powers also include tactics that have immediate effect during your turn. Tactics are powerful and you don't have to spend command points or wait around for an ally's turn to use them, but tactics don't always recharge after a battle. How you choose to split your tactics and commands from the total available to you will determine the type of commander you want to play (at 1st level you get 4 total, not 4 of each). It's possible you'll opt to ignore one category entirely, though our experience suggests that the most effective commanders balance commands and tactics.

Talents

Choose three of the following class talents.

You get an additional commander talent at 5th level.

Armor Skills

Unlike other commanders, you take no attack penalties for fighting in heavy armor. (As indicated on your class chart, your base AC in heavy armor is 14.)

Adventurer Feat: When an enemy misses you with a melee attack and rolls a natural 1 or 2, you gain 1 command point.

Champion Feat: Once per day as a free action when you are hit by an attack that targets AC, you can take half damage from that attack instead.

Epic Feat: Once per day as a free action, you can gain a bonus to AC equal to the *current* escalation die until the end of the battle. (The AC bonus increases or decreases as the escalation die increases or decreases.) This bonus can't be higher than the number of icon relationship points you have with the following icons: Crusader, Dwarf King, Emperor, or Great Gold Wyrm.

Battle Captain

Once per battle when you have 2 or more command points left after giving a command, you can use another interrupt action on a different ally's turn before the start of your next turn.

Adventurer Feat: You now only need to have 1 or more command points left instead of 2.

Champion Feat: You can use this talent twice per battle.

Epic Feat: You gain an additional command point at the start of each round while the escalation die is 4+.

Combat Maneuver

Choose a fighter maneuver of your level or lower. You can use it like a fighter. You can also switch it for a different maneuver each time you level up.

Adventurer Feat: You gain the adventurer feat for the maneuver you chose, if any.

Champion Feat: Choose a second fighter maneuver of your level or lower to use.

Epic Feat: You gain the adventurer and champion tier feats, if any, for both your fighter maneuvers.

Destined to Lead

When you roll a 5 or 6 on an icon relationship die, you gain 2 bonus command points that last until the end of the current game session, no matter what events occur due to the advantage gained with that icon.

When you use one or more of these bonus command points, tell a story about how something related to the icon (or icons!) comes into play to make you a better/luckier/destined commander. That may be tougher with some icons than others, and possibly tougher with icons you have a negative relationship with, so have fun.

Adventurer Feat: You now gain the 2 bonus command points when you roll a 4 with an icon relationship die as well.

Champion Feat: Once per session when you roll icon relationship dice, you can reroll one die that isn't a 5 or a 6.

Epic Feat: When you roll icon relationship dice, for each 6 you get, you and each nearby ally gain a +1 bonus to death saves until the next full heal-up.

Forceful Command

When you give a command that lets an ally roll a d20 (an attack, a save, etc.), you can spend additional command points before the roll up to the escalation die value, or 1 point if the escalation die is still 0. That ally gains a +2 bonus to the roll for each point you spend this way.

Adventurer Feat: You begin each battle with 1 additional command point.

Champion Feat: Once per battle, you can use a command on a far away ally.

Epic Feat: Once per day when you use this talent to grant an ally a bonus to a d20 roll, you can also allow that ally to reroll that roll once as a free action.

Into the Fray

At the start of each battle before you and your allies roll initiative, roll a d4. A number of your allies equal to the roll gain the following benefit of your choice: a +4 bonus to initiative that battle; OR a +2 bonus to AC until the end of the first round.

Adventurer Feat: You also gain the chosen bonus.

Champion Feat: The +2 bonus to AC also applies to PD and MD.

Epic Feat: The chosen allies now gain both bonuses (+2 to all defenses for the first round and +4 to initiative this battle).

Martial Training

Unlike other commanders, you don't take a –2 attack penalty when fighting with heavy or martial weapons.

Adventurer Feat: You gain 1 command point whenever you roll a natural 19 or 20 with a melee attack.

Champion Feat: Twice per day as a free action (once per turn), you can reroll one of your melee attack rolls.

Epic Feat: Twice per day as free action (once per turn) when you hit with a melee attack, you can deal 1d10 extra damage to the target for each positive or conflicted icon relationship point you have with the Crusader, Dwarf King, Emperor, Great Gold Wyrm, and Orc Lord.

Moment of Glory

When you roll initiative, also roll a d4 and record the result. As a free action, you can add the result to a single attack roll made by one of your nearby allies later this battle. (It's a free action, so you can add the result after seeing the roll.)

Adventurer Feat: You can also add the d4 result to a save or dicey-move roll made by an ally.

Champion Feat: Roll a d6 instead of a d4.

Epic Feat: In addition to the d6 you roll with initiative, roll a d4. You can also use that roll the same way, but not during the same turn you use the d6 result.

Never Say Die

Once per battle when an enemy scores a critical hit against you or a nearby ally, you can increase the escalation die by 1.

Adventurer Feat: Once per day, you can use this talent twice in the same battle.

Champion Feat: When you use this talent, the target of the critical hit can heal using a recovery.

Epic Feat: When you use this talent, you and each of your nearby allies gains a +2 bonus to all defenses until the end of your next turn.

Strategist

You rely on planning, teamwork, and calm execution of orders as a commander instead of charismatic presence. Any time an element of the commander class refers to Charisma, you can replace that element with a reference to Intelligence.

In addition, you start every battle with 1 additional command point.

Adventurer Feat: You gain 1 additional point in a background related to military history, strategy, command, or warfare. You can use this background point to raise that background beyond the normal maximum of 5.

Champion Feat: When you roll a die to find out how many allies one of your commands or tactics targets, add +1 to the result.

Epic Feat: Once per day as a free action, you can gain a number of command points equal to your Intelligence modifier.

Sword of Victory

When your melee attack drops a non-mook enemy to 0 hp, or drops three or more mooks, you gain 1 command point.

Adventurer Feat: You only have to drop 2 or more mooks instead of 3 to gain the command point.

Champion Feat: You gain 2 command points instead of 1 when you drop a non-mook enemy to 0 hp.

Epic Feat: Once per day as a quick action, you can gain command points equal to the number of icon relationship points you have with the Crusader, Emperor, and Great Gold Wyrm.

Tactician

You rely on perception, intuition, and common sense as a commander instead of charismatic presence. Any time an element of the commander class refers to Charisma, you can replace that element with a reference to Wisdom.

In addition, one battle per day, you can reroll your initiative if you don't like the first result. You must take the re-rolled result.

Adventurer Feat: You gain 1 additional point in a background related to military history, strategy, command, or warfare. You can use this background point to raise that background beyond the normal maximum of 5.

Champion Feat: Once per day after a battle, you can gain a bonus to all recharge rolls you make for your expended tactics equal to your Wisdom modifier.

Epic Feat: Once per day as a free action, you can choose a tactic you don't normally possess and use it as if you did (you don't get any feats associated with it).

Commands & Tactics

Commands and tactics are broken into separate groups below to aid comparisons. Whenever you gain a new command or tactic, you can choose from either category. If you wish, you can ignore tactics and choose only commands, though our experience suggests that it's better to have some of both categories. Ignoring commands entirely and choosing only tactics doesn't work well, because the class has too many talents, feats, and features that pivot on commands.

Additional command points: Some commands, and the feats attached to those commands, give you the option of spending additional command points for more effect.

1st Level Commands

Get Out of There!

Interrupt action ◆ **Cost:** 1 command point

Target: One nearby ally (on the ally's turn)

Effect: The target can use a quick action this turn to pop free from one enemy.

Adventurer Feat: If you spend an additional command point, the target (or targets) can pop free from all enemies instead of only one enemy.

Champion Feat: If you spend an additional command point, you can now target one additional nearby ally with this command.

Epic Feat: When targets of this command are stuck, that condition ends on them.

Rally Now

Interrupt action ◆ **Cost:** 1 command point

Target: One nearby ally (on the ally's turn)

Special: If you spend an additional command point on this command, you can target an unconscious ally with it.

Effect: The target can rally as a free action this turn. (If it's their second or a subsequent rally, they still need to succeed on the save.)

Adventurer Feat: The target also adds hit points equal to your Charisma modifier to the recovery. (Double your Charisma modifier at 5th level; triple it at 8th level.)

Champion Feat: When the target has to roll a save to rally, you can grant them a +2 bonus to the roll as a free action after seeing it for each additional command point you spend on the command.

Epic Feat: The target of this command also gains a +2 bonus to all defenses until the end of its next turn.

PLAYERS

Note that the *rally now* command doesn't help the commander rally or heal themselves.

Save Now!

Interrupt action ◆ **Cost:** 1 command point
Target: One nearby ally (on the ally's turn)
Effect: The target can roll a save against a save ends effect.
Adventurer Feat: For each additional 2 command points you spend when you make the command (before the save roll), the target can roll another d20 for the save, choosing the best result.
Champion Feat: If the save fails, you gain 1 command point.
Epic Feat: Whether or not the save succeeds, the target of your command heals hit points equal to 3d10 + triple your Charisma modifier.

PLAYERS

Save Now! Timing: If you like, you can wait and see whether your ally succeeds with a save at the end of their turn, then use the *save now!* command afterward if they fail.

Try Again

Interrupt action ◆ **Cost:** 2 command points
Target: One nearby ally that made an attack roll (on that ally's turn)
Effect: The target can reroll the attack but must use the new result.
Adventurer Feat: If the escalation die is 3+, the target gains a bonus to the reroll equal to your Charisma modifier.
Champion Feat: If the rerolled attack scores a critical hit, you gain 1 command point.
Epic Feat: You can use this command before an ally makes an attack roll for 3 command points (instead of 2) for an entirely different effect: The target can make an additional basic attack this turn as a free action if the attack hits.

You Set Them Up, I Finish

Interrupt action ◆ **Cost:** 4 command points
Target: One nearby ally (on the ally's turn) that hits an enemy you can see with an attack this turn
Effect: Add your Charisma modifier to the damage dealt by your ally (double your Charisma modifier at 5th level; triple it at 8th level). In addition, during your next turn, you gain a +2 attack bonus with melee attacks against the enemy that your ally hit.
Adventurer Feat: The target ally also gains the damage bonus with any other attacks it makes against the same enemy this turn.
Champion Feat: The command now costs 3 command points to use.
Epic Feat: Your attacks that benefit from the +2 attack bonus against that enemy also add triple your Charisma modifier to your damage on a hit.

1st Level Tactics

Basic Tactical Strike

Quick action ◆ **Recharge** 11+ after battle
Target: One nearby ally
Effect: The target can make a basic attack as a free action.
Adventurer Feat: On a hit, the attack gains a damage bonus equal to your Charisma modifier.
Champion Feat: The target gains an attack bonus equal to your Charisma modifier with that attack.
Epic Feat: The recharge roll is now 6+.

Enforce Clarity

Quick action ◆ **Recharge** 16+ after battle
Target: One nearby ally
Effect: One non-last gasp effect on the target ends (including effects that don't require a save).
Adventurer Feat: The recharge roll is now 11+.
Champion Feat: You can now target one additional nearby ally with this tactic.
Epic Feat: The recharge roll is now 6+.

Just Stay Calm

Quick action, when the escalation die is 2+ ◆ **Recharge** 16+ after battle
Effect: Decrease the escalation die by 1. Then 1d3 of your nearby allies can heal using a recovery.
Adventurer Feat: The tactic now affects 1d3 + 1 nearby allies.
Champion Feat: You can include yourself as one of the targets.
Epic Feat: When you use this tactic, you can spend an additional command point to avoid decreasing the escalation die.

Outmaneuver

Close-quaters ◆ Quick action, once per round ◆ **At-Will**
Limited Use: You can only use this tactic when you have 0 command points.
Target: The nearby enemy with the highest Mental Defense
Attack: Charisma + Level vs. MD
Hit: You gain 1 command point.
Adventurer Feat: When you are engaged with one or more enemies, you can target the enemy with the highest MD you are engaged with instead of the nearest enemy.
Champion Feat: When you attack with this tactic and roll a natural even hit, you gain 2 command points instead of 1.
Epic Feat: Once per battle as a free action when you hit with this tactic, the target also takes 1d10 psychic damage for each point on the escalation die.

3rd Level Commands

Charge!

Interrupt action ◆ **Cost:** 1 command point

Target: One nearby ally (on the ally's turn)

Effect: As a standard action this turn, the target can both move and make a basic attack.

Adventurer Feat: If you spend an additional command point, the target can use a melee attack instead of a basic attack.

Champion Feat: The target gains a bonus to the melee attack it makes from this command equal to your Charisma modifier.

Epic Feat: This turn, if the target moves to attack an enemy you are also engaged with, that enemy is vulnerable to the attack.

Hit Harder

Interrupt action ◆ **Cost:** 1 command point

Target: One nearby ally who hits with an attack (on the ally's turn)

Effect: The target can reroll any of the damage dice. They must accept the rerolled result.

Adventurer Feat: The target gains a bonus to the damage roll equal to your Charisma modifier (double your Charisma modifier at 5th level; triple it at 8th level).

Champion Feat: You can spend an additional command point (1 max) to add another damage die of the same type to the damage roll when you reroll damage dice. (You only roll the extra damage die once.)

Epic Feat: You can also use this command as a free action (instead of as an interrupt action) when an ally hits with an opportunity attack.

You Are A Precious Snowflake!

Interrupt action ◆ **Cost:** 1 command point

Target: One nearby non-human ally using a once-per-battle racial power (on the ally's turn)

Effect: Roll a d20. On a 11+, the target doesn't expend the use of its racial power and can use it again later this battle.

3rd Level Tactics

Finish This!

Quick action, when the escalation die is 4+ ◆ **Recharge** 16+ after battle

Limited Use: You can only use this tactic when one enemy is left in the battle.

Effect: You can spend between 1 and 3 command points. The crit range of your allies' attacks against the remaining enemy expands by the number of command points you spent. This effect lasts until the end of the battle or until the *enemy* scores two critical hits.

Adventurer Feat: You can now use this tactic when the escalation die is 3+.

Champion Feat: You can now use this tactic when one or two enemies are left in the battle.

Epic Feat: You can now spend between 1 and 5 command points on the effect.

Scramble

Quick action ◆ **Recharge** 16+ after battle

Targets: You and 1d3 nearby allies

Effect: Each target can take a move action as a free action, starting with you and proceeding in the order of your choice.

Adventurer Feat: Disengage checks made using this free action gain a +5 bonus.

Champion Feat: The recharge roll is now 11+.

Epic Feat: Each target can also make a basic attack as a free action after taking the move action.

Swordwork

Free action, when the escalation die is 4+ ◆ **Recharge** 16+ after battle

Effect: You can make a basic melee attack as a quick action once each turn until the end of the battle.

You can't gain command points from your Fight from the Front class feature using *swordwork* attacks.

Adventurer Feat: You can now use this tactic when the escalation die is 3+.

Champion Feat: You can now gain command points from your Fight from the Front class feature using *swordwork* attacks.

Epic Feat: The recharge roll is now 11+.

5th Level Commands

Hit 'Em From Here!

Interrupt action ◆ **Cost:** 1 command point

Target: One nearby ally (on the ally's turn)

Effect: This turn, the target ally can target one far away enemy with a power, spell, or attack that normally only targets or affects nearby enemies.

Champion Feat: The target can now be a far away ally.

Epic Feat: The target ally's power, spell, or attack can now target multiple far away creatures (if it can target multiple creatures normally).

Strike Here!

Interrupt action ◆ **Cost:** 4 command points

Target: One ally engaged with an enemy you are engaged with (on the ally's turn)

Effect: The target can take an extra standard action this turn.

Champion Feat: This command costs 3 command points instead of 4.

Epic Feat: If the extra standard action is an attack, the crit range of that attack expands by an amount equal to the escalation die.

We've Got Your Back!

Interrupt action ◆ **Cost:** 1 command point

Target: One nearby confused, dazed, or weakened ally (at the start of the ally's turn)

Effect: Roll a d20. On a 11+, the target ignores the effects of one of those conditions (confused, dazed, weakened) this turn. On a 16+, the condition ends instead.

Champion Feat: After the first time in a round you use this command as an interrupt action, you can use it as a free action until the start of your next turn if you have the command points for the cost. You can still only use the command once per ally's turn.

Epic Feat: Add hampered and stunned to the list of conditions the effect includes.

5th Level Tactics

Advanced Tactical Strike

Quick action ◆ **Recharge** 16+ after battle

Target: One nearby ally

Effect: The target can make an at-will attack as a free action.

Champion Feat: The first time you use this tactic each battle, make a recharge roll for it at the start of your next turn, adding the escalation die to the roll. The recharge roll after the battle, if any, doesn't gain a bonus from the escalation die.

Epic Feat: The recharge roll is now 11+.

Buck Up!

Quick action ◆ **Recharge** 16+ after battle

Targets: You and 1d4 nearby allies

Effect: Each target gains temporary hit points equal to the average number of hit points it gains when it heals using a recovery.

Champion Feat: Add twice your Charisma modifier to the temporary hit points each target gains.

Epic Feat: One of the targets can also heal using a recovery.

7th Level Commands

Chain of Commands

Free action ◆ **Cost:** 1 command point
Target: You
Effect: The next interrupt action you use to make a command doesn't prevent you from using another interrupt action later in the round.

You Know What to Do!

Interrupt action ◆ **Cost:** 4 command points
Target: One nearby ally (on that ally's turn)
Effect: The target can take an extra standard action this turn.
Champion Feat: This command costs 3 command points instead of 4.
Epic Feat: The target also gains temporary hit points equal to 3d10 + triple your Charisma modifier.

7th Level Tactics

Climactic Battle

Quick action ◆ **Recharge** 16+ after battle
Effect: Until the end of the battle, the escalation die becomes a d8 instead of a d6. Then roll a d20. If you roll 11+, increase the escalation die by 1.
Champion Feat: If the d20 roll is 16+, increase the escalation die by 2 instead of 1.
Epic Feat: When the escalation die reaches 8, you gain 1d6 command points and can make recharge rolls for all your tactics.

On Your Feet, Maggots!

Quick action ◆ **Recharge** 16+ after battle
Targets: Up to two allies who are staggered or at 0 hit points or below.
Effect: The target can heal using two recoveries but is dazed until the end of its next turn.
Champion Feat: If the escalation die is 3+, there is no dazed effect.
Epic Feat: This tactic now targets up to 1d4 + 1 allies.

Saving Will

Quick action ◆ **Recharge** 16+ after battle
Target: One nearby ally
Effect: The target gains a +5 bonus to all saves until the end of your next turn.
Champion Feat: This tactic can now be used as a free action.
Epic Feat: You can now target a far away ally.

9th Level Command

Natural Command

Interrupt action ◆ **Cost:** 2 command points
Target: One nearby ally (on the ally's turn)
Effect: Count a natural odd roll the target rolls as natural even, or count a natural even roll the target rolls as natural odd (without actually changing the numerical result).
Epic Feat: This command costs 1 command point instead of 2 while the escalation die is 3+.

You'll Die When I Tell You to Die!

Interrupt action ◆ **Cost:** Your remaining command points
Target: One nearby ally about to roll a death save (on the ally's turn)
Effect: The target gains a +2 bonus to the death save for each command point spent on this command.
Epic Feat: If the target succeeds on its death save, it can take its turn normally as if it rolled a natural 20.

9th Level Tactics

Force a Conclusion

Free action ◆ **Recharge** 16+ after battle
Effect: If the escalation die is 2+, roll the escalation die and use the new result.
Epic Feat: You gain command points equal to the newly rolled escalation die value.

Now, Not Later

Free action ◆ **Recharge** 16+ after battle
Target: One nearby ally using a recharge power
Effect: The target can make a recharge roll for that power immediately after using the power. (If the recharge roll fails, the target can still make a recharge roll for it after the battle.)
Epic Feat: The target gains a bonus to the recharge roll equal to your Charisma modifier.

Supreme Tactical Strike

Quick action ◆ **Recharge** 16+ after battle
Target: One nearby ally
Effect: The target can make a standard action attack as a free action.
Epic Feat: If the attack hits, it's a critical hit.

DRUID

Druids are poised between the cycles of nature and the timelines of civilization. It's true that druids are attuned to the calm rhythms of natural creation, but as mortal humanoids they're also poised between the savagery of wild nature and the mercilessness of tribal warfare.

When the High Druid is weak, lesser druids get snared by hierarchy and competition, vying for mastery of each grove or cave complex. When the High Druid's strength grows, as it is happening in the 13th Age, lesser druids don't have to fight to prove dominance. The alpha female is clear to all, so the rest of the druids work together, or at least not so often at cross purposes.

Play Style: True to a heritage as a class that can flourish in a variety of roles, the druid has options. Depending on your talents, you can play as the Wild Wood's answer to the wizard, or as a warrior healer flourishing in the space traditionally defined by the cleric, or as a spellcasting magician who shapeshifts into animal forms to scout and fight.

Your choice of talents is key, because each druid talent unlocks a pool of spells or powers. You also have the choice of doubling up on one of your talents, spending two talents instead of one to be more focused on what the talent has to offer.

Druids are not the best characters for new players who want something easy to play. If you do have a new player who needs an easy character and still wants to play a druid, the Animal Companion and Wild Healer talents require fewer choices during play.

Ability Scores: Wisdom is important for most of your spellcasting. For melee combat you can use either Strength or Dexterity, your choice.

Druids gain a +2 bonus to Strength, Dexterity, or Wisdom, as long as it isn't the same ability you increase with your +2 racial bonus.

Races: Wood elves and half-elves are the iconic druids. Humans, halflings, and dwarves aren't far behind. Much to the Emperor's chagrin, heroes of nearly any great race seem capable of becoming mighty druids.

Backgrounds: Some sample druid backgrounds include orc-tribe hunter/gatherer, avalanche prophet, Koru cult zealot, river guide, Elk Tribe healer, failed shaman, escaped Hellhole gardener, champion Opals angler, wild temple priest, Concord urban planner, mystic waterfall guardian, seventh initiate of the Stalking Trees Circle, Moonwreck tunnel-dweller, and raised by wolverines.

Icons: We published a game that included an icon named the High Druid. You had to wait until this book to actually play a druid. Huzzah!

After the High Druid, the Elf Queen has the most to do with druids. Depending on your campaign, the Three, the Prince of Shadows, and the Dwarf King might have many followers among the druids. The Priestess is also a possibility. Not many druids follow the Orc Lord, but given the orcs' rampages in the frontier, druids frequently have antagonistic relationships with that icon.

Gear

At 1st level, druids start with a melee weapon, light armor, possibly a staff, perhaps a bow or other ranged weapon of some sort, and other minor possessions suggested by their background.

If you're sure of the value of your various gems, beads, and coins, start with the equivalent of 25 gp. If the coins and oddments you've collected may or may not be valuable, start with 1d6 x 10 gp.

Armor

Druids wear light armor made of furs, hides, scales, shells, and other natural materials. They can wear light armor made of metal, though in most druidic circles that's a faux pas. Druids who obtain metal magic armor usually cover it up with furs and hides. Druids are trained with shields and decorate them as needed if they are not already made of natural materials.

Druid Armor and AC

Type	Base AC	Attack Penalty
None	*10*	—
Light	*10**	—
Heavy	14	–2
Shield	+0*	–2*

Basic Attacks

Melee Attack

At-Will
Target: One enemy
Attack: Strength OR Dexterity + Level vs. AC
Hit: WEAPON + Strength OR Dexterity damage
Miss: Damage equal to your level

Ranged Attack

At-Will
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: WEAPON + Dexterity damage
Miss: —

Class Features

All druids share the following class features.

Divine Implements

Not all clerics believe that druidic magic has anything to do with the divine. Many druids think of their magic as natural rather than divine. But perspectives and self-images don't change the fact that druids' spells seem to qualify as divine magic so far as magic items are concerned! Your best options for improving your spellcasting are symbols and staffs.

Druidic Summoning

The Elemental Caster talent provides access to elemental summoning spells. Other talents might include summoning spells in the future.

Use the standard summoning rules presented on page 11 for your summoning spells. In addition, as a class with a strong connection to vibrant powers of life, you can take Druidic Summoning feats. You'll find those feats where they're most useful—next to the *summon elemental* spells on page 46.

Weapons

Druids favor simple weapons such as spears, javelins, axes, and knives. Some make a point of avoiding swords and weapons that require the forge. Druids who use bows instead of relying on their spells prefer shortbows and longbows; crossbows are seen as civilized weapons.

*Warrior druid talent choices can change shield and one-handed weapon stats.

Druid Melee Weapons

One-Handed	Two-Handed
Small	
1d4 dagger	1d6 club, staff
Light or Simple	
1d6 mace, axe, shell blade	1d8 spear
Heavy or Martial	
1d8 (–2 attack)* warhammer, flail	1d10 (–2 attack) dire flail, greataxe

Druid Ranged Weapons

Thrown	Crossbow	Bow
Small		
1d4 dagger	1d4 (–2 atk) hand crossbow	—
Light or Simple		
1d6 javelin, axe	1d6 (–2 atk) light crossbow	1d6 shortbow
Heavy or Martial		
—	1d8 (–5 atk) heavy crossbow	1d8 (–2 atk) longbow

Initiate or Adept?

Like many classes, you'll have three class talents to choose as a druid. Unlike most other classes, you must decide whether you'll choose three separate talents, gaining *initiate* status in each one. Or whether you'll choose two talents, investing two of those talents into a single option and gaining *adept* status in it (and being an initiate in the remaining talent).

For example, if you choose to invest two talents into Elemental Caster and one talent into Wild Healer, you would be an Elemental Caster adept and a Wild Healer initiate.

Specializing as an adept with one of your talents generally provides more power at a cost of more limited options. Spreading out your choices with three initiations provides more options and flexibility, but each talent is more limited in power.

Druid Level Progression

Unlike most other classes, druid spells and powers depend on their chosen talents. Each talent has its own level progression chart.

If we ever unify the druid's level progression charts into one humongous table, it will be online. For now, look at each individual talent to see how you progress as you level up.

Note: Although not listed on the table, this class gets three talents. It does not gain more talents at higher levels.

Druid Level	Total Hit Points*	Total Feats	Level-up Ability Bonuses	Damage Bonus From Ability Score
Level 1 Multiclass	(Avg. of both classes) x **3**	As 1st level PC	*Not affected*	ability modifier
Level 1	(6 + CON mod) x **3**	1 adventurer		ability modifier
Level 2	(6 + CON mod) x **4**	2 adventurer		ability modifier
Level 3	(6 + CON mod) x **5**	3 adventurer		ability modifier
Level 4	(6 + CON mod) x **6**	4 adventurer	+1 to 3 abilities	ability modifier
Level 5	(6 + CON mod) x **8**	4 adventurer 1 champion		2 x ability modifier
Level 6	(6 + CON mod) x **10**	4 adventurer 2 champion		2 x ability modifier
Level 7	(6 + CON mod) x **12**	4 adventurer 3 champion	+1 to 3 abilities	2 x ability modifier
Level 8	(6 + CON mod) x **16**	4 adventurer 3 champion 1 epic		3 x ability modifier
Level 9	(6 + CON mod) x **20**	4 adventurer 3 champion 2 epic		3 x ability modifier
Level 10	(6 + CON mod) x **24**	4 adventurer 3 champion 3 epic	+1 to 3 abilities	3 x ability modifier

Druid Stats

Initiative, AC, PD, MD, Hit Points, Recovery Dice, Feats, Icon Points, and some Talents are level dependent.

Ability Bonus	+2 Strength, Dexterity, or Wisdom (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (light armor)	10 + middle mod of Con/Dex/Wis + Level
Physical Defense	11 + middle mod of Str/Con/Dex + Level
Mental Defense	11 + middle mod of Int/Wis/Cha + Level
Hit Points	(6 + Con mod) x Level modifier (see level progression chart)
Recoveries	(probably) 8
Recovery Dice	(1d6 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Icon Relationships	3 (4 at 5th level; 5 at 8th level)
Talents	3
Feats	1 per Level

Melee Attack: Strength or Speed

You choose whether you want to use Strength or Dexterity as the ability score you will use to determine attack and damage for your basic attacks. That choice also determines the ability score you will use in various spells and in attacks you make while in beast form from the Shifter talent.

Strength is strong: Choosing Strength as your melee attack ability score provides one significant benefit: your recovery dice become d10s instead of the d6s used by other druids.

Dexterity pays its own way: Choosing Dexterity as your melee attack ability score works well because Dexterity already boosts your initiative and ranged weapon attacks and might help your AC.

Nature Talking

Everybody knows that druids can talk with plants and animals. It doesn't always work, though druids might not admit that, since no one but another druid or a particularly cunning bard will have any way of knowing what the plant/animal said in return. Twice per day, a druid can talk with a non-hostile animal or plant for a short time (in battle, it takes one to three rounds).

Conversations are simple and the feature doesn't really increase the plant or animal's brain power, so talking with animals about things like "are there other scary two-leggers around here" is probably the limit. As a rule, plants don't remember much about things that happened before the last sunrise or sunset, with the possible exception of events involving fire.

If there is useful information for the druid to gain out of the situation, they should roll a skill check that's appropriate for the tier. Talking to animals requires a hard DC, and plants usually require a ridiculously hard DC. A druid gains a +1 bonus when talking with animals for every talent spent on the Shifter or Animal Companion talents. A druid gains a +1 bonus when talking with plants for every talent spent on the Terrain Caster talent.

Whether these skill checks succeed or fail, enjoy roleplaying a plant or animal and phrase the answers in ways that humanoids wouldn't necessarily think. . . .

Adventurer Feat: You can talk with plants and animals pretty much as often you like, and you gain a +5 bonus to any skill checks involved.

Wilderness Survival

You never suffer from natural weather-related cold, heat, or exposure. You can go longer than most people without eating or drinking, but only a couple days longer.

Druid Talents

Each of your talents unlocks pools of spells and powers that are not available to characters who lack the talent. Druids who choose to be an adept with a talent gain additional benefits and powers.

Capsule descriptions of each of the talents follow. Given the talents' diversity and how they change when you choose to double-up on one of them, these capsule descriptions aren't meant to cover everything.

The talents offer a wide range of powers. Some affect your character all the time, while others function once or twice a day, and some provide access to spell lists. The short talent summaries that follow outline the core powers for each talent.

Animal Companion: As an initiate talent, it's based on the ranger's Animal Companion talent, but it's only useful in half your battles instead of all the time. If you choose to be an Animal Companion adept, your animal companion will be with you every battle and you also learn spells that make your animal companion more effective.

Elemental Caster: This talent is one of the druid's two main spellcasting options. As an initiate talent, it grants access to a wide range of daily spells associated with air, earth, fire, and water. Becoming an Elemental Caster adept increases the number of spells you know and provides greater access to summoned elementals. As either an initiate or an adept, you can use adventurer-tier elemental mastery feats to gain at-will spell attacks.

Shifter: This talent enables you to shift your form in two ways: scout form transformations into quick-moving animals for out of combat reconnaissance, and beast form transformations into combat-ready predators. Adepts gain more benefits while fighting in beast form.

Terrain Caster: This talent is the druid's other major spellcasting option. As an initiate, you gain access to daily spells that you can only cast in one of the eight specific types of terrain. Adepts get twice as many daily spells. Feats provide at-will spell attacks that can be used regardless of what terrain you are in.

Warrior Druid: This talent lets a druid use once-per-battle flexible attacks that enable them to fight as a serious melee combatant in humanoid form. Generally, this talent makes druids into weapon and shield users, but the talent can integrate with the Shifter talent while a druid fights in beast form.

Wild Healer: As an initiate talent, it gives you access to *regeneration* spells and eventually a *wild heal* spell. Adepts get enough *regeneration* spells, *wild heal* spells, and *greater regeneration* spells to be a primary healer in any adventuring group.

Animal Companion

This talent is based on the chassis of the ranger's Animal Companion talent as it appears on pages 121–123 of the *13th Age* core rulebook. Rather than reprinting the still-accurate information from those pages, we're only going to detail what's new or different.

Sharing a talent with the ranger: We've decided to have the druid use the rules for the ranger's Animal Companion talent. We're also correcting and expanding upon those rules here, with the intent that rangers who take the Animal Companion talent will now use the updated version presented in the Druid's class write-up as well.

If you are already playing a ranger who has spent two talents on your Animal Companion talent, treat these paragraphs as a training montage. Yes, this means that as an Animal Companion adept you'll be able to casts spells on your animal companion even though most rangers don't cast spells.

To us, this seems within the scope of what a ranger should be able to accomplish. If you aren't comfortable with your ranger casting spells, go ahead and reinterpret the spells as the results of training or inspiration rather than magic. The 5th and 9th level Animal Companion spells might be more difficult to reinterpret in this fashion, but the lower level spells shouldn't be a problem.

The Animal Companion Initiate

If you invest a single talent into Animal Companion, you have an animal companion as detailed in the core rulebook, but with two differences—one small, one huge.

Small difference: Instead of adding two total recoveries to help you heal your animal companion, add only one instead.

Huge difference: Your animal companion is not with you every battle like the ranger's original two-talent companion. As an Animal Companion initiate, your animal companion can only fight by your side *every other battle*.

Calling your companion: You can choose whether or not you want your animal companion to take part in a battle when you roll initiative.

If you don't include your companion in a battle and later wish to do so, you can call your companion with a quick action. At the start of your next turn, your companion either turns up at your side, or runs in from some offstage angle if you have a convincing story for why it wasn't alongside you to begin with.

Missing the next battle: Once you've called your animal companion to fight alongside you in a battle, it's not available for the next battle after that. Unlike most all our other powers, this limitation applies between full heal-ups, between adventures, and even between gaining levels. Consequently, it's entirely possible that you may decide to have your animal companion miss two battles in a row. That may sound crazy, but if there's an easy-looking battle and you have reason to believe the next battle will be extremely tough, you might keep your animal companion in reserve, hoping to be able to call on it when you really need it, in the big battle that appears to be coming.

Roleplaying the story: What is your animal companion doing when it's not fighting alongside you? That's partly up to you. It could be that your companion likes to roam, hunting on its own, doing its own wild-nature thing until you need it. Or you could handle the companion more like some wizard familiars or party members who should be present but happen to have stepped out of the room or missed a session—the animal companion could be around, it's just not playing a meaningful role in combat every battle. Therefore if you wish, you can interact with your animal companion in roleplaying terms whenever you like, even during battles that it's not technically fighting in.

Many companions? Druids and rangers don't necessarily have only one animal companion. They just have one companion at a time. Druids who also have the Terrain Caster talent are more likely to call on an animal companion that suits their current adventuring conditions. Depending on your character's story, your animal companion may represent one faithful creature who sticks with you or a succession of wild beasts.

Animal death rules (NEW): If your animal companion dies, it's gone for that battle. You can summon another animal companion to the next battle it's eligible to fight in, or perhaps explain how druidic magic returns your original companion to life, but that new/returned companion will be one level lower than normal (two levels lower than you, in other words) for that battle. After that battle, your animal companion returns to its normal level (generally one level below you).

The Animal Companion Adept

If you invest two talents into Animal Companion, you get a companion that functions exactly like the ranger's animal companion in the core rulebook . . . and you also gain a number of spells to help your animal companion fight better. See the level progression chart below.

Multiclassing: Multiclass druids are a level behind on this level progression chart. That doesn't pose a problem at 1st level, but a 2nd level multiclass druid (or ranger) who has invested two talents into Animal Companion would still only have one 1st level animal companion spell.

Animal Companion Adept Level Progression

Druid Level	Daily Spells	Level the Spells are Cast At
Level 1 Multiclass	1	1st level
Level 1	1	1st level
Level 2	2	1st level
Level 3	2	3rd level
Level 4	2	3rd level
Level 5	3	5th level
Level 6	3	5th level
Level 7	3	7th level
Level 8	4	7th level
Level 9	4	9th level
Level 10	4	9th level

Animal Companion Spells

You don't have to choose the spells you know ahead of time. You can cast any spell of your level or lower, limited only by the number of daily spells you get. See your level progression chart for the level at which you cast spells. Spells get better when you cast them at higher levels, but some spells lack upgrades at specific levels. Once you cast a particular daily spell, no matter its level, you can't cast it again until you take your next full heal-up.

Your companion or mine? Your animal companion spells don't specify that they must be cast on *your* companion. You can cast one on another PC's animal companion, if you wish.

Pack Link (1st level)

Ranged spell ◆ Quick action to cast ◆ **Daily**

Target: One nearby animal companion

Effect: Until the end of the battle, when the target attacks an enemy that is engaged with you, increase the target's melee attack damage dice for that attack by one size, up to a maximum of d12.

5th level spell — The target's basic melee attacks now deal half damage on a natural even miss.

7th level spell — The target's basic melee attacks now deal half damage on any miss.

Vitality (1st level)

Ranged spell ◆ Quick action to cast ◆ **Daily**
Target: One nearby animal companion
Effect: The target heals using a free recovery.

3rd level spell — In addition, the target heals hit points equal to your Wisdom modifier at the start of each of its turns until the end of the battle or until it drops to 0 hit points.
5th level spell — The healing the target gains at the start of its turn is now double your Wisdom modifier.
7th level spell — The healing the target gains at the start of its turn is now triple your Wisdom modifier.
9th level spell — The first time this battle that the target drops to 0 hit points, you can roll a normal save. If you succeed, the target heals using one of your recoveries.

Magic Fang (3rd level)

Ranged spell ◆ Quick action to cast ◆ **Daily**
Target: One nearby animal companion
Effect: If the target already adds the escalation die to its attacks, it gains a +2 attack bonus until the end of the battle. If not, it now adds the escalation die to its attacks until the end of the battle.

5th level spell — The target's crit range expands by 2.
9th level spell — The target's crit range expands by a total of 4.

Armor of Shell & Spirits (5th level)

Ranged spell ◆ Quick action to cast ◆ **Daily**
Special: You must spend a recovery to cast this spell.
Target: One nearby animal companion
Effect: Until the end of the battle, the target gains *resist damage 12+* against attacks that target AC.

7th level spell — Resistance now includes attacks that target PD.
9th level spell — Resistance increases to *resist damage 14+*.

Blood is Strong (7th level)

Ranged spell ◆ Quick action to cast ◆ **Daily**
Target: One nearby animal companion
Effect: Until the end of the battle, when the target hits with a melee attack, you heal hit points equal to 1d10 + your Wisdom modifier.

9th level spell — You now heal hit points equal to 2d10 + double your Wisdom modifier.

Spirit Guardian (9th level)

Ranged spell ◆ Free action to cast ◆ **Daily**
Special Trigger: You drop to 0 hp or below while your animal companion is nearby and still above 0 hp.
Effect: Your spirit trades places with the spirit of your animal companion. You now occupy the body of your animal companion, using its current hit points, defenses, and attacks (and the effects of any spells cast upon it earlier).

You can't cast spells or use your normal humanoid powers and class features while in your companion's body. You can either keep fighting as your animal companion or you can roll a normal save as a quick action once during each of your turns; if you succeed, your body and your animal companion's body swap places while your spirits return to their proper bodies. You keep the hit points of the animal companion before you rolled the save, but can heal using a recovery when the swap is complete, if you wish. Returning to your own partially-healed body thanks to the successful save ends the spell's effect.

While your animal companion is in your body, it can roll death saves and be healed. If it becomes conscious it can attack using its basic melee attacks, but it doesn't have access to any of your spells or powers. Any failed death saves remain with the spirit that failed them, not the body.

Elemental Caster

If you want to summon elementals and cast other spells that draw on the raw magic of nature, this talent provides many powerful daily spells and access to at-will spells through feats.

Other than a few at-will spells gained through taking elemental mastery feats, all of the Elemental Caster spells are daily spells. As you'll see from the level progression chart, you gain daily spells as you rise in level. Like a wizard or cleric, you choose the Elemental Caster spells you will be able to cast after each full heal-up.

Elemental mastery feats: You can choose as many feats as you wish from feat trees related to mastering the four elements: air, earth, fire and water. The adventurer-tier feats for the elemental masteries provide access to at-will attack spells. You cast these at-will spells at your current level or one level below (when you're at even levels).

The champion-tier feats provide benefits that apply to all elementals you summon, not just elementals from that specific element. The epic-tier feats turn the first daily spell you cast from a particular element into a recharge 16+ after battle spell.

Single talent initiate vs. double-talent adept: Elemental Caster initiates are limited in two ways compared to Elemental Caster adepts.

First, as shown by the level progression chart, an initiate casts fewer daily spells.

Second, Elemental Caster initiates can only use a **single** *summon elemental* spell each day. Elemental Caster adepts can use **two different** *summon elemental* spells each day.

Otherwise, Elemental Caster initiates and adepts play by the same rules, including being able to take the Elemental Mastery feats that provide at-will spell attacks and other benefits.

Elemental Caster Initiate Level Progression

Druid Level	Daily Spells				
	1st level	3rd level	5th level	7th level	9th level
Level 1 Multiclass	1	—	—	—	—
Level 1	1	—	—	—	—
Level 2	1	—	—	—	—
Level 3	—	1	—	—	—
Level 4	1	1	—	—	—
Level 5	—	1	1	—	—
Level 6	—	—	2	—	—
Level 7	—	—	1	1	—
Level 8	—	—	1	2	—
Level 9	—	—	—	2	1
Level 10	—	—	—	1	2

Elemental Caster Adept Level Progression

Druid Level	Daily Spells				
	1st level	3rd level	5th level	7th level	9th level
Level 1 Multiclass	1	—	—	—	—
Level 1	1	—	—	—	—
Level 2	2	—	—	—	—
Level 3	1	2	—	—	—
Level 4	—	3	—	—	—
Level 5	—	2	2	—	—
Level 6	—	1	3	—	—
Level 7	—	—	3	2	—
Level 8	—	—	1	4	—
Level 9	—	—	—	3	3
Level 10	—	—	—	2	4

Air Mastery

If you take air mastery feats, the wind is like a comrade. If you've got hair to toss, count on it flying artfully in dramatic situations. When you run, the wind gusts alongside you. You can shut it down when you're trying to be stealthy, but when you're angry or upset the wind might flourish tiny harmless lightning bolts.

Adventurer Feat: You gain the *hail hail* spell below.

Champion Feat: All elementals you summon gain a bonus to disengage checks equal to your Strength or Dexterity modifier.

Epic Feat: The first daily Air spell you cast each day is now a recharge 16+ after battle spell for the rest of the day.

Hail Hail

Ranged spell ◆ **At-Will**

Target: The nearby or far away enemy you can see that has the most hit points

Attack: Wisdom + Level vs. PD

Natural Even Hit: 1d6 + Wisdom cold damage, and a different nearby enemy takes cold damage equal to your level.

Natural Odd Hit: 1d6 + Wisdom cold damage, and each nearby mook takes 1d3 damage.

Miss: Damage equal to your level.

3rd level spell	3d6 damage	1d6 mook damage on odd hit.
5th level spell	5d6 damage	1d10 mook damage on odd hit.
7th level spell	5d8 damage	2d8 mook damage on odd hit.
9th level spell	7d10 damage	4d6 mook damage on odd hit.

Earth Mastery

If you take earth mastery feats, there's a core solidity to you that shows up in odd circumstances. You might sleep better than anyone else. You also might be more affected than others by the seasons.

Adventurer Feat: You gain the *ripping vines* spell below.

Champion Feat: Enemies roll two d20 when they attempt to disengage from elementals you summon, and must take the lower result.

Epic Feat: The first daily Earth spell you cast each day is now a recharge 16+ after battle spell for the rest of the day.

Ripping Vines

Ranged spell ◆ **At-Will**
Target: One nearby enemy
Attack: Wisdom + Level vs. PD
Hit: 1d8 + Wisdom damage.
Natural Odd Hit: As a hit, plus ongoing damage equal to your Strength or Dexterity modifier, whichever is higher.
Crit: As a hit, plus the target is stuck (save ends).

3rd level spell	3d6 damage.	
5th level spell	5d6 damage	ongoing damage equal to double your Strength or Dexterity modifier on a natural odd hit.
7th level spell	5d8 damage.	
9th level spell	7d10 damage	ongoing damage equal to triple your Strength or Dexterity modifier on a natural odd hit.

Greening the Dungeon

If you are fighting in a location where there isn't any vegetation to control, ripping vines conjures thorny vines out of the air long enough to create the attack. Usually the conjured plants shrivel away quickly, but maybe not if the story would be more interesting if they take root.

Fire Mastery

If you take fire mastery feats, small flickers of flame may accompany your strong moods. They don't tend to set anything on fire or hurt anyone. They're expressions of your core magical nature. Subtlety is a challenge.

Adventurer Feat: You gain the *flame spear* spell below.

Champion Feat: When an elemental you have summoned drops to 0 hp, one enemy engaged with it takes damage equal to your level + double your Wisdom modifier.

Epic Feat: The first daily Fire spell you cast each day is now a recharge 16+ after battle spell for the rest of the day.

Flame Spear

Ranged spell ◆ **At-Will**
Target: One nearby enemy
Attack: Wisdom + Level vs. PD
Hit: 1d12 + Wisdom fire damage.
Natural Odd Hit: As a hit, plus one of your allies engaged with the target, if any, takes 1d6 fire damage.

3rd level spell	5d6 damage	2d6 damage on odd hit.
5th level spell	5d8 damage	2d8 damage on odd hit.
7th level spell	7d10 damage	3d10 damage on odd hit.
9th level spell	10d10 damage	4d6 damage on odd hit.

Water Mastery

If you take water mastery feats, you may have a unique perspective on your connection to water that other druids don't share. The waters of the world are fractured, unlike the lands, and the Midland Sea, the rivers and the Iron Sea barely know how to talk with each other. You might wander incessantly, always appear to have just surfaced from a lake, sleep soundly only beside water or when in the open beneath pouring rain, or be drawn to touch every significant body of water you encounter.

Adventurer Feat: You gain the *deeper waters* spell below.

Champion Feat: Each elemental you summon gains temporary hit points equal to your level the first time each turn it rolls a natural even attack roll.

Epic Feat: The first daily Water spell you cast each day is now a recharge 16+ after battle spell for the rest of the day.

Deeper Waters

Ranged spell ◆ **At-Will**
Target: One nearby enemy
Attack: Wisdom + Level vs. PD
Hit: 1d10 + Wisdom damage.
Natural Even Hit: As a hit, plus the target takes ongoing damage equal to your level OR increases an already existing ongoing damage effect by your level (your choice).

3rd level spell	4d6 damage.
5th level spell	6d6damage.
7th level spell	6d10 damage.
9th level spell	8d10 damage.

1st Level Spells

Spells that include the name of the elemental domain in their title, such as *earth strength* and *faerie fire*, don't require domain markers. Spells whose names aren't self-explanatory are marked with their domain in parentheses.

Earth Strength

Ranged spell ◆ Quick action to cast ◆ **Daily**

Targets: One nearby ally you choose and one other random nearby ally. Both targets must be touching the ground.

Effect: The effect depends on the target's status.

Unstaggered target: The target gains a bonus to its attacks and damage equal to your Strength or Dexterity modifier until the target ends its turn staggered or until the end of the battle.

Staggered target: The target can heal using a recovery.

3rd level spell You can now be the chosen target.
5th level spell An unstaggered target also gains the bonus to saves.
7th level spell A staggered target can heal using a free recovery instead.
9th level spell The spell targets two random nearby allies instead of one.

Faerie Fire

Ranged spell ◆ **Daily**

Target: One nearby enemy

Attack: Wisdom + Level vs. PD

Hit: 3d6 + Wisdom fire damage, and the target is vulnerable (hard save ends, 16+).

Miss: Half damage, and the target is vulnerable until the end of your next turn.

3rd level spell 6d6 damage, and in addition to being vulnerable, the target can't turn invisible or hide from you or your allies (save ends both).
5th level spell 6d10 damage, and the target also can't teleport (save ends all).
7th level spell 10d10 damage.
9th level spell 2d8 x 10 damage.

Gust (Air)

Close-quarters spell ◆ **Daily**

Target: One nearby enemy

Always: Before rolling the attack, you can attempt to disengage as a free action.

Attack: Wisdom + Level vs. PD

Hit: 3d6 damage, and 5 ongoing cold damage.

Miss: You don't expend the spell.

3rd level spell 6d6 damage.
5th level spell 6d10 damage and 10 ongoing cold damage, and you gain *flight* until the end of your next turn.
7th level spell 10d10 damage and 10 ongoing cold damage, and you gain *flight* until the end of the battle.
9th level spell 2d8 x 10 damage, and 15 ongoing cold damage.

Water Breathing

Ranged spell ◆ Quick action to cast ◆ **Daily**

Effect: You can breathe underwater until the end of the battle, or for five minutes.

3rd level spell The spell now targets up to five nearby allies as well as you.
5th level spell The effect lasts for about five hours.
7th level spell The effect lasts for about ten hours.
9th level spell The effect lasts until your next full heal-up.

3rd Level Spells

The 3rd level Elemental Caster spells are the four elemental summoning spells: *summon air elemental*, *summon earth elemental*, *summon fire elemental*, and *summon water elemental*. Each summoning spell summons an elemental of the same level as the spell.

The basic summoning rules are on page 11. The Druidic Summoning feats you can choose to improve your summoned elementals are just below. The full statistics for the elementals you summon are found in the monster chapter on pages 189–193. However, summoned elementals are weaker than free elementals in two crucial ways: hit points and their speed of transformation abilities.

Half hit points: Summoned elementals start battles with half the hit points of the standard elementals of the same level in Chapter 4. To help keep track of this reduction, each spell lists the hit points of the elemental it summons.

Slower transformations: Each elemental that's at least 5th level has a transformation ability that greatly improves its effectiveness in battle. Free elementals transform the first time they succeed with their transformation rolls, but summoned elementals have to succeed with their transformation rolls *twice* before their transformation takes effect.

Initiates one, adepts two: Remember that initiates can choose only one summon elemental spell each day while adepts can choose up to two.

Druidic Summoning

These feats apply to the following summoning spells.

Adventurer Feat: Your summoned creatures can arrive anywhere you can see nearby, instead of needing to appear beside you.

Champion Feat: When you summon a non-mook creature, roll 2d10 and add double your Strength modifier or Dexterity modifier, whichever is higher. Your summoned creature increases its base hit points by that amount. (At 8th level, roll 3d10 and add triple the modifier.)

Epic Feat: Once per day when you heal using a recovery, a creature you summoned can heal the same amount, ignoring the usual restrictions on limited healing for summoned creatures.

Summon Air Elemental (3rd level+)

Ranged spell ◆ **Daily**

Effect: You summon a 3rd level small air elemental (17 hp, page 189).

5th level spell You now summon a 5th level air elemental (26 hp, page 190).
7th level spell You now summon a 7th level big air elemental (44 hp, page 191).
9th level spell You now summon a 9th level epic air elemental (70 hp, page 192).

Summon Earth Elemental (3rd level+)

Ranged spell ◆ **Daily**

Effect: You summon a 3rd level small earth elemental (20 hp, page 189).

5th level spell You now summon a 5th level earth elemental (33 hp, page 190).

7th level spell You now summon a 7th level big earth elemental (47 hp, page 191).

9th level spell You now summon a 9th level epic earth elemental (85 hp, page 192).

Summon Fire Elemental (3rd level+)

Ranged spell ◆ **Daily**

Effect: You summon a 3rd level small fire elemental (21 hp, page 189).

5th level spell You can now summon a 5th level fire elemental (33 hp, page 190).

7th level spell You can now summon a 7th level big fire elemental (48 hp, page 191).

9th level spell You can now summon a 9th level epic fire elemental (83 hp, page 193).

Summon Water Elemental (3rd level+)

Ranged spell ◆ **Daily**

Effect: You summon a 3rd level small water elemental (18 hp, page 189).

5th level spell You summon a 5th level water elemental (30 hp, page 190).

7th level spell You summon a 7th level big water elemental (45 hp, page 191).

9th level spell You summon a 9th level epic water elemental (80 hp, page 193).

5th Level Spells

Flame Seeds (Fire)

Ranged spell ◆ **Daily**

Targets: 1d3 + 1 nearby enemies

Attack: Wisdom + Level vs. PD

Hit: 3d12 + Wisdom fire damage, and 5 ongoing fire damage (hard save ends, 16+).

Effect: Until the end of the battle, you can use a quick action once per turn to increase the *flame seeds* ongoing fire damage by 5 for each target that hasn't saved. (Yes, you can use a quick action the same turn that you cast the spell.

7th level spell 5d12 damage.

9th level spell 8d12 damage.

Fog Bank (Water)

Ranged spell ◆ **Daily**

Targets: Each creature in the battle, including you

Effect: Until the start of your next turn, when a target attempts to attack, ready an action, or delay, it must roll a hard save (16+). If the target fails, it expends that action to no effect.

9th level spell You can now choose which creatures in the battle the spell targets.

7th Level Spells

Lightning Strikes (Air)

Ranged spell ◆ **Daily**

Target: One nearby or far away enemy

Attack: Wisdom + Level vs. PD

Hit: 10d8 + Wisdom lightning damage.

Miss: 15 lightning damage.

Effect: Until the end of the battle, when the escalation die is odd at the start of your turn, repeat this attack once that turn against one random nearby enemy as a free action, even if you don't have line of sight to that creature.

9th level spell 10d12 damage; 25 miss damage.

9th Level Spells

Wall of Stone (Earth)

Ranged spell ◆ **Daily**

Effect: You create a more or less impenetrable wall of stone that's pretty big. You can't drop it on top of enemies or bend it after creating it, but it can form natural flowing shapes like a river of stone that's at most 40 feet high, 120 feet long, and 10 feet thick. If you're straining to come up with nasty ways to use the wall, you're breaking the spirit of the spell, since it's just supposed to be a stone wall that blocks most other creatures' movements.

But not you. You, the spellcasting druid, can move through the wall at will, but you can't end your turn inside it.

The wall isn't permanent: walls of stone generally disappear at sunrise or sunset.

SHIFTER

You glory in shifting into the forms of animals that nature blessed with keen eyes, swift wings, and terrible fangs. Sometimes you take the form of swift scouts, while other times you shift into the form of great beasts to destroy enemies in combat. At high levels, you can choose to master lycanthropic forms that mix the power of the great beasts with the spellcasting flexibility of your humanoid form. You also gain a number of aspects that you can assume while battling in beast form to improve your capabilities.

Shifter Initiate Level Progression

Druid Level	Daily Scout Form Shifts	Daily Beast Form Shifts	Daily Beast Form Aspects
Level 1 Multiclass	1	—	—
Level 1	1	1	—
Level 2	1	1	—
Level 3	1	1	1
Level 4	1	1	1
Level 5	1	1	1
Level 6	1	2	1
Level 7	1	2	1
Level 8	2	2	2
Level 9	2	2	2
Level 10	2	2	2

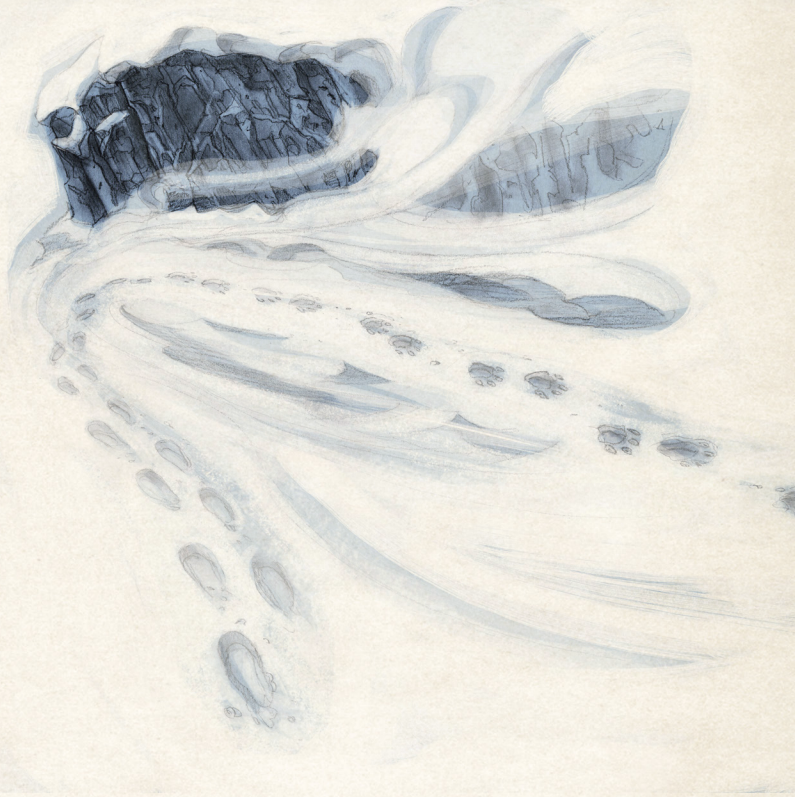
Shifter Adept Level Progression

Druid Level	Daily Scout Form Shifts	Daily Beast Form Shifts	Daily Beast Form Aspects
Level 1 Multiclass	1	At-will	—
Level 1	1	At-will	1
Level 2	1	At-will	2
Level 3	1	At-will	3
Level 4	1	At-will	3
Level 5	2	At-will	4
Level 6	2	At-will	4
Level 7	2	At-will	4
Level 8	3	At-will	5
Level 9	3	At-will	5
Level 10	3	At-will	5

Scout Form

Shifter druids can transform into small animals we call scout forms, and powerful combat-ready predators we call beast forms. We'll cover scout forms first.

Scout forms are normal animals such as bobcats, coyotes, owls, lizards, dire rats, giant spiders, and so on. Most scout forms are smaller than a humanoid body, mostly because the magic of transforming into a scout form is related to stealth, not combat power. Scout forms are for scouting.



Scout Form Dynamics

Scout forms aren't just normal bobcats, badgers, and bunnies. You're a magical animal, in touch with the flow of life and mana through the world. As long as your focus is survival—meaning staying clear of trouble—you shouldn't have any problem slipping through the world without being troubled by any but the most serious defenses, or by urban or magical environments your scout form isn't naturally equipped to handle.

That's the good news. The not-quite-so-good news is that you look like a magical animal while in scout form. You are not quite natural, there's something extremely magical about you, and knowledgeable souls who get a good look at you may even recognize you as a transformed druid. Stealth is possible, but it's not perfect.

Becoming a small animal isn't a perfect translation of self. Your humanoid brain doesn't work the same when you've shifted into scout form. You don't talk. You can't cast spells. Your magical items and possessions change shape with you, but you don't get to use them in scout form. You maintain your identity and know who your allies are, but you're as much an animal as a person while in the form.

Fighting in scout form? Let's not go there. The scout form isn't really designed to fight, not against the type of enemies that heroes engage. Against mundane animals? Sure. But if you want to fight someone serious, shift into humanoid form or beast form. If you need a rule for druids who want to fight in scout form, we play that attacks hit them unless the attacker rolls a natural 1, and that taking damage this way transforms the druid back into humanoid form.

Shifting Into Scout Form and Back

Transforming from humanoid or combat-ready beast form into scout form requires a standard action.

A Shifter initiate in scout form must transform back into humanoid form before shifting to beast form. Shifter adepts can change from scout form directly to beast form. Changing *from* scout form to either humanoid form or beast form requires a quick action, but you can only do it once per round. See the beast form rules below for shifting into and out of that form.

You can stay in scout form as long as you like, or switch back to humanoid form and then back again the next round.

Using Daily Scout Form Shifts

You can change into scout form at will, especially when you're doing it for roleplaying reasons or personal story reasons. For example, you want to go talk to the local squirrels, or you want to change into a bird and get a sense for the weather. If you use the form to perform some risky action, the GM might ask you to roll a skill check if warranted (or even require it to cost a use of a daily scout form shift). Roleplaying actions should be given a lot of leeway though.

The daily scout form shifts on the Shifter level progression charts are a resource for times when you want to do combat reconnaissance in your scout form to provide an advantage in an upcoming battle (or one just about to start). Using your scout form this way always requires a skill check.

Combat reconnaissance: When you want to use your scout form to spy on enemies or to help in an upcoming battle, you can use a scout form daily shift to gain an advantage. You shift forms and go scout out the opposition and terrain.

You also don't have to decide that you're using scout form in the moment—it's okay to see where the story is headed and then speak up and retroactively say you spent a daily shift to gain an advantage for a battle that's about to start.

For example, at the start of an important battle when the GM asks for initiative, you can say something like, "Hey, I think I might have scouted this out. I went into scout form recently and did recon that's going to help us here."

At this point, before everyone rolls initiative, you expend one daily scout form use and roll a skill check to see how successful you were with your combat recon.

Depending on the terrain, the weather, and the particular enemies or dangers, the GM will ask you to use an ability score that makes sense for the situation just like any other check, though Wisdom, Dexterity, and Strength are often common choices. You can use either a temporary scout form background (see below) or one of your normal humanoid backgrounds—whatever makes the most enjoyable story, and favoritism goes to the animal background!

You'll normally roll against the standard difficulty of the current environment. While in scout form in an adventurer-tier area, the normal check starts at DC 15, a hard check is DC 20, and a ridiculously hard check is DC 25. Champion tier increases the DC by 5, and epic tier by 5 more (*13th Age* core rules, page 185).

Note that a successful check that qualifies for a higher DC gains you the information/advantage for that result, plus any lower results. A normal success or better probably negates any chance of an ambush or surprise by the enemy you've scouted.

Failure: Things didn't go so great. Or you got distracted by your animal soul. Nothing came of your scouting.

Normal success: Something you learned while scouting, or anticipated, or scented, gives you an advantage for the battle. You gain a +4 bonus to initiative this battle.

Hard success: As a free action at some point during the battle, you can grant one of your allies a reroll on an attack roll or save. That ally must take the new result. You must explain how something that happened while you were scouting contributed to this benefit.

Ridiculously hard success: The GM chooses between giving *you* a reroll at some point during the battle, or giving you a floating story-guide icon relationship result of 6 with a random icon. If the GM knows what's good for the story, maybe the icon isn't random. If you don't normally have a relationship with that icon, you get to say whether the relationship should be considered positive or negative when you are awarded the advantage. Yes, this can make for some weird storytelling. For people who are stumped, there's always the possibility that your animal-self accomplished more than you might have imagined on some magical level that the GM will help you figure out. Or hand-wave the benefit as a mystery!

Gaining a temporary background while in scout form: When you use a daily shift to scout form, you can create a new temporary background to match your current creature form, which you can use for skill checks until you shift out of that form. Your new background has 1d4 + 1 points. The most fun way to handle it is to roll the background points to see how skilled you presently are as a scout form creature, then give yourself a species name that reflects that. With a +5, you might have the temporary background *graywinged reaver owl*; with a +2 you might be the *sooty owl*. If you're not into this type of grace note, skip it.

If your temporary *sooty owl* background is truly not up to the task, you can tell a story for how one of your regular humanoid backgrounds works for you on the skill check instead of your temporary animal background. That's usually okay, but GMs should cut more slack for players who roleplay their scout forms!

Scout Form Feats

You only need to take one of the two adventurer-tier feats to access the champion-tier feat. You can also take both adventurer-tier feats, if you wish.

Adventurer Feat: Your temporary animal background roll is a 1d6 instead of 1d4 + 1, and count a 1 rolled as a 2.

Adventurer Feat: A normal success with your combat recon skill check also grants your allies a +2 bonus to initiative this battle.

Champion Feat: Rerolls from your combat recon exploits gain a +2 bonus.

Epic Feat: You now get two benefits instead of one when you succeed at a ridiculously hard skill check with your scout form.

Beast Form

Shifter initiates have a certain number of uses of beast form each day, allowing them to fight one or more battles in the shape of powerful predators. Since beast form transformations are like other daily powers, lasting no more than five minutes, Shifter initiates seldom stay in beast form, instead moving around in humanoid form or scout form.

Shifter adepts can use beast form at-will.

Beast Form

Quick action ◆ **Daily for Shifter initiates (1 or 2 uses), At-Will for Shifter adepts**

Effect: You leave your humanoid form behind and assume the form of a deadly predator such as a wolf, panther, tiger, bear, wolverine, lion, or (if you have some weird natural connections) maybe even a giant praying mantis or something.

Beast choices: The choice of what type of animal you become is up to you. You don't always have to change into the same thing—your choices can suit the story. Stick to four-legged natural predators, not creatures with supernatural abilities or the ability to fly.

Adepts cast spells, initiates not so much: Shifter adepts can speak in growly voices and cast spells while in beast form. Shifter initiates can speak in beast form but can't cast spells unless they take the champion-tier feat below.

Magic items: Your magic items stick with you and you get the benefit of their default bonuses. Yes, this means the bonuses from your magic axe translate to your beast form. Shifter adepts can use their magic item powers while in beast form. Shifter initiates can't, but see the champion-tier feat below.

Beast form actions: Shifter adepts can shift freely between humanoid form and beast form during a battle. Shifter initiates who shift into beast form use up one of their daily beast form shifts, but they can shift between beast form and humanoid form without using a daily shift for the rest of that battle.

For both adepts and initiates, shifting to humanoid form during your turn is a quick action. So is shifting back to beast form.

Beast aspects: While in beast form, you can take on aspects of different beasts to help you in battle (see below). You don't have to use the aspects; they're an option to improve your beast form attacks and powers, not a requirement.

While in beast form, you attack in melee using a *beast form attack*.

Beast Form Attack

Melee attack ◆ **At-Will**

Attack: Strength or Dexterity + Level vs. AC

Natural Even Hit: 1d10 damage per level + Strength or Dexterity damage.

Natural Odd Hit: 1d6 damage per level + Strength or Dexterity damage.

Miss: Repeat the attack against the same or a different target. This second attack has no *miss* effect.

Adventurer Feat: For both initiates and adepts, your second beast form attack (the one you roll when the first attack misses) now deals miss damage equal to your level. If you are a Shifter adept, you can have two beast aspects active at the same time. If you start using a third aspect, one of the two previous aspects of your choice ends.

Champion Feat: If you are a Shifter initiate, you can now cast spells and use magic item powers while in beast form. If you are a Shifter adept, you can have three beast aspects active at the same time. If you start using a fourth aspect, one of the two previous aspects of your choice ends.

Epic Feat: If you are a Shifter adept, your beast form can now be a lycanthropic form when you wish—furred, deadly, and possessing a new power that you can use only while in lycanthropic form: *shake it off.*

Shake It Off

Special: You gain access to this power by taking the epic feat for *beast form attack*. To use it, you must be using at least one beast aspect.

Free action ◆ **Recharge** 16+ after battle

Trigger: You take damage while fighting in beast form

Effect: You end a beast aspect power that you are using and then take only 6d6 damage from the triggering attack and ignore the rest of the damage. You still suffer any other effects of the attack (including ongoing damage).

Beast Aspects

Beast aspects are powers you can use while in beast form to help you in battle. You must choose the aspects you know at each full heal-up. You can select any of the following aspects beginning at 1st level.

Normally you can use only one beast aspect at a time and using another aspect ends the previous one. The *beast form attack* feats change that for the Shifter adept.

***Beast aspect bonuses*:** Many beast aspects provide bonuses to defenses or attacks. Shifter adepts can combine bonuses to the same stats from two aspects they are using simultaneously, an exception to the general rule that bonuses don't stack. For example, a Shifter adept using *bear aspect* with its champion feat would have a +2 AC, and if the adept was also using *behemoth aspect* with its champion feat, the total defensive bonuses for the adept would be +5 AC and +3 PD.

Effects: Beast aspects only affect you while you are in beast form, which means that every aspect should be understood to read "while in beast form" for all its effects and powers.

Shifting out of beast form to humanoid form prevents a beast aspect from having any effect, but it doesn't end the aspect. When you shift back to beast form, the aspect is in effect again. Aspects last until the end of the battle.

Appearances: The names of the aspects are a guide to what you might look like when channeling that beast, but it's also possible to decide that your usual beast form is, for example, wolf-like, and that using bear aspect or behemoth aspect merely adds bear-like or behemoth-like qualities to your standard wolf-shape.

If you love an aspect but hate the beast it's associated with, create a new name and image that works for you.

Bear Aspect

Beast aspect ◆ Quick action ◆ **Daily, or recharge 16+ for adepts**

Initiate Effect: Until the end of the battle, while in beast form you gain a +2 bonus to attacks and damage against lower level enemies and mooks of any level (damage bonus increases to 2 + double your Strength or Dexterity modifier at 5th level; damage bonus increases to 2 + triple your Strength or Dexterity modifier at 8th level).

Adept Effect: As the initiate effect, and when you first shift into this aspect, roll your recovery dice as if you were healing, but you instead gain that many temporary hit points. You don't spend a recovery.

Adventurer Feat: The initiate effect's attack bonus is now +4 instead of +2.

Champion Feat: Adepts also gain a +2 AC bonus while using this aspect.

Epic Feat: Until the first time it recharges each day, *bear aspect* is recharge 11+ instead of recharge 16+ for adepts.

Behemoth Aspect

Beast aspect ◆ Quick action ◆ **Daily, or recharge 16+ for adepts**

Initiate Effect: You gain a +2 bonus to AC and PD.

Adept Effect: As the initiate effect, and the first time you become staggered this battle, roll a hard save (16+). If you fail, choose one of the two following benefits. If you succeed, you get both.

Endurance: You can heal using a recovery.

Wrath: Begin rolling 2d20 for each of your melee attacks and choose the result you prefer until the end of the battle or until you make both rolls for a melee attack and each roll is a natural 10 or less.

Adventurer Feat: The recovery from the adept's *endurance* effect is now free.

Champion Feat: For adepts, the bonus to AC and PD is now +3 instead of +2.

Epic Feat: The save that determines the adept's benefit(s) is now a normal save.

Mantis Aspect

Beast aspect ◆ Quick action ◆ **Daily, or recharge 16+ for adepts**

Initiate Effect: Until the end of the battle, when an enemy engaged with you fails a disengage check, you can make an opportunity attack against it. In addition, your natural even beast form attack rolls that would normally deal damage equal to your level deal half damage instead.

Adept Effect: As the initiate effect, and you gain a +1d3 bonus to AC and a +1d3 bonus to PD (two separate rolls). Insects are unpredictable.

Adventurer Feat: When an enemy attempts to disengage from you while you are using this aspect, it takes a penalty to the check equal to your Strength or Dexterity modifier.

Champion Feat: Adept effect bonuses are now d4s instead of d3s.

Epic Feat: Until the first time it recharges each day, *mantis aspect* is recharge 11+ instead of recharge 16+ for adepts.

Leopard Aspect

Beast aspect ◆ Quick action ◆ **Daily, or recharge 16+ for adepts**

Initiate Effect: Until the end of the battle, when an enemy misses you with a melee attack and rolls a natural 1–4, you gain an additional standard action during your next turn. You can only gain one additional standard action a turn this way. Powers like *elven grace* or a command won't stack with this effect either.

Adept Effect: As the initiate effect, and you gain a +2 bonus to AC. You also gain a +5 bonus to disengage checks and to saves against being stuck, dazed, or stunned.

Owlbear Aspect

Beast aspect ◆ Quick action ◆ **Daily, or recharge 16+ for adepts**

Initiate Effect: Until the end of the battle, your crit range with melee attacks expands by 2.

Adept Effect: As the initiate effect, and you gain a +1 bonus to melee attacks and a +2 bonus to AC and PD.

Adventurer Feat: When you score a critical hit, you heal hit points equal to your level + your Wisdom modifier (double your Wisdom modifier at 5th level; triple it at 8th level).

Champion Feat: While you are in this aspect, your critical hits with melee attacks deal triple damage instead of double damage.

Epic Feat: Until the first time it recharges each day, *owlbear aspect* is recharge 11+ instead of recharge 16+ for adepts.

Tiger Aspect

Beast aspect ◆ Quick action ◆ **Daily, or recharge 16+ for adepts**

Initiate Effect: Until the end of the battle, you gain the benefits of two-weapon fighting: if your attack roll is a natural 2, you can reroll the attack, but must use the reroll. In addition, the crit range of attacks you reroll this way expands by 4.

Adept Effect: As the initiate effect, and increase the size of your beast form melee attack damage dice by one size (for example, d6s become d8s, and d10s become 12s).

Adventurer Feat: You also gain a +2 attack bonus with any attack you reroll while using this aspect.

Champion Feat: When you move and then attack an enemy you were not engaged with at the start of your turn, you can reroll your first natural odd attack roll each turn, but must use the reroll. (The initiate effect bonuses don't apply to this reroll.)

Epic Feat: Until the first time it recharges each day, *tiger aspect* is recharge 11+ instead of recharge 16+ for adepts.

Wolverine Aspect

Beast aspect ◆ Quick action ◆ **Daily, or recharge 16+ for adepts**

Initiate Effect: Until the end of the battle, when your melee attacks hit an enemy that has more hit points than you, the target takes 1d6 extra damage from the hit.

Adept Effect: As the initiate effect, and you gain a +2 bonus to all defenses. You can also rally once this battle as a quick action instead of a standard action.

Adventurer Feat: Your extra melee damage while using this aspect increases according to your level:

2nd level druid	+1d8 damage.
4th level druid	+1d10 damage.
6th level druid	+2d6 damage.
8th level druid	+3d6 damage.
10th level druid	+3d12 damage.

Champion Feat: You can use the damage bonus against an enemy that started the battle with more hit points than you, but no longer does.

Epic Feat: Until the first time it recharges each day, *wolverine aspect* is recharge 11+ instead of recharge 16+ for adepts.

Terrain Caster

This is the talent for druids who want to play up their attunement with the land, and to draw on the power of nature as it is expressed in different wild areas of the world.

***The eight lands*:** There are eight different types of terrain that are relevant to druidic magic. Several of the terrains encompass multiple associated styles of location that are "close enough" in druidic terms. The details on the quick list of terrain types appear below in the sections that detail the spells that you can cast in a specific terrain.

Here's the short list if you don't want to wait for the detailed version: cave, dungeon, underworld; forest, woods; ice, snowfields, tundra; Koru behemoth; mountains; plains, overworld; ruins; swamp, lake, river.

Terrain caster mechanics: At-will or once-per-battle spells provided by terrain caster adventurer feats are like other at-will spells or once-per-battle spells—you can cast them in any terrain you like. You cast these at-will spells at your current level or one level below (when you're at even levels).

As indicated in the Terrain Caster Progression chart, at any given level you can also cast a certain number of daily spells. You don't have to choose them or memorize them like wizard spells, cleric spells, or the spells from other druid talents—instead, you can cast any daily spell of your level or lower that matches the terrain you are in. The good news is that you always cast these spells at your current level (for example, a 5th level caster casts their spells at 5th level). The not-as-good news is that terrain spells are daily spells. Consequently, low-level druids may prefer to travel or operate in areas that include many different types of terrain.

***Non-exclusive lands*:** Terrain types are not exclusive. A druid adventuring in a ruin on a forested mountain can draw on the magic of ruins, forests, and mountains. The types are not meant to be exclusive. On the other hand, descending into the underworld is likely to cut you off from the magic of mountains and plains, unless, for example, the section of underworld you're in is directly connected to a dwarven mountain. There are forests in the underworld that might qualify as druidic forests, and there are certainly swamps and lakes and ruins and rivers in the underworld . . . but there are fewer instances of each of that type of terrain below the surface.

Corner cases: As with many other *13th Age* mechanics, we aren't aiming to be pedantic about terrain. For instance, should foothills count as plains or mountains? Maybe both, but certainly one or the other; it's up to the GM and the druid's player to work out. When in doubt, go with the power of the High Druid in your campaign. If her power is currently waxing, druids should get the benefit of the doubt.

Many Homes

Some fiction portrays druids as tied to a single type of terrain. That can make a compelling story, but as a generally useful game experience it's pretty bad to tie a player character to a single type of geography. We're going with druids who are flexible enough to harmonize with their surroundings rather than druids who master only specific areas.

You can invest part of your power in maximizing a specific terrain by going all the way up the feat chain for that terrain, but that's a conscious choice, and it's easily avoided if you want to use your feats elsewhere.

Where are we? As a druid, you're going to want to know what type of terrain you're in. When necessary, Rob uses terrain cards he places in front of him, picking them up or setting them down as the party moves into new areas. Feel free to come up with your own system.

A touch of the land: Each of the terrain types is associated with a feat chain that goes to epic tier. A druid that has any feat associated with a terrain carries a cosmetic touch of that terrain with them wherever they go. We tend to interpret that visually and viscerally—a druid with swamp terrain caster feats has a bit of the swamp about her. A druid with ice terrain feats carries a touch of winter. Obviously feats from multiple terrains create memorable individual signatures!

Terrain Caster Initiate Level Progression

Druid Level	Daily Spells	Level the Spells are Cast At
Level 1 Multiclass	1	1st level
Level 1	1	1st level
Level 2	1	1st level
Level 3	2	3rd level
Level 4	2	3rd level
Level 5	2	5th level
Level 6	3	5th level
Level 7	3	7th level
Level 8	3	7th level
Level 9	3	9th level
Level 10	3	9th level

Terrain Caster Adept Level Progression

Druid Level	Daily Spells	Level the Spells are Cast At
Level 1 Multiclass	1	1st level
Level 1	1	1st level
Level 2	2	1st level
Level 3	3	3rd level
Level 4	4	3rd level
Level 5	5	5th level
Level 6	5	5th level
Level 7	6	7th level
Level 8	6	7th level
Level 9	7	9th level
Level 10	7	9th level

The Missing Lands

The power of the druids isn't equally distributed across the land. Not yet, anyway.

Perhaps someday the wastes will have their own magic. For now they offer no special magic for the druids, whose best hope in the wastes is to be lucky enough to access the magic of ice (easy in Moonwreck, unlikely in the Red Wastes), the Koru (providentially cutting across the Red Wastes), or ruins (scattered hither and yon).

The oceans also offer little to druids. The Midland Sea is neutered and the Iron Sea is too angry. Islands in the seas have terrain magic to draw on, but the sea itself is presently a lost cause.

Perhaps your druid's One Unique Thing promises to open up the wastes or the oceans? That's power that could change the world, a goal for a campaign rather than a starting point.

Cave, Dungeon, Underworld

This is the most common terrain type for deep or wild underground adventuring. It would hardly ever apply to a basement in the city, but a basement that feeds into an underground cave complex would count.

In the deepest underworld, being tough isn't as important as knowing how not to go crazy.

Adventurer Feat: You gain the *ways of the dark* spell below.

Champion Feat: Once per battle, when an attack targeting MD hits you while you're not fighting in bright sunlight, you can force the attacker to reroll that attack, but you must accept the reroll.

Epic Feat: You can now cast one bonus daily cave/dungeon/underworld spell that doesn't count against your total daily spells, but you still can't cast a specific daily spell of that type more than once per day.

Ways of the Dark (Terrain Feat Spell)

Ranged spell ◆ **At-Will (in any terrain)**
Target: One nearby enemy
Attack: Wisdom + Level vs. MD
Hit: 1d8 psychic damage (don't add your ability score modifier).
Natural Even Hit: As a hit, plus the target can't attack the druid until the end of its next turn unless the druid moves to engage the target.
Miss: Damage equal to your level.

3rd level spell	2d8 damage.
5th level spell	3d8 damage.
7th level spell	5d8 damage.
9th level spell	7d8 damage.

Spider Climb (1st level)

Ranged spell ◆ Quick action to cast ◆ **Daily**
Target: You
Effect: Until the end of the battle or for five minutes, you can climb up sheer surfaces and stick to ceilings as if you were a spider. You can fight and cast spells normally while climbing around all spider-style.

3rd level spell	If you're fighting while standing upside down on a ceiling or sideways on a wall, you can reroll the first natural odd attack roll you get if you tell a fun story about how the *spider climb* effect is letting you fight better than you ordinarily would!
5th level spell	While the spell is in effect, you can fall up to 100 feet without taking damage.
7th level spell	The effect lasts up to an hour and you can also target a nearby ally.
9th level spell	The spell now targets you and 1d4 + 1 nearby allies.

Fungal Ambuscade (3rd level)

Ranged spell ◆ **Daily**
Target: One nearby enemy
Attack: Wisdom + Level vs. PD
Hit: The target takes 15 ongoing poison damage (two saves ends).
Miss: The target takes 5 ongoing poison damage (two saves ends).

5th level spell	25 ongoing damage on a hit	10 ongoing damage on a miss.
7th level spell	50 ongoing damage on a hit	20 ongoing damage on a miss.
9th level spell	90 ongoing damage on a hit	40 ongoing damage on a miss.

GAMEMASTER

Two Saves Is at Least Two Turns: Targets of *fungal ambuscade* only get to roll one save against the spell at the end of each turn, so the effect is usually a two-turn problem.

Spikestones (5th level)

Ranged spell ◆ **Daily**
Effect: Until the end of the battle, the area the battle is occurring in is dangerous to move in. When an enemy moves through the area on the ground (enemies using *teleport* or similar powers aren't affected), it must roll a normal save that turn. On a failure, that creature takes 7d6 damage. (If they move again that turn, they don't have to roll a save.)

You can move normally in the area. Your allies must roll an easy save (6+); if they fail they take half damage when they move.

Since the spell normally only works underground, it affects creatures with *flight* because it's assumed that nasty stalactites jut out from the ceiling as well as the walls and floors. If you're in a *giant* cavern when you cast it, fliers could probably zip around away from surfaces without too much trouble (GM's call).

7th level spell	7d10 damage.
9th level spell	9d10 damage.

Forest, Woods

Woods don't have to be huge like the woods named on our map to count as druidic forest. There are many small groves and copses and wooded ridge lines that count as forest. But bushes and hedges are usually not enough, and a carefully groomed park like most of the green space in Horizon is also not going to work.

Concord's buildings and homes are often interwoven with trees and living forest, so even though Concord is not exactly wild, most all of the city functions as druidic forest.

Adventurer Feat: You gain the *rain of acorns* spell below.

Champion Feat: Once per battle when you hit an enemy that's a beast with *rain of acorns*, the target is also confused until the end of your next turn.

Epic Feat: You can now cast one bonus daily forest/woods spell that doesn't count against your total daily spells, but you still can't cast a specific daily spell of that type more than once per day.

Rain of Acorns (Terrain Feat Spell)

Ranged spell ◆ **At-Will (in any terrain)**
Targets: 1d3 nearby enemies in a group
Attack: Wisdom + Level vs. PD
Hit: 1d4 damage + Wisdom damage.
Miss: Damage equal to your level.

3rd level spell 2d4 damage.
5th level spell 2d6 damage.
7th level spell 4d6 damage.
9th level spell 6d6 damage.

Champion Feat: This spell now targets 1d4 enemies in a group.

Barkskin (1st level)

Ranged spell ◆ Quick action to cast ◆ **Daily**
Target: You or one nearby ally wearing light armor or no armor
Effect: Until the end of the battle, the target gains a +3 bonus to AC except against attacks that deal fire damage.

5th level spell The +3 bonus also applies to PD except against attacks that deal fire damage.
9th level spell You can now choose two targets.

Entangle (3rd level)

Ranged spell ◆ **Daily**
Target: 1d3 nearby creatures
Attack: Wisdom + Level vs. PD
Hit: 5d6 + Wisdom damage, and if the target has 80 hp or fewer after the damage, it's stuck (save ends).
Miss: Damage equal to your level, if the target has 80 hp or fewer after the damage, it's stuck (easy save ends, 6+).

5th level spell 5d10 damage; hit/miss effect affects targets with 135 hp or fewer.
7th level spell 6d10 damage; hit/miss effect affects targets with 220 hp or fewer.
9th level spell 10d10 damage; hit/miss effect affects targets with 350 hp or fewer.

Plantwalk (5th level)

Ranged spell ◆ Quick action to cast ◆ **Daily**
Target: You
Effect: Until the end of the turn, you can teleport once as a move action by moving into a tree or other large plant and emerging from another plant or tree of the same species you can see or out of your line of sight. If you go beyond your line of sight, the GM chooses how far you can go, up to a mile.

Once per level when you cast this spell, you also summon a 5th level earth elemental beside one of the trees or plants involved in your teleport. Use the *summon earth elemental* spell on page 47 in every respect. (If you also happen to be an Earth Caster with advantages connected to elemental summoning, huzzah for you.)

7th level spell The once per level summoning now summons a 7th level earth elemental.
9th level spell You can now use the spell to teleport halfway across the Empire as long as you travel to a grove or forest and emerge from a tree or plant well-known to you. The once per level summoning now summons a 9th level earth elemental.

Ice, Tundra, Deep Snow

The tame Midland Sea keeps most of the Empire and the Seven Cities temperate, although Glitterhaegen and Drakkenhall experience more snowfall than the more southern cities. Concord would probably also get snow, but its proximity to the Queen's Wood means that winter only seriously affects the city in the weeks or months the Elf Queen decides she wants to hold her Winter Court.

By contrast, the rest of the great forests know their natural place and have the decency to freeze over in winter.

Adventurer Feat: You gain the *frost touch* spell below.
Champion Feat: You gain *resist cold 16+* and your spells ignore the *resist cold* abilities that the targets of your spells have.
Epic Feat: You can now cast one bonus daily ice/tundra/deep snow spell that doesn't count against your total daily spells, but you still can't cast a specific daily spell of that type more than once per day.

Frost Touch (Terrain Feat Spell)

Close-quarters spell ◆ **Once per battle (in any terrain)**
Target: One nearby enemy
Attack: Wisdom + Level vs. PD
Hit: 2d6 + Wisdom cold damage, or 3d6 + Wisdom cold damage to an enemy you are engaged with.
Natural Even Miss: Half damage.
Natural Odd Miss: Damage equal to your level.

3rd level spell 4d6 damage, or 6d6 to an enemy you are engaged with.
5th level spell 5d10 damage, or 6d10 to an enemy you are engaged with.
7th level spell 8d10 damage, or 10d10 to an enemy you are engaged with.
9th level spell 2d6 x 10 damage, or 2d8 x 10 to an enemy you are engaged with.

Ice Shield (1st level)

Close-quarters spell ◆ Quick action to cast ◆ **Daily**
Target: You
Effect: Until the end of the battle, when an enemy engaged with you attacks you and rolls a natural 1–15, it takes 1d10 cold damage after the attack.

3rd level spell 4d6 damage.
5th level spell 6d6 damage.
7th level spell 6d10 damage.
9th level spell 10d10 damage.

Icicle (3rd level)
Ranged spell ◆ **Daily**
Target: One nearby or far away creature
Attack: Wisdom + Level vs. PD
Natural Even Hit: 5d10 + Wisdom cold damage, and the target is hampered (easy save ends, 6+).
Natural Odd Hit: 5d10 + Wisdom cold damage, and the target is stuck (easy save ends, 6+).
Miss: Half damage, and the target is stuck until the end of its next turn.

5th level spell 7d10 damage.
7th level spell 10d12 damage.
9th level spell 2d10 x 10 damage.

Cone of Cold (5th level)
Ranged spell ◆ **Daily**
Targets: 1d4 nearby enemies in a group
Attack: Wisdom + Level vs. PD
Hit: 10d6 + Wisdom cold damage.
Natural Even Hit: As a hit, plus the target is stuck (save ends).
Miss: Half damage.

7th level spell 10d10 damage.
9th level spell 2d8 x 10 damage.

Koru Behemoth

Each behemoth has unique characteristics but the core of their magical power doesn't vary. You can cast Koru behemoth spells anywhere on the Koru migration route. If you are close enough to smell a behemoth or actually on one, the GM could consider making the spells slightly more effective.

Unless there's something extremely interesting going on in your campaign, the Seven Cities are way too far from the migration route to allow Koru magic. A few druids might be powerful enough to cast a Koru spell in Drakkenhall while a behemoth is passing the city after coming over the Straits.

Think of the *whoomph* spell as a blast of air as a Koru huffs or chuffs or snorts or whatever. Mooks go flying. *Stomp!*, on the other hand, hits big creatures because normal-sized creatures don't even register as targets for a full stomp.

Adventurer Feat: You gain the *whoomph* spell below.

Champion Feat: When you cast *whoomph* during a battle, you can cast *the Koru shrugs* later in that battle even if you are not on Koru terrain.

Epic Feat: You can now cast one bonus daily Koru behemoth spell that doesn't count against your total daily spells, but you still can't cast a specific daily spell of that type more than once per day.

Whoomph (Terrain Feat Spell)
Close-quarters spell ◆ **At-Will (in any terrain)**
Target: One nearby enemy
Attack: Wisdom + Level vs. PD
Hit: 1d8 + Wisdom damage; or 2d8 + Wisdom damage against a mook.
Miss: Damage equal to your level against a non-mook; no effect against a mook.

3rd level spell 3d6 damage, or 6d6 against a mook.
5th level spell 5d6 damage, or 6d10 against a mook.
7th level spell 5d8 damage, or 10d8 against a mook.
9th level spell 8d10 damage, or 3d6 x 10 against a mook.

The Koru Shrugs (3rd level)
Ranged spell ◆ Quick action to cast ◆ **Daily**
Target: You or one nearby ally
Effect: Until the end of the battle, the target can use a quick action (once per turn) to heal 4d6 hit points. The target can take this action only when it's not staggered.

5th level spell Heal 6d6 hit points.
7th level spell Heal 7d10 hit points.
9th level spell Heal 10d10 hit points.

Stomp! (5th level)
Ranged spell ◆ **Daily**
Target: One nearby large, huge, or even bigger enemy
Attack: Wisdom + Level vs. PD
Hit: 7d12 + Wisdom damage.
Miss: You don't expend the spell, but must cast it again with your next standard action. If you don't, you take damage from the spell as if you had been hit and the spell is expended.

7th level spell 3d4 x 10 damage.
9th level spell 3d8 x 10 damage.

Koru Teleport (7th level)
Ranged spell ◆ **Daily**
Effect: You and up to 4 allies next to you can teleport to the back of any Koru behemoth in the world.

When you teleport, roll a d20. If you roll a 1, something unusual intervened and you arrive on a different Koru than you had intended (GM's choice). Otherwise, you and your allies arrive somewhere on the desired Koru's back. Unlike the wizard's 9th level *teleport* spell, this spell doesn't allow you to choose your precise destination.

Any effects of spells or items cast/created before teleporting are canceled and no longer function on arrival, so it's best to wait and use such spells after you arrive.

9th level spell You can now try to teleport to any location along the migration route. Stabbing your finger on the world map suffices, but your aim won't be perfect. Attempts to teleport to places off the map to the north or west usually don't work.

Mountains

The obvious mountain ranges are complemented by hills and numerous peaks too scattered or small to show up on our big map.

As a city built in the crater of an extinct volcano, Axis provides access to mountain magic. Depending on your interpretation of the hills to the north of New Port, some sections of New Port might also count.

Given how many mountains happen to be covered by forests, dotted with ruins, or sheathed in ice, it's fair to say that mountains are splendid terrain for druids. When the pressure in the center of the Empire is too much, druids move to the mountains to the north and west.

Adventurer Feat: You gain the *spark* spell below.

Champion Feat: Once per day, you can heal using a second recovery when some other effect has enabled you to heal using a single recovery. This bonus recovery is a free recovery, but it doesn't benefit from any bonuses the first recovery gains.

Epic Feat: You can now cast one bonus daily mountains spell that doesn't count against your total daily spells, but you still can't cast a specific daily spell of that type more than once per day.

Spark (Terrain Feat Spell)

Close-quarters spell ◆ **At-Will (in any terrain)**
Target: One nearby or far away enemy
Attack: Wisdom + Level vs. PD
Hit: 1d8 + Wisdom lightning damage, or 2d8 + Wisdom lightning damage against a creature that is flying.
Miss: Damage equal to your level.

3rd level spell 3d6 damage, or 6d6 against a flying creature.
5th level spell 5d6 damage, or 6d10 against a flying creature.
7th level spell 5d8 damage, or 10d8 against a flying creature.
9th level spell 8d10 damage, or 3d6 x 10 against a flying creature.

Rumble (1st level)

Close-quarters spell ◆ Quick action to cast ◆ **Daily**
Effect: Until the end of the battle, when you end your turn engaged with one or more enemies, each of those creatures takes thunder damage equal to your Wisdom modifier.

3rd level spell 1d6 + Wisdom modifier damage.
5th level spell 2d6 + Wisdom modifier damage.
7th level spell 3d6 + Wisdom modifier damage.
9th level spell 4d6 + Wisdom modifier damage.

Stoneskin (3rd level)

Ranged spell ◆ Quick action to cast ◆ **Daily**
Target: You or one nearby ally
Effect: The target gains *resist damage 16+* against attacks targeting AC until the end of the battle or until two natural 16+ attack rolls against AC hit the target.

5th level spell *Resist damage* now also applies to attacks targeting PD.
9th level spell *Resist damage* increases to 18+.

Call Lightning (7th level)

Ranged spell ◆ **Daily**
Targets: This spell generates a number of attacks equal to the escalation die. Each attack targets a random enemy. Determine the target of each attack just before rolling the attack, so that an enemy that drops to 0 hp won't be targeted again.
Attack: Wisdom + Level vs. PD
Hit: 5d12 + Wisdom lightning damage.
Miss: Damage equal to your level.

9th level spell 7d12 damage.

Plains, Overworld

Farmland, prairie, some dirt roads, and even gently rolling hills might count as plains. The overworld tag also applies to the parts of Santa Cora touched by the Cathedral and the Priestess; and the part of Horizon that's above the horizon.

Adventurer Feat: You gain the *sunbeams* spell below.

Champion Feat: Once per battle as a free action, you can choose a spell that targets nearby creatures or enemies. That spell can target far away creatures or enemies this battle.

Epic Feat: You can now cast one bonus daily plains/overworld spell that doesn't count against your total daily spells, but you still can't cast a specific daily spell of that type more than once per day.

Sunbeams (Terrain Feat Spell)

Ranged spell ◆ **At-Will (in any terrain)**
Targets: Up to two nearby or far away enemies
Attack: Wisdom + Level vs. PD
Hit: 1d4 + Wisdom fire damage.

3rd level spell 3d4 damage.
5th level spell 2d8 damage.
7th level spell 4d6 damage.
9th level spell 4d12 damage.

Heat Metal (1st level)

Ranged spell ◆ **Daily**
Target: One nearby enemy in heavy armor, wearing metal armor, or using metal weapons
Attack: Wisdom + Level vs. PD
Hit: 3d6 + Wisdom fire damage, and 10 ongoing fire damage and dazed (save ends both).
Miss: 10 ongoing fire damage.

3rd level spell 5d6 damage, and 15 ongoing damage (hit and miss).
5th level spell 5d10 damage, and 25 ongoing damage (hit and miss).
7th level spell 9d10 damage, and 40 ongoing damage (hit and miss).
9th level spell 10d12 damage, and 50 ongoing damage (hit and miss).

I play that targets of heat metal *can't just throw away a metal weapon or strip off a helmet. While the spell is active, the metal is crisped to the target's flesh.*

Air & Fire (3rd level)

Ranged spell ◆ Quick action to cast ◆ **Daily**

Effect: During your next turn, you can cast a 3rd level daily Air or Fire spell from the Elemental Caster's spell list even if you don't ordinarily know that spell. The only limitation is that the spell can't be a *summon elemental* spell. Casting that spell neither counts against your daily Elemental Caster spell limit if you have that talent, nor does it count against your daily Terrain Caster spell limit.

If something prevents you from casting the spell during your next turn, you still expend this daily spell.

5th level spell	Now you can cast a 5th level daily Air or Fire spell.
7th level spell	Now you can cast a 7th level daily Air or Fire spell.
9th level spell	Now you can cast a 9th level daily Air or Fire spell.

Harmony (5th level)

Ranged spell ◆ Quick action to cast ◆ **Daily**

Targets: Two willing nearby allies (possibly including you).

Effect: Until the end of the battle, when one of the targets takes damage, the target with the most hit points takes that damage instead (your choice on ties).

The effect doesn't work while a target is at 0 hit points or below. Temporary hit points also don't count.

7th level spell	The spell can now target up to three willing allies.
9th level spell	The spell can now target up to four willing allies.

Ruins

The druid's perspective on most ruins reverses the perspective of civilized folk. Nature reclaims its dominance as civilization fades to a manageable scar. There's power in a ruin that is in the process of disintegrating. A few ruins, such as Old Wall, seem to be permanent, ever-renewing symbols of decay.

This druidic terrain magic is what you can draw on in Drakkenhall, a city that is half-ruined already, with the other half waiting to be ruined in the next monster apocalypse.

Adventurer Feat: You gain the *ruination* spell below.

Champion Feat: Once per day when you drop to 0 hit points or below, you can roll a normal save. If you succeed, heal using a recovery before going unconscious. If you fail, it counts as a failed death check.

Epic Feat: You can now cast one bonus daily ruins spell that doesn't count against your total daily spells, but you still can't cast a specific daily spell of that type more than once per day.

Ruination (Terrain Feat Spell)

Ranged spell ◆ **Once per battle (in any terrain)**

Target: The nearby enemy with the highest MD (you don't have to be able to see the enemy)

Attack: Wisdom + Level vs. MD

Hit: Each nearby enemy takes 2d6 damage (don't add your ability score modifier). For mooks, deal the damage once to the mob, not to each member of it.

3rd level spell	4d6 damage.
5th level spell	6d6 damage.
7th level spell	9d6 damage.
9th level spell	6d12 damage.

Inevitable Collapse (1st level)

Ranged spell ◆ **Daily**

Target: One nearby enemy

Attack: Wisdom + Level vs. PD

Hit: 2d6 + Wisdom damage, and 10 special ongoing damage.

special ongoing damage: The target can't start rolling saves against this damage until you or your allies attack it, or until it starts its turn staggered.

Miss: 5 special ongoing damage (as above).

3rd level spell	5d6 damage, and 15 ongoing damage	5 ongoing on a miss.
5th level spell	5d10 damage, and 20 ongoing damage	10 ongoing on a miss.
7th level spell	8d10 damage, and 25 ongoing damage	15 ongoing on a miss.
9th level spell	10d12 damage, and 40 ongoing damage	20 ongoing on a miss.

How Things End (5th level)

Ranged spell ◆ **Daily**

Targets: Up to 3 nearby staggered enemies

Attack: Wisdom + Level vs. MD

Hit: 6d10 + Wisdom psychic damage.

Natural Even Hit: As a hit, plus the target can't attack you during its next turn.

Miss: Half damage.

7th level spell	10d10 damage.
9th level spell	2d8 x 10 damage.

Devastation (9th level)

Ranged spell ◆ **Daily**

Special: You can cast this spell only once per level.

Target: One structure constructed by mortals that isn't in the overworld, in the underworld, or under an icon's personal magical protection (i.e., not the Cathedral, one of the Imperial palaces, or the Necropolis).

Skill Check: To gain the effect, you must succeed on a skill check corresponding to the tier of the structure and the GM's assessment of the difficulty: normal, hard, or ridiculously hard (see *13th Age* core rules, page 184).

Effect: The structure begins to come down as if it aged centuries in minutes. It may take up to an hour to collapse entirely. Supremely magical structures may have their own ways of regenerating.

Swamp, Lake, River

In addition to the great named lakes, rivers, and swamps on the world map, countless smaller fens and lakes pool in the world's wet spots. They offer access to powerful magic, but not all water features have much to offer. Ponds are generally too small to harness mana, though that's clearly a bit of a judgment call between you and the GM.

In the High Druid's perfect world, rivers would have more to offer than magic that's associated with stagnation, the magic of swamps. But the terrible damage done to the rivers in the taming of the Midland Sea has not healed. Rivers are damaged goods and in most campaigns it would be a fair guess that it has taken centuries for rivers to offer terrain magic at all. They might have been as dead for the druids as the oceans until the recent resurgence of the High Druid.

The two cities that have rivers running through them, or extremely near them, are Axis and Santa Cora. Forge has an underground river, too.

The two cities strongly influenced by lakes are Glitterhaegen and Concord. Glitterhaegen's lakes feed into canals that connect to the sea. Concord's lakes are surrounded by natural-seeming woodlands as part of the city's expression of urban wilderness.

Adventurer Feat: You gain the *poison thorns* spell below.

Champion Feat: You gain *resist poison 16+*.

Epic Feat: You can now cast one bonus daily swamp/lake/river spell that doesn't count against your total daily spells, but you still can't cast a specific daily spell of that type more than once per day.

Poison Thorns (Terrain Feat Spell)

Ranged spell ◆ **At-Will (in any terrain)**

Target: One random nearby enemy (you don't have to be able to see that enemy)

Attack: Wisdom + Level vs. PD

Hit: 5 damage, and 5 ongoing poison damage.

3rd level spell	8 damage, and 8 ongoing poison damage.
5th level spell	13 damage, and 13 ongoing poison damage.
7th level spell	20 damage, and 20 ongoing poison damage.
9th level spell	30 damage, and 30 ongoing poison damage.

The Big Muddy (1st level)

Ranged spell ◆ **Daily**

Targets: Each nearby enemy with 50 hit points or fewer that is touching the ground or the water and doesn't have the *flight* ability

Attack: Wisdom + Level vs. PD

Hit: The target is stuck (save ends).

3rd level spell	Targets with 80 hit points or fewer.
5th level spell	Targets with 140 hit points or fewer.
7th level spell	Targets with 200 hit points or fewer.
9th level spell	Targets with 320 hit points or fewer.

Reclamation (3rd level)

Ranged spell ◆ **Daily**

Targets: Up to two nearby non-mook enemies with the fewest hit points (you don't have to be able to see those enemies)

Attack: Wisdom + Level vs. MD

Hit: 5d6 + Wisdom damage, and the target can't heal (hard save ends, 16+).

Miss: Half damage.

5th level spell	6d8 damage.
7th level spell	10d8 damage.
9th level spell	2d8 x 10 damage.

Purification Chant (7th level)

Ranged spell ◆ **Daily**

Target: One nearby enemy

Attack: Wisdom + Level vs. MD

Hit: 2d6 x 10 + Wisdom psychic damage, and you and each of your nearby allies can roll a save with a +5 bonus against any save ends effect created by the target.

Miss: Half damage, and you and 1d3 of your nearby allies can each roll a save against any save ends effect created by the target.

9th level spell	2d10 x 10 damage.

Warrior Druid

Choose this talent if you want to fight well in melee with your normal weapons and armor.

Warrior Druid initiate: Spending a single talent on Warrior Druid lets you choose *one* of the three following benefits:

- Your AC in light armor is 12 instead of 10 like most other druids.
- You don't take opportunity attacks from enemies engaged with you when you cast ranged druid spells.
- Your base hit points are 7 + CON mod instead of 6 + CON mod.

Warrior Druid adept: If you use two talents to become a Warrior Druid adept, choose *three* of the following benefits:

- Your AC in light armor is 12 instead of 10 like most other druids.
- You don't take opportunity attacks from enemies engaged with you when you cast ranged druid spells.
- Your base hit points are 7 + CON mod instead of 6 + CON mod.
- You can use one-handed 1d8 martial weapons without taking the –2 attack penalty that other druids suffer.
- You can use a shield without taking an attack penalty like other druids. (For the record, you only get the shield AC bonus while fighting in humanoid form.)

Adventurer Feat: Choose another Warrior Druid benefit you weren't able to start with. Whether you're an initiate or an adept, you can take this feat twice to gain the two Warrior Druid benefits you are missing.

Flexible attacks: Like the fighter class, you gain access to flexible attacks when you make basic melee attacks during your turn. Roll your attack, then choose one of the flexible attacks you know that can be triggered by your natural attack roll.

Unlike the fighter, you can use each of your flexible attacks only once per battle*. You're drawing on druidic battle magic

instead of the fighter's practiced skill. The trade-off is that some of your flexible attacks accomplish magical effects the fighter can't accomplish through skill.

*There's a path around the once-per-battle limit: using the *ancestral guidance* flexible attack lets you regain all your expended flexible attacks, including *ancestral guidance*!

Humanoid form or beast form: If you're also a Shifter initiate, you can use your Warrior Druid flexible attacks while in beast form, *but only* with your first beast form attack roll each turn. Adepts can use them freely.

You'll also note that *ancestral guidance* won't reset your flexible attacks while you're in beast form, but otherwise the fighting styles can work together.

Warrior Druid Initiate Level Progression

Druid Level	Druid Flexible Attacks
Level 1 Multiclass	1
Level 1	1
Level 2	2
Level 3	2
Level 4	2
Level 5	3
Level 6	3
Level 7	3
Level 8	4
Level 9	4
Level 10	4

Warrior Druid Adept Level Progression

Druid Level	Druid Flexible Attacks
Level 1 Multiclass	1
Level 1	2
Level 2	3
Level 3	4
Level 4	4
Level 5	4
Level 6	5
Level 7	5
Level 8	6
Level 9	6
Level 10	6

Warrior Druid's Flexible Attacks

You must choose which flexible attacks you know. If you like, you can change the flexible attacks you know when you gain a level.

You can select any of the following flexible attacks beginning at 1st level. As you'll see, some of the attacks are capable of synergizing with other druid talents, but the *red claw* attack requires you to have the Animal Companion talent, and *wild harmony* won't do much unless you're a Wild Healer.

Ancestral Guidance

Flexible once-per battle melee attack

Triggering Roll: Natural odd roll

Effect: Add damage to the attack equal to your Wisdom modifier, hit or miss. (Double your Wisdom modifier at 5th level; triple it at 8th level.)

If you are a Warrior Druid adept and you use *ancestral guidance* while in humanoid form, you also regain all the once-per-battle flexible attacks you have expended this battle—the ancestors smile!

Adventurer Feat: Once per battle when you make an attack against AC, you can instead make that attack against the target's MD as the spirits guide your strike.

Champion Feat: When you use this flexible attack, you can roll a save against a save ends effect.

Beast Spirits

Flexible once-per-battle melee attack

Triggering Roll: Natural 19+, or Natural 18+ if you are a Shifter adept

Effect: After the attack, as a free action you can cast one of the four spells listed below this attack: *behemoth's endurance*, *bull's strength*, *cat's grace*, or *owl's wisdom*. You choose which spell to cast. Using *beast spirits* is normally the only way to access these spells.

Special: The four *beast spirits* spells last until the end of the battle or until the target falls unconscious. If the target already has a *beast spirits* spell effect on it, that spell is cancelled when a new *beast spirits* spell targets it.

Champion Feat: You can use the improved version of each spell as amended by the champion-tier feats listed underneath it.

Behemoth's Endurance

Close-quarters spell ◆ Free action to cast when triggered

Target: You or one nearby ally

Effect: Until the end of the battle or until targeted with another *beast spirits* spell, the target gains a +2 bonus to PD and temporary hit points equal to your level + your Wisdom modifier.

Champion Feat: The target instead gains a +4 bonus to PD and temporary hit points equal to your level + double your Wisdom modifier (triple your Wisdom modifier at 8th level).

Bull's Strength

Close-quarters spell ◆ Free action to cast when triggered

Target: You or one nearby ally

Effect: Until the end of the battle or until targeted with another *beast spirits* spell, the target gains a +1 bonus to melee attacks.

Champion Feat: The target gains a +2 bonus to melee attacks instead of +1.

Cat's Grace
Close-quarters spell ◆ Free action to cast when triggered
Target: You or one nearby ally
Effect: Until the end of the battle or until targeted with another *beast spirits* spell, the target gains a +1 bonus to AC.
Champion Feat: The target also gains a +2 bonus to disengage checks and Dexterity skill checks.

Owl's Wisdom
Close-quarters spell ◆ Free action to cast when triggered
Target: You or one nearby ally
Effect: Until the end of the battle or until targeted with another *beast spirits* spell, the target gains a +2 bonus to MD and a +1 bonus to saves.
Champion Feat: The target instead gains a +4 bonus to MD and a +2 bonus to saves.

Elemental Pivot
Flexible once-per-battle melee attack
Triggering Roll: Natural 18+
Effect: During your next turn, you can cast an Elemental Mastery at-will feat spell of your choice from pages 44–45 once as a quick action, even if you don't normally know that spell.
Adventurer Feat: If you also have the Elemental Caster talent, you gain a +2 attack bonus with that spell.
Champion Feat: Any other Elemental Caster spell you cast during your next turn also gains a +2 attack bonus.

Greenmantle
Flexible once-per-battle melee attack
Triggering Roll: Natural 18+
Effect: You gain a +4 bonus to AC until an attack against AC misses you.
Adventurer Feat: If you are using a shield, *this* flexible attack instead triggers on a natural 16+.
Champion Feat: The bonus now also applies to PD (and attacks against PD that miss).
Epic Feat: You now gain a +6 AC bonus instead of +4.

Invoke the Storm
Flexible once-per-battle melee attack
Triggering Roll: Natural 5, 10, 15, or 20
Effect: Roll a d3. Deal lightning damage equal to five times the number you rolled to one nearby enemy other than the target of the triggering attack.
Adventurer Feat: Roll a d4 instead of a d3.
Champion Feat: Roll a d6 instead of a d4 and use whichever is higher, the escalation die or your d6 roll.
Epic Feat: Add the escalation die and your d6 roll together, then multiply by five for the damage you deal.

Nature's Fury
Flexible once-per-battle melee attack
Triggering Roll: Natural 2–5
Effect: The triggering attack deals half damage.
Adventurer Feat: Any allies engaged with the target can pop free from it if they wish.
Champion Feat: The flexible attack now also triggers on a natural odd miss.

Red Claw
Flexible once-per-battle melee attack
Triggering Roll: Natural odd hit or miss
Effect: Until the end of the battle, your animal companion gains a +1 attack bonus. If you use this flexible attack multiple times in the battle, the bonuses are cumulative.
Adventurer Feat: When you use this flexible attack, your animal companion's crit range also expands by 2.
Champion Feat: The attack bonus is now +2 instead of +1.
Epic Feat: When you use this flexible attack, your animal companion also heals hit points equal to triple your Strength or Dexterity modifier.

Resilience
Flexible once-per-battle melee attack
Triggering Roll: Natural 1–5
Effect: You gain 5 temporary hit points and *resist damage 12+* against attacks that target AC until two attacks against you have had their damage halved from that resistance.
Adventurer Feat: The damage resistance also applies to attacks that target PD.
Champion Feat: You now gain 10 temporary hit points instead of 5, and the damage resistance increases to 14+.
Epic Feat: You now gain 15 temporary hit points instead of 10, and the damage resistance increases to 16+.

Shillelagh
Flexible once-per-battle melee attack
Triggering Roll: Natural 13
Effect: If the target isn't staggered after the attack, the attack is a critical hit. If the target is staggered after the attack, you can heal using a recovery and the target is stuck until the end of its next turn.
Adventurer Feat: This flexible attack now also triggers on a natural 3.
Champion Feat: The stuck effect is now save ends.
Epic Feat: This flexible attack now also triggers on a natural 17.

Spirits of the Land
Flexible once-per-battle melee attack
Triggering Roll: Natural 18+
Effect: During your next turn, you can cast a Terrain Caster at-will feat spell of your choice from pages 54–60 once as a quick action, even if you don't normally know that spell. The spell must match a type of terrain you are in.
Adventurer Feat: If you also have the Terrain Caster talent, you gain a +2 attack bonus with that spell.
Champion Feat: Any other Terrain Caster spell you cast during your next turn also gains a +2 attack bonus.

Strength of Earth
Flexible once-per-battle melee attack
Triggering Roll: Natural even roll
Effect: Each enemy engaged with you can't attempt to disengage (save ends). They can still move away and take opportunity attacks, if they wish.

Warrior's Blessing

Flexible once-per-battle melee attack

Triggering Roll: Any natural even roll

Effect: You heal hit points equal to your Strength or Dexterity modifier (double that modifier at 5th level; triple it at 8th level).

Adventurer Feat: Add 1d6 to the healing provided by this flexible attack.

Champion Feat: One nearby ally also gains the same amount of healing that you do from this flexible attack.

Epic Feat: Add 4d10 instead of 1d6 to the healing provided by this flexible attack, and you can use *warrior's blessing* twice per battle.

Wild Harmony

Flexible once-per-battle melee attack

Triggering Roll: Natural 16+

Effect: If you cast a *regeneration* or *greater regeneration* spell before the start of your next turn, the target adds your Wisdom modifier to the healing they gain from their *first* recovery roll (not subsequent rolls). (double your Wisdom modifier at 5th level; triple it at 8th level).

Adventurer Feat: The target now adds the healing bonus to each recovery roll from that spell.

Champion Feat: This flexible attack now also triggers on any natural even roll.

Epic Feat: When this flexible attack triggers, you or one nearby conscious ally heal hit points equal to double your Wisdom modifier.

Wild Healer

You are the druidic healer. Unlike most of the other druid talents, the Wild Healer talent doesn't provide a list of spells or powers for you to choose from. Whether you invest one talent or two into Wild Healer, your spell options are as indicated on your level progression chart, with possible bonus spells provided by feats.

Regeneration is your main healing spell; you start with both a per-battle and daily use, and gain more uses as you level up. Wild Healer initiates and adepts get access to the *wild heal* spell later in their career. G*reater regeneration* is only available to adepts.

The feats below are available to Wild Healer initiates and adepts, as well.

Adventurer Feat: If you're a Wild Healer initiate, you gain a daily use of the *wild heal* spell. If you're a Wild Healer adept, you instead gain a once-per-battle use of the *wild heal* spell.

Champion Feat: You gain an additional daily use of *regeneration*.

Epic Feat: Once per day as a free action when a target of one of your *regeneration* spells (or *greater regeneration*) fails the save to continue its regeneration, the target succeeds instead.

Wild Healer Initiate Level Progression

Druid Level	Per battle *regeneration* spells	Daily *regeneration* spells	Daily *greater regeneration* spells	Daily *wild heal* spells
Level 1 Multiclass	1	—	—	—
Level 1	1	1	—	—
Level 2	1	1	—	—
Level 3	1	1	—	—
Level 4	1	1	—	—
Level 5	1	1	—	1
Level 6	1	1	—	1
Level 7	1	2	—	1
Level 8	1	2	—	1
Level 9	1	2	—	2
Level 10	1	2	—	2

Wild Healer Adept Level Progression

Druid Level	Per battle *regeneration* spells	Daily *regeneration* spells	Daily *greater regeneration* spells	Daily *wild heal* spells
Level 1 Multiclass	1	—	—	—
Level1	1	1	—	1
Level 2	1	1	1	1
Level 3	2	1	1	1
Level 4	2	1	1	1
Level 5	2	2	1	1
Level 6	2	2	1	1
Level 7	2	2	1	2
Level 8	2	2	2	2
Level 9	2	3	2	2
Level 10	2	3	2	3

Regeneration

Close-quarters spell ◆ Interrupt action or quick action ◆ **Special:** See level progression chart for usage per battle/day.

Target: One nearby ally (with an interrupt action); or you (with a quick action)

Trigger (for targeted ally): One of your allies starts its turn

Effect: The target heals using a recovery, rolling recovery dice as normal, but heals only half (rounding down) the amount of healing rolled.

At the start of the target's *next* turn, the target heals using a free recovery, but heals only half (rounding down) the amount rolled—the first recovery spent continues to fuel the *regeneration* effect. After the target heals this second time, it rolls a normal save to see if the *regeneration* spell will continue.

If the save fails, the *regeneration* spell ends.

If the save succeeds, the *regeneration* spell continues and the target will heal using a free recovery for half hit points again at the start of its next turn, and then roll another save to see if the *regeneration* continues, and so on.

Special: The save to continue the *regeneration* effect becomes a hard save (16+) if the target is at maximum hit points or if the target has dropped to 0 hit points or below while the *regeneration* is in effect.

Special: You can only have one *regeneration* or *greater regeneration* spell on you at a time. A second spell cast on you cancels the first.

Regeneration After Combat?

The simplicity of rolling a save each turn to see if a *regeneration* spell continues indicates there is no problem finding out how long a *regeneration* spell might keep healing you after a battle is over. Thus, those spells have no duration built in.

Of course there's also the chance that casting the spell out of battle could result in lucky saves that end up milking 150% or 200% healing out of a single recovery. Given that other healing classes usually offer possible bonuses to the amount of healing that's available with a single spell, we think that's okay.

Greater Regeneration

Close-quarters spell ◆ Interrupt action or quick action ◆ **Special:** See level progression chart for usage per battle/day.

Target: One nearby ally (with an interrupt action); or you (with a quick action)

Trigger (for targeted ally): One of your allies starts its turn

Effect: The target heals using two recoveries but only rolls recovery dice as if it had used a single recovery.

At the start of the target's *next* turn, the target heals using a free recovery—the two recoveries spent continue to fuel the *greater regeneration* effect. After the target heals this second time, it rolls a normal save to see if the *greater regeneration* spell will continue.

If the save fails, the *greater regeneration* spell ends.

If the save succeeds, the *greater regeneration* spell continues and the target will heal using a free recovery again at the start of its next turn, and then roll another save to see if the *regeneration* continues, and so on.

Special: The save to continue the *regeneration* effect becomes a hard save (16+) if the target is at maximum hit points or if the target has dropped to 0 hit points or below while the *greater regeneration* is in effect.

Special: You can only have one *regeneration* or *greater regeneration* spell on you at a time. A second spell cast on you cancels the first.

Wild Heal

Close-quarters spell ◆ Quick action ◆ **Daily, see level progression chart for number of uses**

Target: You or one nearby ally, and one randomly chosen nearby ally that has taken damage

Effect: Each target heals using one of its recoveries.

Players

Owlbear took your arm? You need a druid who has taken the Ritual Casting feat (*13th Age* core rulebook, page 44) to cast a *greater regeneration* spell as a full ritual. Perhaps the ritual will be aided if you include the claws of the owlbear that tore off your arm to the ritual's spirit-circle. Or maybe the druid performing the ritual turns out to be fond of owlbears and your new arm occasionally sprouts feathers and claws.

MONK

Every monk that joins an adventuring party has a story about why they are not back at the monastery. Some chase a vision, while others have been driven out. For some, it's a temporary step in their training. For others, it's a permanent exile. And for a very few, a hard-won escape.

Overview

Play style: Monks are great fun for experienced players who like juggling significant decisions within the flow of moment-by-moment roleplaying. You'll make significant decisions when building your character out of interwoven options and fighting round-by-round using the diverse elements of the monk's attack forms. Some inexperienced players can handle playing a monk, others can't.

Ability Scores: Dexterity is the most important ability score for monks, determining your attack bonus and also contributing to AC. Strength and Wisdom are the other ability scores that will matter to you. Strength is the score that affects how much damage you deal with most of your attacks. Wisdom determines how much ki you have and influences some talents and abilities.

Monastic training demands the best of its students. Rewards of the discipline are commensurately high: unlike other classes, monks gain a +2 class bonus to *two* of the following three ability scores: Strength, Dexterity, or Wisdom. You can't use either of those ability score bonuses on an ability you increase with your +2 racial bonus.

Races: When betting on the race of the champion and runners-up in one of the grand monastic tournaments, you are safest betting on wood elf, halfling, and human. But if there's a half-orc in the tournament who has mastered monastic discipline? Or a dwarf who has set aside the axe? They are your dark horses.

Backgrounds: Here are a few representative monk background options: Temple acolyte, mountain sanctuary guardsman, traveling circus acrobat, river guide, Cathedral runner, spider-cult assassin, tunnel vermin exterminator, bodyguard, farmer, hallucinogenic mushroom farmer, wild mountain ginseng harvester, traveling tournament organizer, Drakkenhall civil rights organizer, star pupil of the School of Unified Dragons.

Icons: The six icons most likely to inspire monasteries or monastic traditions are the Great Gold Wyrm, Priestess, Crusader, High Druid, Elf Queen, and the Three. Disciplines devoted to the Lich King also persist, promising great power without necessarily requiring that the practitioner serve the icon. There has been enough cross-pollination between schools that monks may easily be acquainted with martial traditions that were originally conceived by enemy icons.

In ages past, an icon known as the Grandmaster of Flowers set the highest standards of monk discipline, but there has been no such grandmaster in the ages since the ogre magi utterly defeated the last one.

Great Gold Wyrm: A time-honored path for those who serve the Wyrm without taking on the burdensome oaths and armor of the paladin.

Priestess: The Cathedral holds many dojos and monasteries. Monks who prefer distance from the Cathedral's crowded social calendar carve new monasteries into the foothills of distant mountain ranges or the ruins of ancient cities.

Crusader: Not all demons can be defeated with steel. The Crusader understands the power of discipline and tradition. He also likes keeping an edge hanging over the Emperor. The conviction that you are better than other people isn't necessarily mistaken when you're a warrior who can tear monsters apart with your bare hands.

High Druid: Forest monasteries built into the upper terraces; island monasteries surrounded by wild rivers; scattered masters teaching a few chosen disciples in sleepy hollows—all may follow the High Druid's approach to fighting styles inspired by nature. In some areas, the monks' careful non-persecution by Imperial forces has allowed the High Druid's agents to establish themselves more easily than they expected.

Elf Queen: The Queen herself has little personal connection to the perspectives required for monastic training. But many of her high elf and wood elf followers spend some portion of their lives in communal meditation, and such groups of individuals have frequently grown into the elven equivalent of monasteries. The High Druid's monastic traditions owe a great deal to patterns set by the elves.

The Three: The Black takes special pride in training the most dangerous monks as fearsome assassins.

Lich King: Students who serve the light promise to stamp out the forms associated with the Lich King. But in the end, they always find that the forms are too useful to lose. If they remain true to the light, they try to use the Lich King's powers against him.

The Monk's Story

We see the monk as one of the classes that have been established in the world for ages. You can explain their presence in the world in many ways, but here are our three favorite backstory threads that we draw on for the history and nature of monks and combat monasteries. We separate the three strands of the story for clarity, and because they could be used as-is or modified separately by the monks in your campaign.

Born Under a Bad Emperor

The monks' mystical warrior tradition may have begun earlier, but it truly blossomed upon the world stage during the reign of a Terrible Emperor, as they called the figure: a traitorous, evil being who suborned several of the heroic icons and cooperated with or co-opted most of the villainous icons.

The fable-like story, told innumerable different ways in various monasteries, is that the Terrible Emperor made himself and his legions nearly invulnerable to both weapons and spells. The obscure fighting style of the monk became the land's last hope to defeat him. Fighting alongside other champions, including a True Emperor, the monks helped seal the victory of light over darkness.

For most people in the Dragon Empire, this battle doesn't have the historical resonance of the war against the Wizard King. But it's vital to the monks' understanding of themselves and their role in the world. They don't hold themselves as enemies of the Empire, or of the Emperor, and many monks see themselves as loyal citizens. But unlike other citizens, monks maintain a crucial separation from the figure of the Emperor.

An individual monk might have strong relationships with some element of the Imperial apparatus. But you won't find any monasteries that are devoted to the Emperor. You won't find monks fighting in the arenas of Axis, even though monks love to fight. You won't meet monks serving in the Imperial legions. You won't even meet many monks in Axis. You might find a monk fighting on the Sea Wall, but that would be for the martial challenge of going up against giant monsters. You wouldn't find them fighting alongside the legions against the barbarians or the giants or even the orcs.

How does the current Emperor feel about monks? That can vary by campaign. In our games the Emperor is fine keeping the monasteries at a bit of a distance. They have a place, and it's outside Axis fighting each other and people the Emperor wants fought, instead of fighting the Empire. The Emperor could be harsher on monks, except that repression of the monasteries is one of the first indications of another Terrible Emperor (according to, yes, the monks.)

Also, depending on how you interpret the historical mess with the ogre magi, the Emperor, and the Grandmaster of Flowers, there haven't been any/many serious incidents with monastic counter-imperialism since they deposed the Terrible Emperor. The monasteries aren't revolutionary by nature, and they are only likely to react to a new Terrible Emperor. That provides any good Emperor with a bit of insurance against strange mystical coups. Of course, the events of your campaign may hit these fundamentals with an entirely new windmill kick.

A Thousand Flowers Bloom

Despite its historical emergence in a single era, monasticism doesn't have a single origin point. The elves, dwarves, priests, various embattled farmers, and multiple hidden enclaves each had their own traditions of unarmed fighting styles and mastery of inner strength. The era of the Terrible Emperor is just when they all came out, interacted, and fused into a single powerful tradition.

Of course, a PC's *unique* might offer an alternative origin story. That's how a lot of good martial arts stories start.

One Mystical Tradition

Unlike wizardry, sorcery, the bardic arts, or even paladinhood, there's a bond between all monks. Their mystical and natural arts rely on a unique balance of strength, speed, skill, and wisdom. The detachment that enabled them to avoid the Terrible Emperor's seductions comes at a price: a disciplined lifestyle that most people in the Empire can't match.

So there is a shared understanding between monks, even monks with opposed morals and causes. One byproduct of this understanding is the odd combat-based chivalry and code of engagement between enemy monks. By giving their enemies a chance to fully demonstrate their art, they allow the art to reveal which path is actually stronger. As you might expect, this infuriates more efficiency-minded warriors that would like to see their enemies dead as quickly as possible.

Gear

At 1st level, monks can opt to have next to nothing—no possessions to get in their way as they wander the earth. Or they can have one or two weapons from their school, a change of clothes or two, and perhaps even a ranged weapon they use to hunt small game.

Monks who have little concern for worldly things start with 25 gp. Monks who let money flow in and out of their possession, along with ki and fortune, start with 1d6 x 10 gp.

Armor

Monks don't get much out of wearing light armor. The leather vests or ornate ceremonial garb a few monks wear, especially when they can get hold of magic versions of such items, qualifies as armor but doesn't have an inherent advantage over whirling about in only a shirt, gi, or flowing robes. Heavy armor might protect from a few impacts the monk can't normally avoid but it actively impedes the practice of monastic fighting arts. The same goes for shields.

Monk Armor and AC

Type	Base AC	Attack Penalty
None	*11*	—
Light	*11*	—
Heavy	12	–4
Shield	+1	–2

Melee Weapons

A monk's very hands and feet are deadly weapons, as indicated in the class features for JAB, PUNCH, and KICK attacks used in monk attack forms.

Most monks fight with bare hands and feet, but not all. Some monastic traditions and martial arts schools are linked to specific weapons. Some traditions use swords, spears, and even axes. Other traditions insist on mastering wooden weapons such as nunchaku, sai, kama, and tonfa that formerly served as agricultural tools, and have pride in fighting with humble tools. Bracers are also a common weapon (see page 69).

When you fight with weapons that match your school's traditions, your soul and training determines your combat abilities rather than the weapon itself. Whether fighting with bare hands or with melee weapons from your own tradition, use JAB, PUNCH, and KICK damage instead of WEAPON damage.

In other words, we're not going to bother with a melee weapon chart for monks. We'll assume that you normally try to use weapons from your tradition. When you try to fight with weapons that are not from your tradition, use the fighter's weapon chart but take a –2 attack penalty with that weapon.

Ranged Weapons

Monks can use a variety of light thrown weapons. They're not as good with bows and crossbows, though the Heaven's Arrow talent models a monastic tradition that's focused on thrown weapons or the bow.

Monk Ranged Weapons

Thrown	Crossbow	Bow
Small		
1d4 dagger, star	1d4 (–2 atk) hand crossbow	—
Light or Simple		
1d6 javelin	1d6 (–3 atk) light crossbow	1d6 (–2 atk) shortbow
Heavy Martial		
—	1d8 (–4 atk) heavy crossbow	1d8 (–3 atk) longbow

Basic Attacks

Melee Attack

At-Will
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: PUNCH + Strength damage
Miss: Damage equal to your level

Ranged Attack

At-Will
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: WEAPON + Dexterity damage
Miss: —

Class Features

All monks have attacks dealing JAB, PUNCH, and KICK damage, use forms as the basis of their actions during each round, use ki points, and are considered to fight with two-weapons even when they're just fighting with their fists and feet. They also can take advantage of magical bracers.

JAB, PUNCH, and KICK Attacks

Under normal circumstances, melee weapons that are traditional in a monk's style function like special effects for monks. Most monk attacks are rated as JAB, PUNCH, or KICK attacks, in the same sense that most fighter attacks are WEAPON attacks.

- JAB attacks deal 1d6 damage per level.
- PUNCH attacks deal 1d8 damage per level.
- KICK attacks deal 1d10 damage per level.

Monks don't use weapon damage dice unless they are using a non-traditional weapon or a basic ranged attack that is not part of one of their monk forms. Neither case is ideal for monks, since they can only use non-traditional weapon attacks for basic attacks instead of using their forms.

When fighting barehanded, with bracers, or with traditional monk weapons, monks use damage dice based on the form they are attacking with, or PUNCH damage for basic melee attacks. (See **Melee Weapons** on the left.) While using a magic weapon, monks add the weapon's attack and damage bonus to their attacks, and they can use that weapon's power(s).

All monk attacks that use Dexterity as the attack stat use Strength as the ability score that determines damage.

Personal Attacks

You don't have to describe PUNCH attacks as punches and KICK attacks as kicks if it gets in the way of the story you want to tell and the style of fighting you picture your monk using.

Forms

When you learn a monk form, you learn all three elements of that form: an **opening attack**, **flow attack**, and **finishing attack**. Each element requires a standard action to use (although some standard action elements provide access to free or quick actions you can choose to use or ignore).

Using your forms in battle: You must follow a specific form progression during battle. Your first standard action attack after rolling initiative in a battle must be an opening. Your second

Monk Level Progression

Monk Level	Total Hit Points	Total Feats	Class Talents (M)	Forms (M)	Ki (M)	Level-up Ability	Damage Bonus From Ability Score
Level 1 Multiclass	(Avg. of both classes) x **3**	As 1st level PC	1 or 2 adventurer (3 total)	2 adventurer	0 + Wis mod	*Not affected*	ability modifier
Level 1	(7 + CON mod) x **3**	1 adventurer	3 adventurer	2 adventurer	1 + Wis mod		ability modifier
Level 2	(7 + CON mod) x **4**	2 adventurer	3 adventurer	2 adventurer	2 + Wis mod		ability modifier
Level 3	(7 + CON mod) x **5**	3 adventurer	3 adventurer	3 adventurer	2 + Wis mod		ability modifier
Level 4	(7 + CON mod) x **6**	4 adventurer	3 adventurer	3 adventurer	2 + Wis mod	+1 to 3 abilities	ability modifier
Level 5	(7 + CON mod) x **8**	4 adventurer 1 champion	3 adventurer	3 adventurer 1 champion	3 + Wis mod		2 x ability modifier
Level 6	(7 + CON mod) x **10**	4 adventurer 2 champion	3 adventurer 1 champion	3 adventurer 1 champion	3 + Wis mod		2 x ability modifier
Level 7	(7 + CON mod) x **12**	4 adventurer 3 champion	3 adventurer 1 champion	2 adventurer 2 champion	3 + Wis mod	+1 to 3 abilities	2 x ability modifier
Level 8	(7 + CON mod) x **16**	4 adventurer 3 champion 1 epic	3 adventurer 1 champion	2 adventurer 2 champion 1 epic	3 + Wis mod		3 x ability modifier
Level 9	(7 + CON mod) x **20**	4 adventurer 3 champion 2 epic	3 adventurer 1 champion 1 epic	2 adventurer 2 champion 1 epic	3 + Wis mod		3 x ability modifier
Level 10	(7 + CON mod) x **24**	4 adventurer 3 champion 3 epic	3 adventurer 1 champion 1 epic	2 adventurer 2 champion 2 epic	3 + Wis mod	+1 to 3 abilities	3 x ability modifier

(M): Indicates columns in which multiclass characters lag one level behind.

Monk Stats

Initiative, AC, PD, MD, Hit Points, Recovery Dice, Feats, Icon Points, and some Talents are level dependent.

Ability Bonus	+2 Strength, Dexterity, or Wisdom in two scores (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (no/light armor)	11 + middle mod of Con/Dex/Wis + Level
Physical Defense	11 + middle mod of Str/Con/Dex + Level
Mental Defense	11 + middle mod of Int/Wis/Cha + Level
Hit Points	(7 + Con mod) x Level modifier (see level progression chart)
Recoveries	(probably) 8
Recovery Dice	(1d8 x level) + Con mod
Backgrounds	8 points, max 5 in any one background
Icon Relationships	3 points (4 at 5th level; 5 at 8th level)
Talents	3 (see level progression chart)
Feats	1 per Level

attack can be a flow attack from ANY form you know or you can "go back" and use another opening.

After you use a flow attack, your next monk attack can be a finishing attack from ANY form you know, or you can go back to another opening. You can't use another flow attack.

After a finishing attack you must start over with an opening on your next standard action. If you spend a turn without attacking for some reason, you must start your forms over with an opening on your next standard action.

It's worth noting that this form progression occurs whether you hit or miss with your attack.

Mixing forms: As long as you use the proper element of the form (opening, flow, or finishing attack), you can use an opening, flow, or finishing attack from ANY of the forms you know. Part of the fun of playing a monk character is tracking which moves you have used and announcing the elements/names of the form as they roll out across the rounds. Announce your action during your turn in your best Hong Kong action theater voice unless that conflicts with your character's story.

Defense bonus: When you use an element of a form, you gain an AC bonus until the start of your next turn. After using an opening attack you gain a +1 bonus to AC. After using a flow attack, you gain a +2 bonus to AC. After using a finishing attack, you gain a +3 bonus to AC.

If *elven grace* or some other power lets you use multiple elements of your forms in a turn, the AC bonuses don't stack but you do get to use the highest bonus.

Keeping track of your forms: Your best choice each round will usually be between all the elements of a single category of attack. If you're writing out your forms, you'll want to track all your opening attacks together, all your flow attacks separately, and all your finishing attacks in their own group.

Other Monks are Possible

Our design goal with the monk was to create a class that followed some of the traditional tropes established by previous monks while doing a few new things we thought would be fun. We weren't aiming for a class that could encompass *all* martial artists, street fighters, brawlers, and weapon-wielding monks. We think there's ample room for other martial artist classes in the game. We might design one or two ourselves some day, unless someone in the OGL-wielding community beats us to it with something so wonderful we don't need to.

Ki

You gain a number of *ki* points each day equal to 1 + your Wisdom modifier. (It increases as you gain levels; see the level progression table.) You can spend ki to modify the natural result of one of your attack rolls, as explained below. Talents and some feats provide ki powers, each of which can be activated by spending 1 point of ki.

Ki is a daily resource. When you take a full heal-up, you regain all your ki points. As a rule, you don't regain ki during a quick rest.

Spending ki to adjust your attack roll: After rolling an attack, you can spend 1 point of ki as a free action to change your attack's natural result by 1, unless that result is a natural 1. The change can be positive or negative. For example, you could change a natural roll of 19 into a natural 20, or natural roll of 3 into a natural 2, allowing you to reroll the attack thanks to the monk's two-weapon fighting feature.

Ki powers: Adventurer-tier talents and a few feats offer additional ways to spend ki points.

Spending ki is a free action: Unless otherwise specified, spending ki is a free action.

Spend only 1 point of ki per turn: As a rule you can spend only 1 point of ki each turn. You can spend multiple points of ki each round, but only once during your turn and once during each other creature's turn. The exceptions to this rule are forms that cost multiple points of ki for a single use . . . and the champion feat below.

Adventurer Feat: You gain 1 additional point of ki each day.

Champion Feat: You can spend as much ki as you like during a turn. You must spend each point of ki on a different attack roll or a different ki power.

Epic Feat: Work with your GM to invent a new ki power related to your one unique thing or some other aspect of your character's story. If the ki power is too good and overshadows your other ki powers (for example, like the *quivering palm* ki power on page 77), the GM should rule that you can only use it once a day.

Two-Weapon Fighting

Since monks are trained to strike with all their limbs, we're happy to say that they can always be considered to be fighting with two weapons in melee, even when they're barehanded. As indicated on page 168 of the *13th Age* core rulebook, the principal advantage of "two-weapon fighting" is that you get to reroll your attack when you roll a natural 2 with a melee attack, sticking with the reroll.

Bracers as Magic Items

Monks get magic-weapon style powers from magical bracers; see page 235 for more information about bracers. In practice, a monk fighting barehanded looks to bracers for magical advantage. A monk who fights with the monastery's traditional weapons might use bracers or a magical weapon, but a monk wearing magical bracers can't use a magical melee weapon at the same time.

Adventurer Tier Talents

Choose three of the following adventurer-tier class talents.

You get an additional monk class talent at 6th level and 9th level.

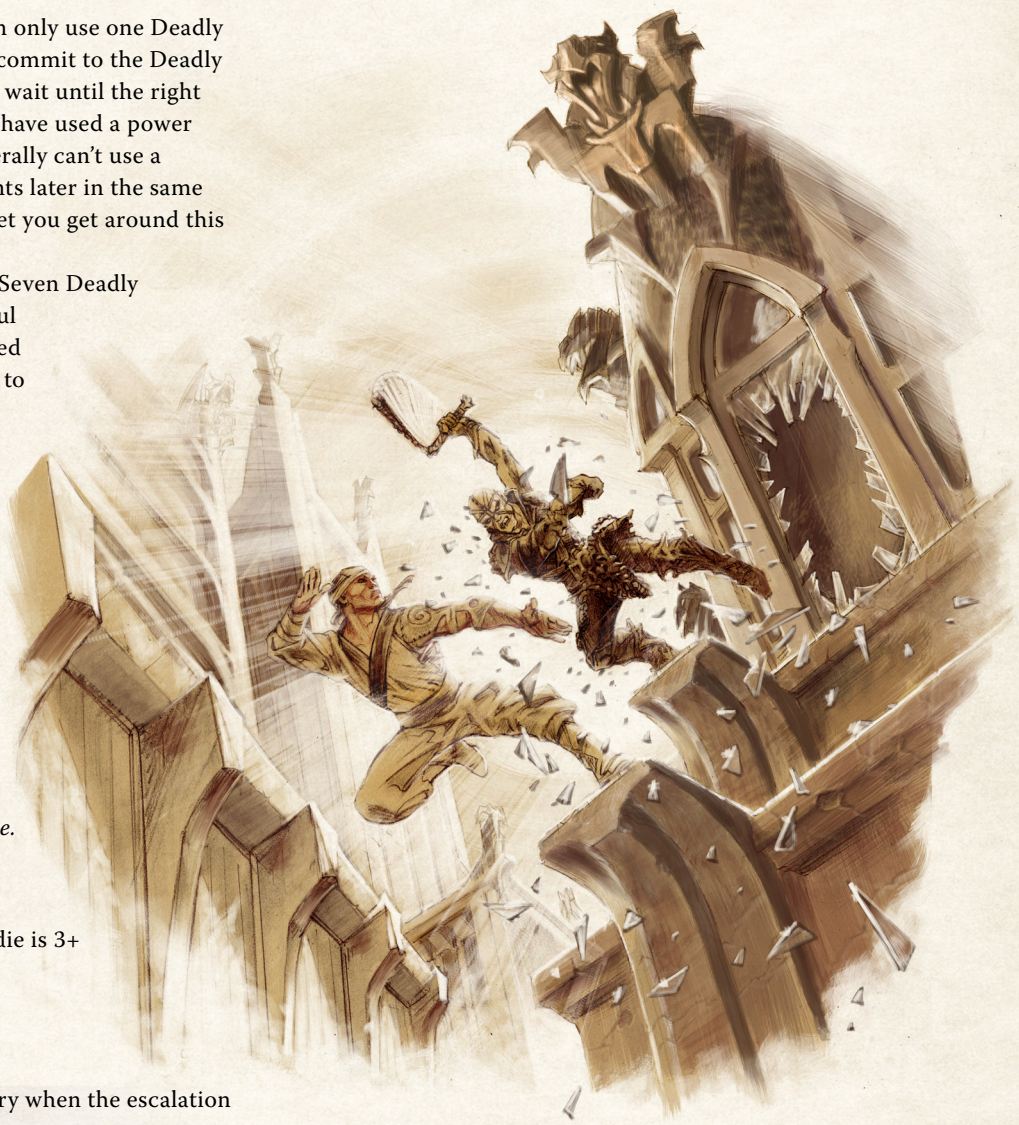
Ki powers: Each monk talent provides a ki power. You don't have to take an additional feat to access the ki power—you get it with the talent. Spending ki is usually a free action, but there may be other actions associated with the ki power that require specific actions.

The Seven Deadly Secrets: Instead of appearing in strict alphabetical order, the talents known as the Seven Deadly Secrets are grouped at the top of the list. You are free to take as many of

the Deadly Secrets as you wish but you can only use one Deadly Secret talent per battle. You don't have to commit to the Deadly Secret you are using immediately; you can wait until the right moment before using its power. Once you have used a power from one of your Deadly Secrets, you generally can't use a power from any other Deadly Secrets talents later in the same battle. Certain feats and ki powers might let you get around this restriction.

Most monks know at least one of the Seven Deadly Secrets—they are among the most powerful talents the class offers and they're not called "deadly" for nothing. A few monks choose to know multiple Deadly Secrets, adjusting their fighting style to match each battle.

If you only count three Deadly Secrets below, you're not miscounting. There are four other Deadly Secrets monks say they can't show you. Maybe that's somehow literally true, or maybe the missing Secrets have been lost or are still waiting to be created.



Flurry (Seven Deadly Secrets)

If you use Flurry *in a battle, you can't use any other* Deadly Secrets *talents that battle.*

You gain the following attack:

Melee attack ◆ Quick action ◆ **At-Will (once per round)**, when the escalation die is 3+
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: JAB + Strength damage
Miss: —

Adventurer Feat: You can now use Flurry when the escalation die is 2+.

Champion Feat: Your Flurry attack now deals damage equal to your level on a miss.

***Epic Feat*:** When the escalation die is 4+, your Flurry attack deals PUNCH + Strength damage instead of JAB + Strength.

Ki Power *(A Thousand Palms)*: You must be engaged with 2 or more enemies to use this power. After making a Flurry attack, you can spend 1 point of ki to make another Flurry attack against a target you have not already attacked with Flurry this turn.

PLAYERS

Flurry is better than Greeting Fist and Temple Weapon Master because Flurry helps you most in the longest and toughest battles.

Greeting Fist (Seven Deadly Secrets)

If you use Greeting Fist *in a battle, you can't use any other* Seven Deadly Secrets *talent that battle.*

The first time you make a melee attack against each enemy during a battle (including the first mook of a mob), the target takes 1d8 extra damage on a hit.

2nd level monk	2d6 extra damage.
4th level monk	2d8 extra damage.
6th level monk	4d6 extra damage.
8th level monk	4d10 extra damage.
10th level monk	6d12 extra damage.

Adventurer Feat: Once per battle when you miss with your first melee attack against an enemy, you can use Greeting Fist against that enemy later that battle.

Champion Feat: When you successfully disengage from an enemy, that enemy takes damage equal to your level. Popping free doesn't count; the damage only applies when you use the disengage action. (This damage doesn't count as an attack, so if you hadn't attacked that enemy yet, you could still use Greeting Fist on it later.)

***Epic Feat*:** Once per battle, reroll an attack that qualified for Greeting Fist damage.

Ki Power *(Opening the Death Gate)*: When you deal Greeting Fist damage, you can spend 1 point of ki to double that damage (as usual, a crit would then triple that damage).

PLAYERS

Greeting Fist is better than the other Deadly Secrets because it improves your otherwise weak opening attacks, combines well with forms that help you disengage, and rewards you for having fun jumping around the battle to fight new enemies each round.

Temple Weapon Master (Seven Deadly Secrets)

If you use Temple Weapon Master *in a battle, you can't use any other* Seven Deadly Secrets *talents that battle.*

Once per battle while you're fighting with a weapon or weapons associated with your monastic tradition, you can turn a natural even miss into a hit.

Ki Power (*Supreme Warrior Discipline)*: When you use your Temple Weapon Master power, you can spend 1 point of ki to gain a bonus to AC equal to the *current* escalation die until an attack against AC misses you or until the end of the battle. (The AC bonus increases or decreases as the escalation die increases or decreases.)

Adventurer Feat: The AC bonus from the ki power also applies to your PD. An attack against your PD that misses also ends the bonus.

Champion Feat: When you roll a natural 2 with a monk attack while fighting with your monastic weapons, in addition to the reroll you get from Two-Weapon Fighting, you gain a bonus to the rerolled attack equal to your Strength modifier or your Wisdom modifier.

***Epic Feat*:** One battle per day, the damage dice of your finishing attacks increase by one size (max d12). (For example, d10s become d12s.)

PLAYERS

Temple Weapon Master is the best Deadly Secret because it enables you to turn failure into victory, and because it blends offense and defense, as long as you are willing to spend some ki.

Diamond Focus

You gain a +2 bonus to saves while you're not staggered.

In addition, you can go one round without using a monk attack form and still maintain your place in the attack form progression. For example, if you made an opening attack last round but don't attack this round (or with your next standard action) for any reason, even being stunned or unconscious, you can still use a flow attack with your next standard action.

Ki Power *(Diamond Soul)*: When you are dazed, weakened, or stunned, you can spend 1 point of ki to make an immediate normal save (11+). If you succeed, the effect ends. If you fail, the condition affects you normally. (This power also works on effects that aren't save ends. It also breaks the stunned rule by letting you use a free action to spend ki.)

Adventurer Feat: You can also use the ki power to save when you're confused or hampered.

Champion Feat: The ki power save is now an easy save (6+).

Epic Feat: You can also use the ki power to save against a last gasp effect (but it doesn't count against your total if you fail).

Heaven's Arrow

Unlike other monks, you have no attack penalty with ranged weapons, including thrown weapons, longbows, shortbows, and crossbows. Your basic ranged attacks also deal miss damage equal to your level.

Once per battle when you would make a melee attack as an element of one of your monk forms, you can use a ranged attack against a nearby enemy instead. This attack deals damage according to the JAB/PUNCH/KICK hierarchy that's part of the form rather than WEAPON damage like basic attacks.

Ki Power (*Wind From Heaven*): You can spend 1 point of ki to regain your Heaven's Arrow power when it's expended.

Adventurer Feat: You can now target enemies that are far away when you use the Heaven's Arrow power. The ranged weapon you're using might have an attack penalty against far away enemies, but your attack otherwise functions as normal.

Champion Feat: You can now use the Heaven's Arrow power twice per battle.

***Epic Feat*:** You no longer take opportunity attacks when you make ranged attacks while engaged.

PLAYERS

Heaven's Arrow allows normal ranged attacks. If you use it while engaged with enemies before you have the epic feat, they may be able to make opportunity attacks against you.

Leaf on Wind

Once per battle when you use a move action, you can take another move action as a free action.

In addition, if you fall with a wall, tree, or other physical object next to you, you can fall up to 30 feet per level without taking damage. (You slap the surface, catch handholds, and use other maneuvers to slow your descent.)

Ki Power *(Wind's Comrade)*: You can spend 1 point of ki during your turn to gain *flight* until the end of your turn (see page 11).

Adventurer Feat: You gain a +3 bonus to disengage checks.

Champion Feat: When an enemy makes an attack against you that targets more than one creature, you only take half damage from that attack, hit or miss.

***Epic Feat*:** Roll a normal save at the end of any turn in which you use the ki power. If you succeed, your *flight* lasts until the end of your next turn. (It's not advisable to count on this working by staying in midair, though you could of course fly next to a wall, counting on your ability to slow your fall as outlined above!)

Jumping Monks

The flight provided by Leaf on Wind is a lot more like jumping and being blown by magic winds than like perfectly controlled hover-capable flight. Monks that fly are going somewhere, or just maybe posing dramatically for a moment, or possibly spy-hopping. We're talking Hong Kong movies with actors being flung through the air on wires, not superhero-movie flight.

Overworld Lineage, aka Phoenix-touched

If you wish, any time an element of the monk class refers to Wisdom, you can replace that element with a reference to Charisma. You can skip this aspect of the talent if you choose.

In addition, while you're staggered, when you roll a natural even attack roll, you heal damage equal to your Strength modifier or your Wisdom modifier (double that modifier at 5th level; triple it at 8th level). And yes, we know this is a little funny given that the option for the talent is to use Charisma instead!

Ki Power (*Imperial Phoenix Flare*): Once per day when you are staggered, you can spend 1 point of ki to heal using a recovery. You heal half the hit points you roll for the recovery, and one enemy engaged with you of your choice takes the other half in fire damage.

Adventurer Feat: You can now use this ki power twice per day.

Champion Feat: Once per day after rolling a death save, you can gain +4 bonus to the roll.

***Epic Feat*:** The first time you die after taking this feat, you are resurrected at a place of power like your home monastery or other sanctum between one and four days later, assuming another resurrection doesn't find you first. (This counts against your normal resurrection limit, as normal.)

Spinning Willow Style

When a ranged attack or close-quarters attack that targets AC hits you, you can roll a normal save. If you succeed, you take only half damage from the attack.

Adventurer Feat: You can now use Spinning Willow Style to save against ranged attacks and close-quarters attacks that target PD.

Champion Feat: If you roll a natural 18+ on the save, you instead take no damage from the attack and can choose one nearby enemy. It takes one-quarter of the damage as you deflect the attack.

***Epic Feat*:** Spinning Willow Style saves are now easy saves (6+).

Ki Power (*The Willow Bends)*: You can spend 1 point of ki to turn a failed Spinning Willow Style save into a success.

Champion Tier Talents

At 6th level, you gain an additional monk class talent. You can choose to take another adventurer-tier talent, or select from the three talents that follow.

Disciple of the Hidden Flame

When you gain this talent, choose a class—cleric, sorcerer, or wizard. Each time you take a full heal-up, choose a non-feature spell of your level or lower from that class. You can't choose the same spell twice in a row; you must choose a different option each time you take a full heal-up.

Spell usage: You can cast this spell in place of using one of your flow attacks (if the spell is at-will) or in place of one of your finishing attacks (if the spell is limited use—recharge, per battle, cyclic, daily, etc.). Use your Wisdom as the ability score that determines attack and damage with the spell.

Alternatives: If the story of your style or monastic tradition indicates that spells from another class such as bard or necromancer are appropriate, work that out with your GM. Similarly, when your story suggests that it's time to change the class you draw a spell from, work that out in the campaign.

Ki Power (*Gather the Flame)*: You can spend 1 point of ki when you cast your Disciple of the Hidden Flame spell to cast it as if you possessed the adventurer-tier and champion-tier feat for that spell, if any. At 8th level, treat the spell like you possessed the epic-tier feat for it, if any, when you spend the ki.

Improbable Stunt

Once per battle as a quick action, you can pull off an outrageous improvisational stunt that no one else could manage, with the possible exception of a swashbuckling rogue! The stunt is not itself an attack but it might lead to one.

The outrageous action of your stunt isn't something you have to roll for, even if it would ordinarily require a skill check to pull off. As with the Swashbuckle talent of the rogue from the core book, you'll still have to roll for an attack that follows up your stunt.

What's possible with the talent? You'll note that the talent isn't called impossible stunt: jumping from a crashing airship directly onto the wagon being driven by the villain seems perfectly appropriate, but magically changing to wind and wafting in to sit beside the villain is not what this talent is about—it's an extension of your abilities as a monk rather than temporary access to a new set of magical powers.

Ki Power (*Ludicrous Improbability Maneuver)*: You can spend 1 ki point to use Improbable Stunt again this battle.

Path of the Perfect Warrior

One battle per day, you can increase your JAB damage dice to d8s, your PUNCH damage dice to d10s, and your KICK damage dice to d12s.

Ki Power (*Perfect Breath)*: Once per day when you are healing using a recovery, you can spend 1 point of ki to heal using a second recovery as well. The second recovery is a free.

Epic Tier Talents

At 9th level, you gain an additional monk class talent. As usual, you can choose a talent from a lower tier, or go with one of these epic-tier options.

Epic-tier talents have feats but no associated ki powers.

Abundant Step

Once per battle when the escalation die is 1+, you can teleport to a nearby location you can see as a move action.

***Epic Feat*:** You can now teleport to a far away location you can see.

Champion of Three Worlds

When you make a finishing attack, roll an additional d20 (usually two!) for the attack roll. Use the result of your choice.

***Epic Feat*:** Once per battle when you make a flow attack, you can roll an additional d20 for the attack roll.

Procession of the Sun and Moon

Once per level, while meditating during a quick rest, you can decide that it's time for the start of a new day. You and each of your willing allies can make a hard save (16+). Each character who succeeds regains all spells, powers, hit points, ki, and recoveries as if they had taken a full heal-up and started a new day.

The only character element that does not reset as if it was a new day are your icon relationship rolls and any icon relationships.

***Epic Feat*:** You and each of your allies gain a bonus to the save equal to your Strength modifier or your Wisdom modifier.

Adventurer-Tier Forms

Note that the feats associated with these forms appear at the end of the form directly underneath the finishing attack, but are not necessarily related to that finishing attack. Some of the form feats are ki powers, some provide powers that can help the character with actions that don't involve the form, and others relate directly to one or more elements of the form.

Claws of the Panther

Opening Attack (*Panther Spins Free*)
Melee attack
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: JAB + Strength damage, and you can pop free from the target.
Miss: Damage equal to your level.

Flow Attack (*Cat Cuts Between Hounds*)
Melee attack
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: PUNCH + Strength damage.
Natural Even Hit: As a hit, plus each enemy engaged with you takes 1d6 damage (2d6 damage at 5th level; 4d6 damage at 8th level).
Natural Even Miss: Half damage.
Natural Odd Miss: Damage equal to your level.

Finishing Attack (*Twinned Panther Claw*)
Melee attack
Targets: Up to two enemies
Attack: Dexterity + Level vs. AC
Hit: KICK + Strength damage.
Natural Even Miss: Half damage.
Natural Odd Miss: Damage equal to your level.

***Adventurer Feat Ki Power** (Predator's Return)*: You can spend 1 point of ki when your finishing attack misses all targets to use a flow attack instead of an opening attack with your next standard action—in effect, you get to skip the opening attack of your next form's progression.

Dance of the Mantis

Opening Attack *(Springing Mantis Strike)*
Melee attack
Special: When you start your turn unengaged, you can move before the attack as part of the standard action for this attack.
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: JAB + Strength damage.

Flow Attack *(The Pincer Whirls Shut)*
Melee attack
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: PUNCH + Strength damage, or KICK + Strength damage against large or huge targets.
Natural Even Hit: As a hit, plus you can roll a disengage check as a free action after the attack.
Miss: Half damage.

Finishing Attack *(Precise Mantis Kick)*
Melee attack
Target: One enemy
Attack: Dexterity + Level + 2 vs. AC
Hit: KICK + Strength damage.
Natural Even Miss: Your crit range with opening, flow, and finishing attacks expands by 1 until the end of the battle.
Natural Odd Miss: Damage equal to your level.

***Adventurer Feat Ki Power** (The Dance Continues)*: You can spend 1 point of ki during your turn to roll a disengage check as free action.

Dutiful Guardian

Opening Attack *(One Must Be Free)*
Melee attack
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: JAB + Strength damage, and one ally engaged with the target can pop free from it.
Miss: Damage equal to your level.

Flow Attack *(Wind Horse Shakes Mane)*
Melee attack
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: PUNCH + Strength damage, and you choose one of the following benefits: you can take a move action as a free action; OR you gain a +4 bonus to PD until the start of your next turn.
Miss: Half damage.

Finishing Attack *(Temple Lion Stands True)*
Melee attack
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: KICK + Strength damage.
Natural Even Hit: As a hit, plus you can rally as a free action unless you have already rallied this battle.
Natural Even Miss: Half damage.
Natural Odd Miss: Damage equal to your level.
Adventurer Feat: When you intercept an enemy that is moving to attack one of your allies, you gain a +3 bonus to all defenses until the end of that turn (so against that enemy's attacks).

Original Venom

Opening Attack *(First Deadly Venom)*
Melee attack
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: JAB + Strength damage, and if the target is staggered after the attack, it also takes 5 ongoing poison damage.
Miss: You take damage equal to your level.

Flow Attack *(Second Certain Toxin)*
Melee attack
Target: One enemy
Attack: Dexterity + Level vs. PD
Hit: PUNCH + Strength damage.
Natural Even Hit: As a hit, plus 5 ongoing poison damage.
Miss: You take damage equal to your level.

Poison Monks

Original venom form is a dangerous technique in which the monk summons poisons from within their own body that flow into the target. When control is lost, the form disrupts the monk's healthy energy flow.

Finishing Attack *(Third Poisonous Lesson)*
Melee attack
Target: One enemy taking ongoing damage
Attack: Dexterity + Level vs. AC
Hit: KICK + Strength damage.
Natural Even Hit: As a hit, plus 10 ongoing poison damage, and if the target has 45 hp points or fewer, it's hampered (save ends both). (The hp threshold also goes up automatically based on your level.)

3rd level monk	72 hp or fewer.
5th level monk	108 hp or fewer.
7th level monk	180 hp or fewer.
9th level monk	300 hp or fewer.

Natural Odd Hit: As a hit, plus 5 ongoing poison damage.
Miss: You take damage equal to your level.
***Adventurer Feat*:** You gain *resist poison 14+*.

Three Cunning Tricksters

Opening Attack *(Fox Senses Weakness)*
Melee attack
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: JAB + Strength damage.
Natural Even Miss: Half damage.
Natural Odd Miss: —

Flow Attack *(Monkey Taps the Shoulder)*
Melee attack
Special: When you use this attack, you can pop free from one enemy anytime during that turn as a free action.
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: PUNCH + Strength damage.
Miss: Half damage.

Finishing Attack *(Crane Summons Carp)*
Melee attack
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: KICK + Strength damage.
Natural Even Hit: As a hit, plus when an enemy engaged with you targets you with an attack before the start of your next turn, you can deal JAB + Strength damage to it as an interrupt action.
Miss: Half damage.
Adventurer Feat Ki Power *(The Gift Returns)*: When you roll a natural 18+ on a save, you can spend 1 point of ki to transfer the effect/ongoing damage you saved against to an enemy engaged with you (in addition to ending the effect on you). Of course, death saves and last gasp saves are excluded.

Way of the Metallic Dragon

Opening Attack *(Bronze Thwarts an Army)*
Melee attack
Target: One enemy
Special: You must be engaged with two enemies to use this attack.
Attack: Dexterity + Level vs. AC
Hit: PUNCH + Strength damage.
Miss: Damage equal to your level.

Flow Attack *(Silver Warrior Advances)*
Melee attack
Target: One enemy that has more hit points than you
Attack: Dexterity + Level vs. AC
Natural Even Hit: PUNCH + Strength damage, and 10 ongoing cold damage.
Natural Odd Hit: PUNCH + Strength damage, and one of your allies can pop free from the target.
Miss: Half damage.

Finishing Attack ***(General Slays the Hordes)***
Melee attack
Targets: Up to two enemies; choose one for the first attack and the other for the second attack
First Attack: Dexterity + Level vs. AC
Hit: KICK + Strength damage.
Miss: Damage equal to your level.

Second Attack: Dexterity + Level vs. AC
Hit: PUNCH + Strength fire damage.
Miss: Damage equal to your level.
Adventurer Feat Ki Power *(Become the Dragon)***:** When you drop a non-mook enemy to 0 hp with a finishing attack, you can spend 1 point of ki to gain a second standard action during your *next* turn. You're gathering power, preparing to unleash havoc, or doing something similar. If for some reason you decide not to take the extra standard action during your next turn, you get the point of ki back, but can't spend any more ki this battle.

Champion-Tier Forms

Heaven's Thunder

Opening Attack *(Moon in Storming Sky)*
Melee attack
Target: One enemy
Attack: Dexterity + Level vs. PD
Hit: JAB + Strength damage, and each time an enemy attacks you before the start of your next turn, it takes thunder damage equal to twice your level after the attack.

Flow Attack *(Thunder Restores the Balance)*
Melee attack
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: PUNCH + Strength damage, and you can roll a save against a save ends effect.
Natural Even Hit: As a hit, plus you gain a bonus to the save equal to your Wisdom modifier.
Miss: Half damage.

Finishing Attack *(This Too Was Foreseen)*
Melee attack
Target: One enemy
Attack: Dexterity + Level vs. PD
Hit: KICK + Strength thunder damage.
Natural Even Hit: As a hit, plus one random nearby enemy takes 10 ongoing thunder damage.
Natural Odd Hit: As a hit, plus after this attack, your crit range expands by 1 until the end of the battle.
Miss: Half damage.
Champion Feat: You can now target a nearby enemy with *this too was foreseen*.
***Epic Feat*:** You now heal 5d10 hp each time you use a finishing attack while staggered.

Iron Crusader Form

Opening Attack *(No Retreat)*
Melee attack
Special: You can use this opening attack only if you or one of your allies has dropped to 0 hit points or below during this battle.
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: PUNCH + Strength damage.
Miss: Half damage.

Flow Attack *(No Mercy)*
Melee attack
Target: One enemy
Attack: Dexterity + Level vs. AC
Special: You gain a +4 bonus with this attack when you target a staggered enemy.
Hit: PUNCH + Strength damage.
Miss: Damage equal to your level.

Finishing Attack *(No Weakness)*
Melee attack
Target: One enemy
Attack: Dexterity + Level vs. AC
Special: You gain a +4 bonus with this attack when you target an enemy taking ongoing damage.
Hit: KICK + Strength damage.
Natural Even Hit: As a hit, plus you gain *resist damage 16+* until the start of your next turn.
Miss: Damage equal to your level.
Champion Feat: You can also use the *no retreat* opening attack if you have been staggered this battle.
Epic Feat: One battle per day, your crit range expands by 2 (cumulative) each time you drop a non-mook enemy to 0 hp.

Rising Phoenix

Opening Attack *(Rising Phoenix Fist)*
Melee attack
Target: One enemy
Attack: Dexterity + Level vs. PD
Hit: JAB + Strength fire damage.
Natural Even Miss: 5 ongoing fire damage.
Natural Odd Miss: —

Flow Attack *(Becomes the Pillar of Flame)*
Melee
Target: One enemy
Attack: Dexterity + Level vs. PD
Hit: PUNCH + Strength fire damage, and you can roll a disengage check as a free action. If you disengage from all enemies, you gain *flight* until the end of your next turn.
Miss: Damage equal to your level.

Finishing Attack *(Life Burning Fire Fist)*
Melee attack
Target: One enemy that is higher level than you
Attack: Dexterity + Level vs. PD
Hit: PUNCH + Strength fire damage.
Natural Even Hit: As a hit, plus you can heal using a recovery.
Natural Odd Hit: As a hit, plus you can roll a save against a save ends effect.
Natural Even Miss: Half damage.
Natural Odd Miss: —
Champion Feat: Once per day as a free action, double the healing you get when you heal using a recovery (from any effect).
Epic Feat: One battle per day as a free action, choose yourself or a nearby ally. That creature gains a bonus to death saves equal to your Wisdom modifier until the end of the battle.

Three Evil Dragons

Opening Attack *(The Burning Shadow)*
Melee attack
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: JAB + Strength damage, and if the target is staggered after the attack, choose one: you can pop free from the target; OR the target takes ongoing acid damage equal to your level.
Miss: Damage equal to your level.

Flow Attack *(Blue Lightning Fist)*
Melee attack
Target: One enemy
Attack: Dexterity + Level vs. AC
Natural Even Hit: PUNCH + Strength damage, and one random nearby enemy takes lightning damage equal to double your level.
Natural Odd Hit: PUNCH + Strength damage, and you gain *flight* until the end of your next turn.
Miss: Half damage, and one random nearby enemy takes lightning damage equal to your level.

Finishing Attack *(Red Fury)*
Melee attack
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: KICK + Strength damage, and 1d6 extra fire damage for each point on the escalation die.
Miss: Damage equal to your level.
Champion Feat: Once per battle when an enemy hits you with an attack that targets AC or PD while you are flying, you can force that enemy to reroll the attack as a free action.
Epic Feat: Once per day when you miss all targets with a finishing attack, you can make another finishing attack with your next standard action—in effect, you get to redo the last form of that progression.

Tiger in Storm

Opening Attack *(Stalking Tiger)*
Melee attack
Target: One enemy that isn't engaged with any of your allies.
Attack: Dexterity + Level vs. AC
Hit: JAB + Strength damage.
Natural Even Hit: As a hit, plus 2d6 ongoing lightning damage.
Miss: Both you and the target take damage equal to your level.

Flow Attack *(Tiger Follows Blood)*
Melee attack
Target: One enemy that isn't engaged with any of your allies.
Attack: Dexterity + Level vs. AC
Hit: PUNCH + Strength damage, and you can pop free from the target.
Natural Even Hit: As a hit, plus if you are engaged with an enemy other than the target at the *end* of your turn, one enemy engaged with you takes 10 damage (as your attack sets up a final clawing strike).
Miss: Half damage.

Finishing Attack *(Striped Lightning Roars)*
Melee attack
Target: One enemy that isn't engaged with any of your allies.
Attack: Dexterity + Level vs. AC
Hit: KICK + Strength damage.
Natural Even Hit: As a hit, plus 1d3 nearby enemies other than the target each take lightning damage equal to double your level.
Miss: Half damage.
Champion Feat Ki Power *(Storm's Eye)***:** When an enemy misses you with an attack that deals cold, lightning, or thunder damage, you can spend 1 point of ki to heal using a recovery.
***Epic Feat*:** You gain *resist energy damage 16+* to cold, thunder, and lightning.

Epic-Tier Forms

Death's Quivering Shadow

Opening Attack *(Invoke the Name)*
Melee attack
Target: One enemy
Attack: Dexterity + Level vs. PD
Hit: JAB + Strength damage.
Natural Even Hit: As a hit, plus the target takes ongoing negative energy damage equal to its level.
Miss: You take 5 ongoing negative energy damage.

Flow Attack *(Stunning Fist)*
Melee attack
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: PUNCH + Strength damage.
Natural Even Hit: As a hit, plus if the target has 180 hp or fewer after the attack, it's stunned until the end of your next turn.
Miss: Damage equal to your level.

Finishing Attack *(Ghostwalk of the Fallen King)*
Melee attack
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: KICK + Strength damage, and 15 ongoing negative energy damage.
Natural Even Hit: As a hit, plus until the end of your next turn, you gain *flight* and *resist damage 16+* to all damage as you become incorporeal. (You can move through solid objects but can't end your turn in them.)
Miss: Damage equal to your level.

Epic Feat Ki Power *(Quivering Palm):* Once per day when you hit a target with a finishing attack, you can spend 1 point of ki to create a link with the target. Until the next full heal-up, regardless of how far away the target is, you can spend 1 point of ki and two consecutive quick actions to deal PUNCH + Wisdom damage to the target. You can keep spending quick actions and ki to deal this damage once per round until you run out of ki for the day.

Feathered Serpent

Opening Attack *(Coils Dispense Blessings)*
Melee attack
Target: Each enemy engaged with you
Attack: Wisdom + Level vs. AC
Hit: JAB + Wisdom damage.
Miss: Damage equal to your level.

Flow Attack *(Feathers on Talons on Scales)*
Melee attack
Always: When you use this flow attack, choose one effect: pop free from one enemy anytime during your turn as a free action; OR you gain *flight* until the end of your next turn.
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: PUNCH + Strength damage.
Miss: Half damage.

Finishing Attack *(Poisoned Heaven Kick)*
Melee attack
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: KICK + Strength damage.
Natural Even Hit: As a hit, plus if the target has 180 hp or fewer after the attack, it's hampered until the end of your next turn. If it has more than 180 hp, it takes 20 ongoing poison damage instead.
Miss: Half damage.

Epic Feat: Once per battle as a quick action, you can roll a difficult save (16+) against a save ends effect affecting you that was caused by an enemy's attack. If you succeed, transfer the effect to an enemy engaged with you.

Open Enemies

The *flagrant blossoms* form is said to have been created by the last Grand Master of Flowers. If you're not already an enemy of the ogre magi, you will be when you use this form.

Flagrant Blossoms

Opening Attack *(The Petals Open)*
Melee attack
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: JAB + Strength damage, and if this attack drops a non-mook to 0 hp, you can use a finishing attack with your next standard action.

Flow Attack *(Fist Shows the Path to Wisdom)*
Melee attack
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: PUNCH + Strength damage.
Natural Even Hit: As a hit, plus a random nearby ally can roll an icon relationship die (you choose which icon) that can be used as a story-guide result later in the adventure; the roll must be a 5 or a 6 to get an advantage as normal.
Miss: Half damage.

Finishing Attack *(Lotus Dreams the World)*
Melee attack
Target: One enemy
Attack: Wisdom + Level vs. MD
Natural Even Hit: KICK + Wisdom damage, and you or an ally gains a +2 bonus to saves until the end of the battle.
Natural Odd Hit: KICK + Wisdom damage, and the target takes a –2 penalty to saves until the end of the battle.
Miss: Half damage.
Epic Feat: Once per day when you use the *lotus dreams the world* finishing attack, a nearby ally can heal using a free recovery and can roll a save against each save ends effect affecting it.

Spiral Path

Opening Attack *(The Cycle Opens)*
Melee attack
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: JAB + Strength damage.
Natural Even Hit: As a hit, plus a different nearby enemy takes force damage equal to half that damage.

Flow Attack *(Spiral Ascension Widens)*
Melee attack
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: PUNCH + Strength damage.
Natural Even Hit: As a hit, plus the escalation die increases by 1.
Miss: Damage equal to your level.

Finishing Attack *(Star Joins as Ally)*
Melee attack
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: KICK + Strength damage, and as a free action you can teleport next to a different nearby enemy you can see (engaging it) and make a PUNCH attack against it.
Miss (PUNCH): The target takes damage equal to your level.
Miss: Half damage, and you can't use attacks from the Spiral Path form until your next battle.
Epic Feat: One battle per day, choose a monk talent you don't ordinarily possess. This battle, you have that talent.

NECROMANCER

Which came first, necromancy or the Lich King?
Can dark magic be used for positive ends?
Are there sacrifices that are too great, no matter what the reward?
Is that skeleton someone you used to know?

Overview

Play style: Some of your talent powers and spells are straightforward, while others require weighing the odds whether they will hurt your enemies more than they will hurt you and your friends. There are sacrifices to choose—power that has to be paid for somehow. We'd say that necromancers are better for experienced players, but maybe that's not true. Maybe newcomers should be handed the keys to summoning and unholy energies. What could go wrong?

Ability scores: Necromancy is shaped by the existence of the Lich King and his reign as the nefarious Wizard King. In another world, or another age, necromancy might hinge on the wisdom to understand the voices of the dead or the charisma to break the spirits of the undead into service. In the 13th Age, formulae shaped by the Lich King were originally based in wizardry. The necromantic arts have diverged hugely from standard wizardry, but necromancers still rely upon their Intelligence to memorize and cast their spells.

Force of will also counts. Particular aspects of necromancy, such as summoning, rely on Charisma.

Thanks to the Wasting Away class feature, necromancers nearly always avoid having a high Constitution.

Necromancers gain a +2 class bonus to Intelligence or Charisma, as long as it isn't the same ability you increase with your +2 racial bonus.

Races: Short-lived humans are most interested in necromancy. Dark elves enjoy it. Bitter or twisted high elves also seem to get a kick out of playing with shorter-lived races' deaths.

Backgrounds: Necromancers could be rare in some campaigns, but commonplace in others. Depending on that choice, possible backgrounds for necromancers include: failed village priest, archeologist, Proudfort defender, swamp baron, Drakkenhall judge and executioner, living dungeon escapee, former Necropolis acolyte, death giant servitor, former mummy, reformed outlaw, dreamweed addict, resurrected Imperial hero, and burnt-out wizard.

Icons: The key question for a necromancer concerns their relationship with the Lich King. Are they stealing power from the One-eyed Lord, or are they secretly glorifying him? Can other people tell the difference? Nearly all necromancers have some relationship with the Lich King. It could be negative or conflicted, but the link is there (see the Death's Master class feature).

Necromancer Level Progression

Necromancer Level	Total Hit Points	Total Feats	Spells					Level-up Ability Bonuses	Damage Bonus From Ability Score
			1st level (M)	3rd level (M)	5th level (M)	7th level (M)	9th level (M)		
Leve 1 Multiclass	(Avg. of both classes) x **3**	As 1st level PC	3	—	—	—	—	*Not affected*	ability modifier
Level 1	(6 + CON mod*) x **3**	1 adventurer	4	—	—	—	—		ability modifier
Level 2	(6 + CON mod) x **4**	2 adventurer	5	—	—	—	—		ability modifier
Level 3	(6 + CON mod) x **5**	3 adventurer	3	3	—	—	—		ability modifier
Level 4	(6 + CON mod) x **6**	4 adventurer	—	6	—	—	—	+1 to 3 abilities	ability modifier
Level 5	(6 + CON mod) x **8**	4 adventurer 1 champion	—	3	4	—	—		2 x ability modifier
Level 6	(6 + CON mod) x **10**	4 adventurer 2 champion	—	—	7	—	—		2 x ability modifier
Level 7	(6 + CON mod) x **12**	4 adventurer 3 champion	—	—	3	5	—	+1 to 3 abilities	2 x ability modifier
Level 8	(6 + CON mod) x **16**	4 adventurer 3 champion 1 epic	—	—	—	8	—		3 x ability modifier
Level 9	(6 + CON mod) x **20**	4 adventurer 3 champion 2 epic	—	—	—	3	6		3 x ability modifier
Level 10	(6 + CON mod) x **24**	4 adventurer 3 champion 3 epic	—	—	—	—	9	+1 to 3 abilities	3 x ability modifier

Note: Although not listed on the table, this class gets three talents. It does not get more at higher levels.
(M): Indicates columns in which multiclass characters lag one level behind.
* Note, you don't subtract the modifier from your base hp value if you have a negative Constitution modifier.

Necromancer Stats

Initiative, AC, PD, MD, Hit Points, Recovery Dice, Icon Points, and Feats are level dependent.

Ability Bonus	+2 Intelligence or Charisma (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (light armor)	10 + middle mod of Con/Dex/Wis + Level
Physical Defense	10 + middle mod of Str/Con/Dex + Level
Mental Defense	11 + middle mod of Int/Wis/Cha + Level
Hit Points	(6 + Con mod) x Level modifier (see level progression chart)
Recoveries	(probably) 8
Recovery Dice	(1d6 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Icon Relationships	3 points (4 at 5th level; 5 at 8th level)
Talents	3
Feats	1 per Level

The other icons generally understand that entirely ceding death's powers to the Lich King is a bad idea. The Crusader, Orc Lord, Prince of Shadows, and the Three have no problem treating necromancers the same as they treat any other spellcasters. The Archmage and the Elf Queen usually don't include necromancers in the first public rank of their servants, but behind the show, necromancers accomplish great things for both these icons.

The Dwarf King and Priestess are less eager to encourage necromancy. The Dwarf King isn't personally oriented toward necromancy, at least not in public, but there are dwarven secrets lost to all but the dead. When a loyal dwarf chooses necromancy, that's a blow against the Lich King . . . as long as the necromancer remains loyal.

A few of the Priestess' gods include necromancy within their purview as something they dabbled with when they were young and/or helped invent in the early days. If you are a necromancer who follows the Priestess, you may wish to rename and rephrase some of your spells as creations of the light instead of the darkness.

Gear

At 1st level, necromancers start with various dark robes or traveling clothes, a dagger, a staff, a few treasured bones or funerary urns, and other miscellaneous items suggested by their backgrounds.

Necromancers who live simply start with 25 gp. Necromancers who listen when the dead tell them where to find their lost treasures start with 1d6 x 10 gp.

Armor

Heavy armor is designed for heroes who want to fight in melee, which isn't a necromancer. Necromancers can wear light armor if it affords them some magical benefit, but it doesn't do them much good as extra protection.

Necromancer Armor and AC

Type	Base AC	Attack Penalty
None	*10*	—
Light	*10*	—
Heavy	11	–2
Shield	+1	–2

Weapons

Necromancers are accustomed to cutting into dead things and it's only slightly more complicated to cut someone who is alive. They're quicker than wizards to strike with simple weapons like daggers, but not much good with anything complicated.

Necromancer Melee Weapons

One-Handed	Two-Handed
Small	
1d4 dagger	1d6 club, staff
Light or Simple	
1d6 (–2 attack) mace, shortsword	1d8 (–4 attack) spear
Heavy or Martial	
1d8 (–5 attack) longsword, warhammer	1d10 (–6 attack) greatsword

Necromancer Ranged Weapons

Thrown	Crossbow	Bow
Small		
1d4 dagger, star	1d4 hand crossbow	—
Light or Simple		
1d6 (–2 attack) javelin	1d6 (–1 attack) light crossbow	1d6 (–2 attack) shortbow
Heavy Martial		
—	1d8 (–4 attack) heavy crossbow	1d8 (–5 attack) longbow

Basic Attacks

Melee attack

At-Will
Target: One enemy
Attack: Strength + Level vs. AC
Hit: WEAPON + Strength damage
Miss: —

Ranged attack

At-Will
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: WEAPON + Dexterity damage
Miss: —

Class Features

All necromancers share the following class features.

Arcane Implements

As a character casting arcane magic, your best options for improving your spellcasting are wands and staffs.

Death's Master

Necromancers don't necessarily serve the Lich King, but they know him. All necromancers must spend at least one relationship point with the Lich King.

Many player character necromancers have conflicted or negative relationships with the Lich King, often because they've stolen part of his power or are allied with other icons who don't mind turning the Lich King's secrets against him.

If your one unique thing somehow suggests that you might be free of this requirement, make a case to your GM that this is a way in which you are unique.

Ritual Magic

Necromancers can cast their spells as rituals (*13th Age* core rulebook, page 192).

Spell Choices

Like the standard spellcasters in the *13th Age* core rulebook, you choose the spells you will be able to cast after each full heal-up.

Summoning

Your summoning spells use the standard summoning rules from page 11.

The following feats enable you to improve your summoning powers.

Adventurer Feat: Your summoned creatures can add the escalation die to their attacks.

Champion Feat: When you summon mooks, increase the number of mooks you summon by 1.

Epic Feat: The first time one of your non-mook summoned creatures is dropped each battle, roll a normal save. If you succeed, the summoned creature is not slain but instead remains in the battle with 10 hp.

Wasting Away

Necromancers are frail, gaunt, parched, skinny, sickly, wasted, cadaverous, dependent on unearthly substances, or partially dead. If none of those conditions appear to describe your necromancer, just what terrible secrets are you trying to hide, eh?

This isn't just an aesthetic note—it's fallout from this class feature: as a necromancer, you must subtract your Constitution modifier from all your necromancer spell attacks if your modifier is positive (how can you know death if you're not wasting away yourself).

- If you have a positive Constitution modifier (ability score 12+), subtract it from your necromancer spell attacks.
- If you have a Constitution modifier of +0 (ability score 10 or 11), it has no effect on your necromancer spell attacks.
- If you have a negative Constitution modifier, it also has no effect on your necromancer spell attacks . . . unless you take the adventurer-tier feat for this feature. That negative modifier also makes it harder to kill you if you take the feats through epic tier.

In addition, since you know death so well, you don't die until you fail five death saves. Similarly, you don't succumb to last gasp save effects until you fail the fifth save.

Adventurer Feat: If your Constitution modifier is negative, add +1 to your necromancer spell attacks.

Champion Feat: You don't die from damage until your negative hit points equal your maximum hit points, instead of half your maximum.

Epic Feat: One battle per day, you can choose to succeed with death saves on an 11+ instead of a 16+.

No Negative Recoveries

This issue didn't really come up during our first journeys through *13th Age* play. The necromancer introduces a character who sometimes wants a negative Constitution modifier. For the record, whenever you heal using a recovery, you always heal at least 1 hit point, even if a low roll at 1st level plus the negative modifier would take you below 0.

And if you're seriously worried about not healing enough, remember that you can take an average roll with a recovery instead of rolling the dice (assuming your GM is fine with that rule). It's not glorious, but sometimes pragmatism rules.

Talents

Choose three of the following class talents.

Cackling Soliloquist

If you spend your move action, your quick action, *and* your standard action casting a daily spell that ordinarily only requires a standard action—while screaming grandiloquently, cackling maniacally, or megalomaniacally describing the grandeur of your plans and the futility of your enemies' resistance—the daily spell is recharge 18+ after battle instead of daily, and you can invent a slight improvement to the spell, especially if it's partly story-oriented, that provides an extra benefit determined by the GM or by you (with GM approval). (For example, if you cast *ray of enfeeblement* and wax eloquent on how the recurring villain you target will bow before you, you could suggest that your target also loses its next move action as the ray forces it to its knees.)

Note, it seems fine to us to let you use this feature with any daily spell you pick up thanks to one of the necromancer talents, but the no power crossover rule for a spellcasting multiclass (see page 104) still applies.

Adventurer Feat: The sound of your own voice invigorates you—you gain temporary hit points equal to 1d6 + your level + Charisma modifier when you use Cackling Soliloquist (double your Charisma modifier at 5th level; triple it at 8th level).

Champion Feat: Your soliloquized spell is now a recharge 16+ after battle instead of 18+.

Epic Feat: Once per day, you can hog the spotlight when using Cackling Soliloquist. When you do, you heal using a free recovery and steal the escalation die, keeping it all to yourself. Until the end of your next turn, you are the only creature—PC, NPC, or monster—that can use the escalation die, *and* you treat the escalation die as if it were an 8. At the end of your next turn, return the escalation die to the table, one point higher than it was when you seized it. Make sure to remind everyone to be grateful they have it back.

Dead Wizard

You gain the Cantrips class feature from the wizard class (*13th Age* core rulebook, page 147). The talent functions like the wizard's class feature with the following exceptions:

- You can't cast *mending*.
- Your *light* cantrip has a sickly flicker or a dark edge. Feel free to call it *darklight*. If you feel like playing up the necromantic aspects of your other cantrips, go for it, or stick with the wizard's spellbook.

Adventurer Feat: You can take a wizard spell in place of one of your necromancer spells of the same level. You can change this spell for a new one you know whenever you take a full heal-up.

Champion Feat: You gain a bonus wizard spell ***that is at least two levels below your level,*** in addition to the spells you can cast as a necromancer. You can change this spell for a new one you know whenever you take a full heal-up.

Epic Feat: You gain a second bonus wizard spell, but this one can be of your level or lower. You can change this spell for a new one you know whenever you take a full heal-up.

Death Priest

When you have icon relationship advantages you're waiting to use during a session, you can interpret them as interactions/public discussions with the spirits of the recent or ancient dead in the area, providing information you require (and possibly, when there's a complication from a 5 roll, also providing that information to your enemies or otherwise getting you into some type of trouble).

Séance: Similarly, once per day while you're not in battle, you can perform a short rite (1–2 minutes) to call upon a spirit of the dead that's related to a random icon other than the Lich King. The spirit will speak to you, relaying information helpfully, or under protest if it's related to an icon that considers you an enemy or with which you have a negative relationship. (As the default, we'd rather keep things simple and say that the spirit is only going to lie if the roll below is a 1 or a 2. At the GM's option, if the situation calls for a roleplayed skill check instead, go that route.)

You can't always rely on the dead to speak the truth, or to know what they are talking about. Whenever you use the séance power above, the GM secretly rolls a d20 before the discussion. On a 3+, the spirit knows what it is talking about. On a 1–2, the information is outdated, sabotaged, or just erroneous. (Note that this roll is only used for séances, not for spirits you talk to thanks to icon advantages mentioned above.)

At 5th level you can use séance two times per day. At 8th level you can use it three times per day.

Adventurer Feat: Whenever you take a full heal-up, you can choose whether you'd like to move a single point in a relationship with the Emperor, Lich King, or Priestess to one of the other two icons in the list. Tell a story of what has taken place to cause the shift, unless it's already obvious from the events of the campaign. When you shift this relationship, the new point must match any current relationships with that icon, but it can be positive, negative, or conflicted if it's currently the only point you have with that icon.

If the story of the campaign suggests two other icons to be involved in this triangle with the Lich King and death priests, follow that lead.

Champion Feat: You gain a bonus cleric spell that is at least two levels below your level, in addition to the spells you can cast as a necromancer. You can change this spell for a new one you know whenever you take a full heal-up. You can also substitute references to Wisdom with references to Intelligence in the spell.

Epic Feat: You gain the lowest-tier feat, if any, associated with your bonus cleric spell.

Deathknell

As a quick action, you can drop a nearby enemy that has 5 hp or fewer down to 0 hp. When you drop an enemy using Deathknell, you heal 1d6 hit points.

You can use Deathknell to drop a mook, but only if it's the last mook in its mob and the mob has 5 hp or fewer left, at which point it's time for the mook's Deathknelled exit.

3rd level spell	Drop an enemy with 10 hp or fewer. Heal 1d10 hit points.
5th level spell	Drop an enemy with 15 hp or fewer. Heal 2d8 hit points.
7th level spell	Drop an enemy with 20 hp or fewer. Heal 4d6 hit points.
9th level spell	Drop an enemy with 25 hp or fewer. Heal 4d8 hit points.

Adventurer Feat: When you use Deathknell, one of your nearby conscious allies can gain the healing instead of you.

Champion Feat: Double the healing gained from Deathknell when you drop an enemy.

Epic Feat: You can increase the escalation die by 1 instead of healing when you kill a non-mook enemy with Deathknell.

GAMEMASTER

Necromancers with Deathknell know when death is near. To model that sense, and to avoid constant player questions over whether enemies are possible targets, try to tell the necromancer player whenever an enemy has become qualified as a target of Deathknell. It speeds up play and it makes the necromancer special.

It's Complicated

When you roll icon relationship dice, the first 6 you roll is a 5 instead.

What hasn't quite killed you has made you stronger: you gain an extra necromancer spell at the highest spell level you can normally cast (as shown under spells known on the necromancer level progression chart). For example, you would gain an extra 3rd level spell if you're 4th level, or an extra 5th level spell if you're 5th level.

Champion Feat: All 6s you roll with relationship dice count as 5s. You gain another extra necromancer spell, but it must be at least two levels lower than your level.

Redeemer

When you summon undead to fight for you, their spirits are released from service to any master when they drop to 0 hp or when they collapse or discorporate after the battle as the spell fades. In other words, your magic cuts into the power reserves of creatures who stockpile undead servitors, like the Lich King.

As a consequence, summoned undead tend to fight harder for you. They may not truly understand their condition, but they understand "freedom from this current slavery," and that they'll get it as long as they strive to serve you. If you choose the feats associated with this talent, undead you summon fight much harder for you than they would for other summoners.

In game terms, undead you summon release holy energy bursts as they drop to 0 hp, dealing a small amount of damage to each enemy engaged with them.

Mooks you summon deal holy damage equal to your Charisma modifier (double your Charisma modifier at 5th level; triple it at 8th level).

Non-mooks you summon deal holy damage equal to you your Charisma modifier x 1d4 (1d8 at 5th level; 2d6 at 8th level).

In story terms, you're not likely to have a purely positive relationship with the Lich King if you take the Redeemer talent.

Adventurer Feat: The first time each battle an undead creature you have summoned attacks, it gains an attack bonus equal to your Charisma modifier.

Champion Feat:. When one of your summoned undead creatures drops to 0 hp, instead of having it deal holy damage to engaged enemies, you can heal hit points equal to that damage instead.

Epic Feat: You can memorize a single spell that summons undead twice.

ROLEPLAYING REDEMPTION

You can do as much or as little with the purified undead from the Redeemer talent as you wish. Some games benefit from brief soliloquies from incidental undead, others don't. Given the condition that undead must try their best to serve the caster, it can occasionally be funny to rule that a summoned creature that has rolled a 1 with an attack has fumbled its current chance at redemption.

Skeletal Minion

You have a skeleton minion the same level as you that acts as a servant, fights alongside you in battle, and is replaced by a new skeletal minion when it inevitably collapses or is destroyed. Technically, the skeletal minion is not a summoned creature, so those rules don't apply to it. (We say "technically" because if you like the story flavor that you are summoning a skeletal minion, that's up to you, but the summoning rules don't apply.)

Your skeletal minion fights alongside you, taking a standard action and a move action each turn. (Technically it has a quick action also, but we advise skipping its use unless there's something really important it can do in the battle.) Your minion acts on your initiative; you decide whether it takes its turn before or after you. The listed attack and damage values are for melee attacks. To be clear, this minion isn't powerful. It neither deals nor withstands much damage. Alone, it's not going to slay your enemies for you, but it might slow them down and it's good at intercepting.

Ordinarily your skeletal minion can't heal. When it drops to 0 hp, it's destroyed for that battle. When you take a quick rest, you can create, summon, or dig up a new skeletal minion, or patch the old one back together—the story is up to you.

Your minion's story is also up to you. It might be your oldest enemy, your hated father, a skeletal war dog, or a random orc. Certainly, civilized folk are strangely less squeamish about orc and animal skeletons than they are about skeletons that might have belonged to people they knew, so take that under consideration when operating outside the dungeon.

Baseline Stats

Use the following stats as the baseline for your skeletal minion.

Level 1 Skeletal Minion
Attack +6 vs. AC
Damage d6
AC 17
PD 15
MD 11
HP 14

Level 2 Skeletal Minion
Attack +7 vs. AC
Damage d8
AC 18
PD 16
MD 12
HP 18

Level 3 Skeletal Minion
Attack +9 vs. AC
Damage d12
AC 19
PD 17
MD 13
HP 22

Level 4 Skeletal Minion
Attack +10 vs. AC
Damage 2d6
AC 21
PD 19
MD 15
HP 27

Level 5 Skeletal Minion
Attack +11 vs. AC
Damage 2d8
AC 22
PD 20
MD 16
HP 36

Level 6 Skeletal Minion
Attack +13 vs. AC
Damage 3d6
AC 23
PD 21
MD 17
HP 45

Level 7 Skeletal Minion
Attack +14 vs. AC
Damage 3d8
AC 25
PD 23
MD 19
HP 54

Level 8 Skeletal Minion
Attack +15 vs. AC
Damage 4d6
AC 26
PD 24
MD 20
HP 72

Level 9 Skeletal Minion
Attack +17 vs. AC
Damage 4d8
AC 27
PD 25
MD 21
HP 90

Level 10 Skeletal Minion
Attack +18 vs. AC
Damage 5d6
AC 28
PD 26
MD 22
HP 108

Skeletal Minion Feats

Like ranger animal companion feats, skeletal minion feats don't build on each other. You don't have to take skeletal minion feats in any particular order, you only need to qualify for the tier of the feat you are taking.

Adventurer Feat: Your skeletal minion now adds the escalation die to its attack rolls.

Adventurer Feat: When an enemy attempts to disengage from the skeletal minion, it takes a penalty to the check equal to the escalation die.

Adventurer Feat: As a quick action, you can set your skeletal minion ablaze, or extinguish the blaze. While it's flaming, your skeleton minion's damage dice increase by one size, and it deals fire damage with its melee attacks, but it takes damage equal to your level each time its natural attack roll is odd.

Champion Feat: Add a damage die of the same size to your skeletal minion's damage rolls (for example, 3d6 becomes 4d6).

Champion Feat: Add double your Charisma modifier to your skeletal minion's hit points. At 8th level, add triple it.

Epic Feat: Add a damage die of the same size to your skeletal minion's damage rolls (for example, 4d6 becomes 5d6, and this is cumulative with the champion feat).

Epic Feat: Your skeletal minion gains a +2 bonus to all defenses.

Sorta Dead

In some ways, you're dead already. You don't need to eat or sleep or breathe. You can't drown in normal water/liquid, though magical gas will probably still affect you.

When a spell or effect targets or applies to undead, you can decide whether you want to count as undead for that specific effect. (For example, you could count as undead to take advantage of a target's vulnerability created by the *ripping claws* attack of a starving ghoul mook you summoned via *summon undead*.)

The first time you die each level, roll a normal save, adding your Charisma modifier. If you succeed, you heal using a free recovery instead of dying. If you were dying because of last gasp saves, consider yourself saved from the last gasp problem also.

Adventurer Feat: You gain *resist poison 16+* and *resist negative energy 16+*.

Champion Feat: The spells *zombie form*, *ghoul form*, *ghost form*, and *vampiric form* all function as recharge 16+ after battle spells for you, though you still memorize them as daily spells.

Epic Feat: No undead creature that is not under the direct command of the Lich King can attack you unless you attack it or cast a spell against it first. (This is an example of why the Lich King values living, or at least non-undead, followers.)

1st Level Spells

Channel Life

Ranged spell ◆ **Once per battle**

Attack Target: One *random* nearby creature other than the healing target

Healing Target: One nearby ally

Attack: Intelligence + Level vs. MD (make one attack only against the attack target)

Hit vs. an enemy: 2d6 + Intelligence negative energy damage, and the healing target can heal using a recovery.

Hit vs. an ally: 5 negative energy damage, and the healing target can heal using a recovery.

Miss: The spell is not expended.

3rd level spell	5d6 damage vs. enemy	10 damage vs. ally.
5th level spell	5d10 damage vs. enemy	15 damage vs. ally.
7th level spell	7d10 damage vs. enemy	20 damage vs. ally.
9th level spell	10d12 damage vs. enemy	30 damage vs. ally.

Adventurer Feat: You can now cast this spell twice per battle.

Champion Feat: Staggered allies can no longer be an attack target of the spell.

Epic Feat: On a miss, the spell now deals half damage to the target, but there is still no effect on the healing target.

Chant of Endings

Ranged spell ◆ **At-Will**

Target: The nearby enemy with the fewest hit points (you choose if there's a tie; you also don't have to be able to see that enemy)

Attack: Intelligence + Level vs. MD

Hit: 1d10 + Intelligence negative energy damage.

3rd level spell	4d6 damage.
5th level spell	6d6 damage.
7th level spell	6d10 damage.
9th level spell	8d10 damage.

Adventurer Feat: You can now choose whether or not you want to ignore mooks as targets when you cast the spell.

Champion Feat: Misses now deal damage equal to your level.

Epic Feat: While the escalation die is 4+, you can now target two nearby enemies with the fewest hit points with this spell.

Command Undead

Ranged spell ◆ **Once per battle**

Target: One nearby undead creature with 64 hp or fewer

Attack: Intelligence + Level vs. MD

Hit: The target is confused (hard save ends, 16+).

3rd level spell	Target with 96 hp or fewer.
5th level spell	Target with 160 hp or fewer.
7th level spell	Target with 266 hp or fewer.
9th level spell	Target with 460 hp or fewer.

Adventurer Feat: A miss doesn't expend the spell.

Champion Feat: If you wish, the target doesn't make any attacks while confused. Instead it becomes compliant, answers short questions if possible, and follows other suggestions that don't lead directly to damaging itself or other creatures. Basically, while confused it becomes a slightly puzzled friend, which may wonder why your other friends are hurting it while it's trying to be helpful.

Epic Feat: The target now adds the escalation die to its attacks while confused by this spell.

Death's Gauntlet

Ranged spell ◆ **At-Will**

Target: One nearby creature

Attack: Intelligence + Level vs. PD

Hit: 1d4 + Intelligence modifier ongoing negative energy damage.

Special: Instead of taking the ongoing damage at the end of its turn, the target can use its standard action to strike out at the skeletal limbs or spectral arms that are flailing at it. When it does, the ongoing damage ends and you can't use *death's gauntlet* again until the end of your next turn.

Miss: Damage equal to your level.

3rd level spell	2d8 damage.
5th level spell	4d6 damage.
7th level spell	6d6 damage.
9th level spell	7d10 damage.

Adventurer Feat: When a target uses a standard action to end *death's gauntlet* ongoing damage, it takes negative energy damage equal to your level.

Champion Feat: When you roll a natural even hit against a target with this spell, the ongoing negative energy damage has a hard save (16+).

Epic Feat: The spell can also target MD instead of PD.

Summon Undead (1st level+)

Ranged spell ◆ **Daily**

Effect: You summon a mob of 1d3 + 1 crumbling skeleton mooks, as per the summoning rules on page 11. These skeletons fight for you until the end of the battle or until they drop to 0 hp, whichever comes first.

As you cast the spell at higher levels, the mooks you summon vary, as shown below. The stats for each mob of mooks you can summon are also shown below.

3rd level spell 1d3 + 1 putrid zombie mooks.
5th level spell 1d3 + 1 starving ghoul mooks.
7th level spell 1d3 + 1 masterless vampire spawn mooks.
9th level spell 1d3 + 1 Blackamber skeletal warrior mooks.

Champion Feat: You now summon 1d4 + 1 mooks when you cast this spell instead of 1d3 + 1.

Epic Feat: If one or more mooks summoned by the spell survive the battle, you can keep one mook with you until the next battle. Or until someone in the party or the world gets sick of it and slays the thing.

Crumbling Skeleton

1st level mook [UNDEAD]
Initiative: +6
Vulnerability: holy

Sword +6 vs. AC—3 damage

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

AC 16
PD 14 **HP 6 (mook)**
MD 10

Mook: Kill one crumbling skeleton mook for every 6 damage you deal to the mob.

Putrid Zombie

3rd level mook
Initiative: +2
Vulnerability: holy

Rotting fist +7 vs. AC—5 damage
Natural 16+: Both the zombie and its target take 1d6 damage!

Headshot: A critical hit against a putrid zombie deals triple damage instead of the normal double damage for a crit.

AC 18
PD 16 **HP 16 (mook)**
MD 12

Mook: Kill one putrid zombie mook for every 16 damage you deal to the mob.

Starving Ghoul

5th level mook [UNDEAD]
Initiative: +8
Vulnerability: holy

Ripping claws +10 vs. AC—7 damage
Natural 16+ The target is vulnerable (*attacks vs. it have crit range expanded by 2*) to attacks by undead until the end of the ghoul's next turn.

Pound of flesh: The starving ghoul's *ripping claws* attack deals +5 damage against vulnerable targets.

AC 20
PD 18 **HP 18 (mook)**
MD 14

Mook: Kill one starving ghoul mook for every 18 damage you deal to the mob.

Masterless Vampire Spawn

7th level mook [UNDEAD]
Initiative: +11
Vulnerability: holy

Claw +11 vs. AC—14 damage
Natural even hit: The vampire spawn can make a *fangs* attack against the target as a free action.

[Special trigger] **Fangs +15 vs. AC**—7 damage, and a humanoid target is weakened (–4 attack and defenses) until the end of the masterless vampire spawn's next turn

AC 22
PD 19 **HP 24 (mook)**
MD 17

Mook: Kill one masterless vampire spawn mook for every 24 damage you deal to the mob.

Blackamber Skeletal Warrior

9th level mook [UNDEAD]
Initiative: +15
Vulnerability: holy

Shortsword +15 vs. AC—28 damage
Natural 16+: Each Blackamber skeletal warrior in the battle moves up 1d4 points in initiative order.
Natural even miss: 10 damage.

R: Javelin +13 vs. AC—24 damage

Press advantage: The warrior deals +1d10 damage with its attacks against enemies that have a lower initiative than it.

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

AC	**26**	
PD	20	**HP 25 (mook)**
MD	22	

Mook: Kill one Blackamber skeletal warrior mook for every 25 damage you deal to the mob.

Terror

Ranged spell ◆ **Daily**

Target: One nearby creature with 50 hp or fewer

Attack: Intelligence + Level vs. MD

Hit: The target uses all its actions during its turn to move away from the battle, disengaging from enemies to do so (hard save ends, 16+). If it fails to disengage with all of its actions, it won't take opportunity attacks by moving. The effect also ends when you or one of your allies attacks the target.

Miss: 1d10 + Intelligence psychic damage.

3rd level spell	Target with 70 hp or fewer	4d6 damage on a miss.
5th level spell	Target with 100 hp or fewer	6d6 damage on a miss.
7th level spell	Target with 180 hp or fewer	6d10 damage on a miss.
9th level spell	Target with 300 hp or fewer	8d10 damage on a miss.

Adventurer Feat: When you miss with this spell, you regain it after the battle.

Champion Feat: Increase the hit point threshold of targets by 50 hp.

Epic Feat: The target also takes the miss damage each time it fails a save against the effect.

GAMEMASTER

Run Away? How far does a creature struck by *terror* have to flee to be removed from the battle? One turn of running away shouldn't be enough to take a creature out of the fight, but fleeing longer than that seems like it might just take an enemy out. For a simple abstract method of deciding, use this: a creature that runs away for two turns and then makes its *terror* save must also roll an easy save (6+). Success allows the creature to turn around and make its way back to the fight after a round; failure means it has fled too far and is too freaked out, so it keeps going and leaves the battle. Similarly, a creature that fled three turns must roll a normal save, and a creature that fled four turns must roll a hard save (16+). Five turns? It's gone, unless the PCs have pursued it to continue the fight.

Feel free to tinker with the numbers above for incredibly slow or fast creatures, named enemies who are central to the plot, and so on. An incredibly slow monster like an ooze or zombie might not be able to get far enough away, ever. An incredibly fast flyer might be long gone after three turns fleeing. A named NPC or monster may function based on its motives and plans rather than on a random die roll.

Unholy Blast

Ranged spell ◆ **Daily**

Target: One nearby enemy

Attack: Intelligence + Level vs. PD

Hit: 4d6 + Intelligence negative energy damage.

First Miss: Half damage, and make the attack again against an enemy you haven't already targeted with *unholy blast* this turn.

Second Miss: Half damage, or full damage if the escalation die is 1+ and you choose to decrease it by 1.

3rd level spell	4d10 damage.
5th level spell	7d10 damage.
7th level spell	10d10 damage.
9th level spell	2d8 x 10 damage.

Adventurer Feat: The spell can now target far away enemies.

Champion Feat: The spell's damage dice increase to d12s.

Epic Feat: The spell now targets two nearby enemies, but you can't attack the same target twice as you work through the misses and hits.

Zombie Form

Ranged spell ◆ **Daily**

Special: You can only cast this spell outside of battle; it requires 2d4 rounds to cast.

Target: You or one willing nearby ally

Effect: The target gains 30 temporary hit points that last until the end of the next battle. Until the end of the next battle, the target takes a –5 penalty to Charisma and Dexterity skill checks (no penalty to attacks), to disengage checks, and to initiative rolls.

3rd level spell	50 temporary hit points.
5th level spell	80 temporary hit points.
7th level spell	130 temporary hit points.
9th level spell	210 temporary hit points.

3rd Level Spells

The Bones Beneath

Ranged spell ◆ **Daily**

Target: One nearby mook (and hence, its mob)

Attack: Intelligence + Level vs. PD

Hit: 4d12 + Intelligence negative energy damage, and each mook in the mob that drops becomes a skeleton mook under your control until the end of the battle.

Miss: Half damage, and each mook in the mob that drops becomes a skeleton mook under your control until the end of the battle.

5th level spell	7d12 damage.
7th level spell	2d6 x 10 damage.
9th level spell	2d10 x 10 damage.

Special: The stats for the mooks created by each level of *the bones beneath* appear below. The level or physical nature of the mooks is irrelevant; the magic of the spell turns whatever creatures it's forced to work with into skeletal mook allies with the stats below.

The new mooks take their turn immediately after your turn.

It's worth mentioning that the mooks created by this spell don't count as summoned mooks. This isn't a summoning spell.

Just-ripped-free Skeleton Mook (3rd)

3rd level mook [UNDEAD]
Initiative: +8
Vulnerability: holy

Sword or axe or whatever +8 vs. AC—5 damage

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

AC 18
PD 16 **HP 11 (mook)**
MD 12

Mook: Kill one just-ripped free skeleton mook for every 11 damage you deal to the mob.

To save space, we're using this chart to outline these mooks at higher levels. They all use the same stat block except for the noted changes.

Just-ripped-free Skeleton Mook

Level	Init	Attack bonus	Damage bonus	Defenses (AC/PD/MD)	HP
5	+10	+10	8 damage	20/18/14	18
7	+12	+12	16 damage	22/20/16	27
9	+14	+14	28 damage	24/22/18	44

Circle of Death

Ranged spell ◆ **Daily**
Special: You can't cast this spell unless the escalation die is 3+.
Target: Each nearby creature (allies and enemies)
Attack: Intelligence + Level vs. PD
Hit vs. an enemy: 5d12 + Intelligence negative energy damage.
Hit vs. an ally: 1d6 negative energy damage.
Miss vs. an enemy: Half damage.
Miss vs. an ally: You take half the damage the ally would have taken on a hit.

5th level spell	8d12 damage to an enemy	2d6 damage to an ally.
7th level spell	2d8 x 10 damage to an enemy	3d8 damage to an ally.
9th level spell	4d6 x 10 damage to an enemy	3d10 damage to an ally.

Ghoul Form

Ranged spell ◆ **Daily**
Target: You or one willing nearby ally
Effect: Until the end of the battle, the target gains a +4 melee attack bonus. In addition, enemies engaged with the target are vulnerable to its melee attacks.

The target also only gains half the normal amount from healing effects, no matter the source.

5th level spell	The target now also gains a +4 bonus to initiative, Dexterity checks, and disengage checks.
7th level spell	Enemies engaged with the target are now vulnerable to all attacks.
9th level spell	The target also rolls an icon relationship die with the Lich King, choosing whether the relationship is positive or negative.

Negative Energy Shield

Close-quarters spell ◆ **Daily**
Target: You
Effect: Until the end of the battle, when an enemy engaged with you attacks you with a natural odd attack roll, it takes 6d6 + Intelligence negative energy damage.

5th level spell	6d10 damage.
7th level spell	10d10 damage.
9th level spell	2d8 x 10 damage.

Ray of Enfeeblement

Ranged spell ◆ **Daily**
Target: One nearby enemy with 96 hp or fewer
Attack: Intelligence + Level vs. PD
Hit: 4d12 + Intelligence negative energy damage, and the target is weakened (save ends)
Miss: Half damage.

5th level spell	7d12 damage.
7th level spell	2d6 x 10 damage.
9th level spell	2d10 x 10 damage.

Adventurer Feat: The spell can now target an enemy with any number of hit points while the escalation die is 3+.
Champion Feat: The save against weakened is now a hard save (16+).
Epic Feat: On a miss, the target is also dazed (save ends).

Speak with Dead

Ranged spell ◆ **Variable**
Special: You can use this spell 1d3 times each day (roll during a full heal-up when you take it). Each time you use the spell, you must wait 1d6 hours before casting it again.
Target: One corpse you are touching that has been dead less than a day. Note that creatures that were undead for a longer period before they were killed are not legal targets.
Effect: You can ask the corpse a number of yes/no questions that the leftover fragments of personality/spirit within the corpse will attempt to answer truthfully using the information it had when it died.* The magic uses the caster's knowledge of language so no translation is needed. The first question is free. The second question requires a DC 15 necromancy skill check using Intelligence if the corpse is "friendly," and Charisma if the corpse is not. Increase the DC by +5 for each subsequent question after the second. If you're using this spell during battle, each question and answer requires a round.

Note: Just as with the *séance* ability of the Death Priest talent, covered on page 83 above, there's always a 10% chance that the spirit summoned is going to lie to you for reasons best known to it and to the GM. The GM rolls a d20 secretly before the corpse provides any answers; a 3+ means the spirit will speak truly, but a 1 or a 2 means it will lie while appearing to be aiming for the truth.

5th level spell — You can now cast this spell 1d4 times per day, targeting corpses or even just heads that have been dead up to a week.
7th level spell — Questions can now be phrased to receive three-word answers, targeting corpses/heads that have been dead up to a month.
9th level spell — Questions can now be phrased to receive one to two sentence answers, targeting corpses/heads or skeletal remains of almost any age.

Summon Horror (3rd level+)

Ranged spell ◆ **Daily**

Effect: You summon a ghoul, as per the summoning rules on page 11. The summoned ghoul fights for you until the end of the battle or until it drops to 0 hp, whichever comes first.

As you cast the spell at higher levels, the creature you summon varies, as shown below. The stats for each creature are shown below.

5th level spell — You can now summon a wight.
7th level spell — You can now summon a barrow wight.
9th level spell — You can now summon a greater wight.

Summoned Ghoul

3rd level spoiler [UNDEAD]
Initiative: +8
Vulnerability: holy

Claws and bite +8 vs. AC—8 damage
Natural even hit: The target is vulnerable (*attacks vs. it have crit range expanded by 2*) to attacks by undead until the end of the ghoul's next turn.

Pound of flesh: The ghoul's *claws and bite* attack deals +4 damage against vulnerable targets.

Infected bite: Any creature that is slain by a ghoul and not consumed will rise as a ghoul the next night.

AC 18
PD 16 **HP 20**
MD 12

Summoned Wight

5th level spoiler [UNDEAD]
Initiative: +8
Vulnerability: holy

Sword +10 vs. AC—14 damage
Natural even hit or miss: Unless the wight is staggered, the attack also deals 8 ongoing negative energy damage.

AC 22
PD 18 **HP 32**
MD 14

Summoned Barrow Wight

7th level spoiler [UNDEAD]
Initiative: +10
Vulnerability: holy

Sword +12 vs. AC—21 damage
Natural even hit or miss: Unless the barrow wight is staggered, the attack also deals 13 ongoing negative energy damage.

AC 24
PD 20 **HP 52**
MD 16

Summoned Greater Wight

9th level spoiler [UNDEAD]
Initiative: +12
Vulnerability: holy

Attack +14 vs AC—40 damage
Natural even hit or miss: Unless the greater wight is staggered, the attack also deals 20 ongoing negative energy damage.

AC 26
PD 22 **HP 90**
MD 18

Wave of Decay

Ranged spell ◆ **Daily**

Effect: Choose a nearby enemy. It takes 2d6 negative energy damage for each point on the escalation die. (For example, if the escalation die is 2 when you cast the spell, you'll deal 4d6 negative energy damage to the target.)

Until the end of the battle, as a free action at the start of each of your turns, repeat the effect above, choosing a target and dealing damage based on the escalation die value.

The effect ends at the end of the battle, when you drop to 0 hp, or when your *wave of decay* damage drops an enemy to 0 hit points!

5th level spell — 2d12 damage.
7th level spell — 3d12 damage.
9th level spell — 5d12 damage.

Champion Feat: The spell no longer ends when you drop to 0 hit points or below; instead it ends when you fail a death save.

Epic Feat: The spell no longer ends when you use it to drop an enemy to 0 hit points; it now ends when it drops a second enemy to 0 hit points.

5th Level Spells

Death's Call

Ranged spell ◆ Quick action to cast ◆ **Once per battle**

Effect: Choose a creature you can see in the battle. If that creature is the next creature to drop to 0 hp, you heal using a recovery.

7th level spell When the creature drops, one of your nearby allies can heal using a recovery instead of you.

9th level spell If the chosen creature is *not* the next creature in the battle to drop to 0 hp, you still gain 30 temporary hit points.

Champion Feat: The recovery is now free.

Epic Feat: If your choice was wrong, you don't expend the spell and can cast it later this battle. A second failed choice expends the spell.

Rotting Curse

Ranged spell ◆ **Daily**

Target: One nearby enemy

Attack: Intelligence + Level vs. PD

Hit: 30 ongoing negative energy damage (hard save ends, 16+), and each time the target fails the save, the ongoing negative energy damage increases by 15

Miss: 15 ongoing negative energy damage (hard save ends, 16+).

7th level spell 50 ongoing damage on a hit, with fail increments/miss damage of 25.

9th level spell 80 ongoing damage on a hit, with fail increments/miss damage of 40.

Summon Wraith (5th level+)

Ranged spell ◆ **Daily**

Effect: You summon a wraith, as per the summoning rules on page 11. This wraith fights for you until the end of the battle or until it drops to 0 hp, whichever comes first.

As you cast the spell at higher levels, you summon multiple wraiths. Stats for the two versions of the wraith summoned by the spell are listed below.

7th level spell You can now summon two wraiths.

9th level spell You can now summon two greater wraiths.

Epic Feat: When you cast *summon wraith* while the escalation die is 3+, you summon three wraiths or greater wraiths instead of two.

Summoned Wraith

5th level spoiler [UNDEAD]
Initiative: +10
Vulnerability: holy

Ice-cold ghost blade +10 vs. PD—14 negative energy damage
Natural 16+: The target is also weakened until the end of its next turn.

C: Spiraling assault +10 vs. PD (1d3 nearby enemies)—10 negative energy damage, and after the attack the wraith teleports to and engages with one target it hit
Limited use: The wraith can use *spiraling assault* only when the escalation die is even.

Flight: The wraith hovers and zooms about.

Ghostly: This creature has *resist damage 16+* to all damage (yes, even holy damage) except force damage, which damages it normally.
A wraith can move through solid objects, but it can't end its movement inside them.

AC 19
PD 14 **HP 33**
MD 17

Summoned Greater Wraith

7th level spoiler [UNDEAD]
Initiative: +12
Vulnerability: holy

Ice-cold ghost blade +12 vs. PD—20 negative energy damage
Natural 16+: The target is also weakened until the end of its next turn.

C: Spiraling assault +10 vs. PD (1d3 nearby enemies)—15 negative energy damage, and after the attack the wraith teleports to and engages with one target it hit
Limited use: The wraith can use *spiraling assault* only when the escalation die is even.

Flight: The wraith hovers and zooms about.

Ghostly: This creature has *resist damage 16+* to all damage (yes, even holy damage) except force damage, which damages it normally.
A wraith can move through solid objects, but it can't end its movement inside them.

AC 21
PD 16 **HP 47**
MD 19

You Know What to Do

Ranged spell ◆ **Daily**

Target: One or more nearby enemies with 90 hp or fewer, up to a maximum number of targets equal to the escalation die

Attack: Intelligence + Level vs. MD

Hit: The target is confused (save ends). Instead of attacking an ally, the target attacks itself.

Miss: Negative energy damage equal to your level.

7th level spell Targets with 160 hp or fewer.

9th level spell Targets with 260 hp or fewer.

Champion Feat: The crit range for attacks a confused target makes against itself expands by 4.

Epic Feat: Increase the hit point threshold of targets by 40 hp.

7th Level Spells

Cone of Corruption

Ranged spell ◆ **Daily**

Target: 1d3 nearby enemies in a group, and any of your allies engaged with those enemies

Attack: Intelligence + Level vs. PD

Hit: 10d10 + Intelligence negative energy damage.

Natural even hit: As a hit, plus the target is hampered (save ends).

Miss: Half damage.

9th level spell 2d8 x 10 damage.

Feigned Defeat

Close-quarters spell ◆ Quick action to cast ◆ **Daily**

Effect: You lose 10d8 hit points that can't be prevented in any way. At the start of your next turn, you heal using 3 free recoveries. If you are at 0 hp or below, or even dead, you return to life at 0 hp before healing.

9th level spell You lose 10d12 hit points.

Ghost Form

Ranged spell ◆ **Daily**

Target: You

Effect: Until the end of the battle, the target gains *flight* and *resist damage 16+* against all damage except force damage.

The target also only gains half the normal amount from healing effects, no matter the source.

9th level spell While in ghost form, you can move through solid objects, but you can't end your movement inside them.

Champion Feat: You can now target a nearby willing ally with the spell instead of yourself.

Epic Feat: You can now target up to two nearby willing allies (including you).

9th Level Spells

Finger of Death

Ranged spell ◆ **Daily**

Target: One nearby enemy with 240 hp or fewer

Attack: Intelligence + Level vs. MD

Hit: The target drops to 0 hp and dies.

Miss: You take 4d10 damage and regain *finger of death* after the battle.

Epic Feat: You can now target an enemy with 320 hp or fewer.

The Last of the Wine

Ranged spell ◆ **Daily**

Target: One or more nearby enemies, up to a maximum number of targets equal to the escalation die

Special: After you cast this spell, you drop to 0 hit points and can't use the escalation die any longer this battle. Nothing can prevent this change in hit points. You're going down. And if you get back up, you burned the escalation die's momentum up for your own spells and powers.

Attack: Intelligence + Level vs. MD

Hit: 3d6 x 10 negative energy damage.

Miss: Half damage.

Vampiric Form

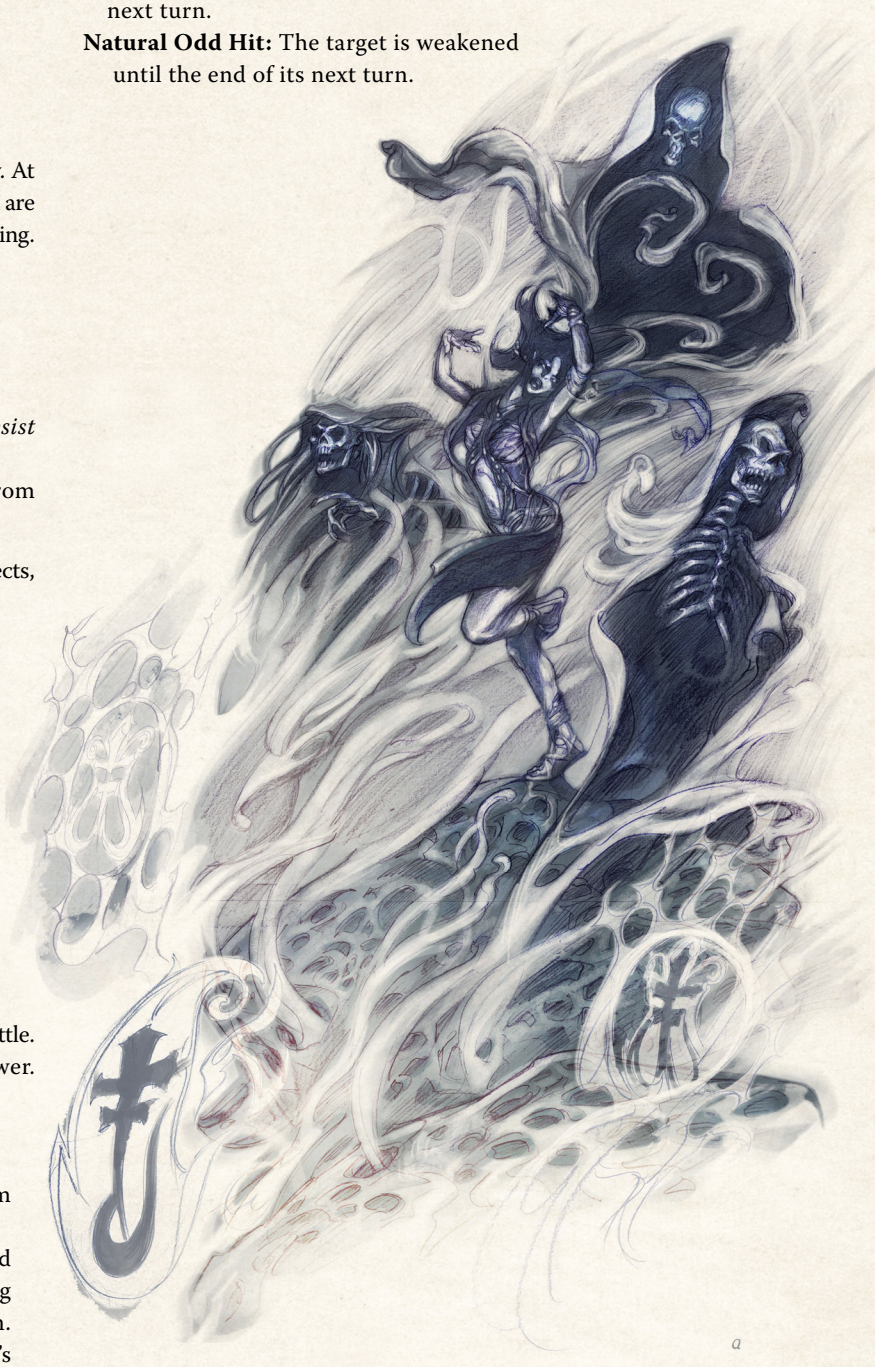
Ranged spell ◆ **Daily**

Effect: Until the end of the battle, or until you drop to –40 hit points, you heal 6d10 + triple your Charisma modifier hit points at the start of each of your turns. In addition, as long as this spell is in effect, you can make the following attack as a free action against each nearby enemy that misses you with an attack with a natural roll of 1–5.

Attack: Intelligence + Level vs. MD

Natural Even Hit: The target is confused until the end of its next turn.

Natural Odd Hit: The target is weakened until the end of its next turn.



The Occultist

Who is the occultist? What powers does she wield? The world does not know, nor does the occultist. Not yet, anyway.

The default rule for classes is that your character is just one of many people with similar powers. The occultist breaks this rule. There is only one occultist, and as we mention in the class features, your one unique thing should account for this somehow. Of course, when I say that there is only one occultist, it should raise the dramatic possibility that the occultist in your campaign is going to someday encounter another one after all. And you're free to play all the classes your way in your campaign, so if you'd rather make the occultist merely rare rather than unique, I'm not going to stop you. Normally I use "they" as the third-person pronoun for a generic PC or anyone else of indeterminate gender, but there is only one occultist, and using "they" would give the wrong connotation. The occultist could be female, or male, or neither, so we'll switch back and forth between she and he.

Overview

Play style: The occultist is a class for the player who likes to pay attention and weigh options. You craftily watch as the battle plays out around you, waiting for the right moment to distort reality in your favor. In a split second, you can set back time and tweak reality just enough to have a devastating effect. The fates of your friends and of your foes are in your hands. It's a good class for an experienced player.

Ability scores: The occultist (and there is only one) uses Intelligence and Wisdom. His vision penetrates the veil of surface reality, and his discernment lets him retain his sanity when he does so. Intelligence gives him deftness and accuracy (attack roll bonus), while Wisdom gives him power (damage bonus). Intelligence is the more important of the two.

The occultist gains a +2 class bonus to Intelligence or Wisdom, as long as it isn't the same ability you increase with your +2 racial bonus.

Races: The occultist is someone with mental and magical gifts, most likely a human, a high elf, or a gnome. Perhaps she is a dwarf, applying her engineering sense to destiny instead of to stone. A wood elf would have the insight to be a top-notch occultist, but the idiom of wood elves is action, not contemplation. Perhaps the occultist is a holy one or a demontouched, in which case her secret knowledge comes from the heavens or from the Abyss.

Backgrounds: The occultist likely owes his singular knowledge to a personal acquaintance with secrets beyond mortal ken, so his main background might be something like librarian of the forbidden, scion of the Black Sun Temple, or wandering mystic. Such a background includes the general familiarity with magical ways that you would expect from a spellcaster. The occultist might also have a background related to his past, before inspiration struck and he came into his power. The background might relate to how the occultist came to wield such unusual powers, such as ruins scavenger, antiquities forger, or privileged third son of nobility.

In the occultist's case, "occult" means hidden or occluded rather than related to cults or cultists. The occultist is the master of hidden powers that are invisible to others, not necessarily to powers that are evil or cultish.

Icons: The occultist's powers are unusual, and they may be a threat or a challenge to the established order, especially to the Archmage and the Priestess. Depending on the occultist's race and background, she may have a relationship to the Elf Queen, Dwarf King, or the Three (especially the Blue Sorceress). It's predictable that these would be conflicted or even negative relationships, but who says the occultist has to be predictable?

Gear

At 1st level, the occultist starts with the embroidered robes, secret scrolls, and runic vestments that you would expect from someone with such arcane power. He might have a small item that looks like a harmless bauble but whose markings become more intricate and mesmerizing the longer it's viewed. To defend himself, he has a staff or a dagger hidden under his robe. He also has some personal possessions left over from his earlier life.

If the occultist loves order, he starts with 25 gp. If he dances to the tune that fortune plays for him, he starts with 1d6 x 10 gp.

Armor

The occultist's mind is too far from the material world for her to be trained with armor or shields. But she also has a knack of being exactly where she needs to be to avoid an attack, which makes her harder to target than your typical spellcaster.

Occultist Armor and AC

Type	Base AC	Attack Penalty
None	*11*	—
Light	*11*	—
Heavy	13	–2
Shield	+1	–2

Weapons

The occultist is better at swinging an ally's weapon than at swinging his own. He can use the weapons that normal folk can use.

Occultist Melee Weapons

One-Handed	Two-Handed
Small	
1d4 dagger	1d6 club, staff
Light or Simple	
1d6 (–2 attack) mace, shortsword	1d8 (–2 attack) spear
Heavy or Martial	
1d8 (–4 attack) longsword, warhammer	1d10 (–4 attack) greatsword

Occultist Ranged Weapons

Thrown	Crossbow	Bow
Small		
1d4 dagger, dart	1d4 hand crossbow	—
Light or Simple		
1d6 (–2 attack) javelin	1d6 (–1 attack) light crossbow	1d6 (–2 attack) shortbow
Heavy Martial		
—	1d8 (–4 attack) heavy crossbow	1d8 (–5 attack) longbow

Basic Attacks

Melee attack

At-Will
Target: One enemy
Attack: Strength + Level vs. AC
Hit: WEAPON + Strength damage
Miss: Damage equal to your level.

Ranged attack

At-Will
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: WEAPON + Dexterity damage
Miss: —

Class Features

The occultist has the following class features.

Arcane Implements

You use arcane power to alter fate. While wands and staffs are designed for casting spells that are different from the spells you use, given a little time you can bend such an implement to your will. Perhaps somewhere in the worlds is a magical implement that would make it easier for you to retain your focus when you cast a spell, but no one's ever heard of such a thing.

Epic Feat: If you find a magic weapon that isn't an arcane implement but that calls to your soul, you can bend it to your will and use its attack and damage bonus for spellcasting also. Any other arcane benefits you gain from the weapon are at the GM's discretion.

Occultist Level Progression

Occultist Level	Total Hit Points	Total Feats	Class Talents (M)	Daily Spells					Level-up Ability	Damage Bonus From Ability Score
				1st level (M)	3rd level (M)	5th level (M)	7th level (M)	9th level (M)		
Level 1 Multiclass	(Avg. of both classes) x **3**	As 1st level PC	1 or 2 (3 total)	3	—	—	—	—	*Not affected*	ability modifier
Level 1	(6 + CON mod) x **3**	1 adventurer	4	4	—	—	—	—		ability modifier
Level 2	(6 + CON mod) x **4**	2 adventurer	4	5	—	—	—	—		ability modifier
Level 3	(6 + CON mod) x **5**	3 adventurer	4	2	3	—	—	—		ability modifier
Level 4	(6 + CON mod) x **6**	4 adventurer	4	—	6	—	—	—	+1 to 3 abilities	ability modifier
Level 5	(6 + CON mod) x **8**	4 adventurer 1 champion	5	—	3	3	—	—		2 x ability modifier
Level 6	(6 + CON mod) x **10**	4 adventurer 2 champion	5	—	—	7	—	—		2 x ability modifier
Level 7	(6 + CON mod) x **12**	4 adventurer 3 champion	5	—	—	4	4	—	+1 to 3 abilities	2 x ability modifier
Level 8	(6 + CON mod) x **16**	4 adventurer 3 champion 1 epic	6	—	—	—	9	—		3 x ability modifier
Level 9	(6 + CON mod) x **20**	4 adventurer 3 champion 2 epic	6	—	—	—	4	5		3 x ability modifier
Level 10	(6 + CON mod) x **24**	4 adventurer 3 champion 3 epic	6	—	—	—	—	10	+1 to 3 abilities	3 x ability modifier

(M): Indicates columns in which multiclass characters lag one level behind.

Occultist Stats

Initiative, AC, PD, MD, Hit Points, Recovery Dice, Icon Points, and Feats are level dependent.

Ability Bonus	+2 Intelligence or Wisdom (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (no/light armor)	11 + middle mod of Con/Dex/Wis + Level
Physical Defense	10 + middle mod of Str/Con/Dex + Level
Mental Defense	11 + middle mod of Int/Wis/Cha + Level
Hit Points	(6 + Con mod) x Level modifier (see level progression chart)
Recoveries	(probably) 8
Recovery Dice	(1d6 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Icon Relationships	3 points (4 at 5th level; 5 at 8th level)
Talents	4 (see level progression chart)
Feats	1 per Level

Delayed Magical Healing

As you send your intellect beyond the conventional reality of the worlds, you distance yourself from the worlds' power of healing. Magical healing effects heal you one round after the effect would normally be applied. You gain the healing at the start of the turn of whoever applied the magical healing effect, or at the start of your next turn if you drank a healing potion or found some other way of magically healing yourself during your last turn.

Practically speaking, you can ignore this momentary delay outside of combat. You can also ignore it when you rally; rallying isn't a magical healing effect.

In battle, there will be times that your allies cast healing spells on you with the expectation that you're going to be badly wounded this round . . . only to find that you've skated through untouched and the healing ends up wasted. The Fates can be cruel, especially to the one who does not bow to them.

Adventurer Feat: Your baseline hit points are 7 instead of 6.

Champion Feat: Once per battle when a healing effect would be applied to you, you can roll a save (11+). If you succeed, you get the healing immediately. If you fail, lose a hit point. Just one. A token.

Epic Feat: Increase your total recoveries by 1. When severely pressed, you can momentarily disassociate your mental and physical shell from the veil of reality. Once per day as a free action when a natural attack roll of 17 or less hits you, you take only half damage from that attack instead.

Focus and Spellcasting

Wielding your arcane power of reality requires two steps. First, you take time to focus your mind on the skeins of destiny that pull the material world along. Once you have this focus, you can cast a spell (to distort reality). Casting a spell generally expends your focus until you can gain it again. Sometimes, however, you manage to retain your focus, allowing you to cast a spell again during your turn or the next round.

Gaining your focus requires a standard action, and it draws opportunity attacks just like using a ranged attack does. (The "range" in this case is "beyond this world.") Once you have your focus, you can expend it to cast an occultist spell. You can cast most of your spells only in response to an event, typically during an enemy's turn or an ally's turn (indicated by the trigger line in a spell stat block). For example, you might be able to force an enemy to reroll a natural odd attack roll, which means you can cast that spell only when an enemy makes such an attack. These spells require interrupt actions, and you can only use one of those each round. You are interrupting space/time and putting it back together in a manner more pleasing to your discerning soul. The typical cycle for you is to gain your focus during your turn and then expend it by casting a spell during someone else's turn.

Retain Focus: You normally have to expend your focus to cast occultist spells. Most of your spells allow you a chance to retain your focus, however, when the spell's attack roll is within the listed range. The range is on the low end, so the worse your roll (generally when you miss) the more likely you'll be to keep your focus. Each spell with a retain focus range lists that range at the end of the spell stat block.

Adventurer Feat: When you cast a spell and retain your focus, you gain a +2 bonus to all defenses until the start of your next turn.

Champion Feat: While you have your focus, when an enemy misses you with an attack, it takes psychic damage equal to your level.

Epic Feat: The "retain focus" range of your occultist spells increases by 2 (for example, 1–5 would be 1–7).

Rebuke

With focus, you can pummel someone with their own negative karma. In addition to the spells you normally know based on your level, you also know *karmic rebuke*. There are no feats associated with this spell. If you want to use it to the fullest effect, take the Superior Rebuke talent.

Karmic rebuke requires a quick action instead of an interrupt action. It's designed so you can cast it during your turn when you've retained your focus, then use your standard action to get your focus back that same turn.

Karmic Rebuke

Close-quarters spell ◆ Quick action to cast; expend focus ◆ **At-Will**
Target: One nearby enemy
Attack: Intelligence + Level vs. MD
Hit: 1d6 + Wisdom psychic damage.

3rd level spell	3d6 damage.
5th level spell	5d6 damage.
7th level spell	5d8 damage.
9th level spell	7d10 damage.

Uniqueness

You're the only occultist. Your one unique thing should address your identity as the occultist, but you need to contribute your own personal take on the character just like you would with a dwarf fighter or other character class. A character's *unique* concerns story material beyond a class description, yours included.

Spell Choices and Flexible Recharge

Like the standard spellcasters in the *13th Age* core rulebook, you choose the spells you will be able to cast after each full heal-up.

When you successfully recharge a spell, you can regain any spell of that spell's level, not necessarily the same spell again. For example, the occultist has used *brilliant comeback* cast at 5th level, and now she's resting and rolling to recharge. In effect, she's rolling to recharge not that particular spell but a 5th level spell slot. She succeeds on the recharge roll and selects a 5th level spell that's not currently one of the spells she knows. If she likes, she can prepare *brilliant comeback* again, but she could also choose any other spell she doesn't already have prepared.

Adventurer Feat: Once per day, you can automatically succeed on a recharge roll that's 6+ (but not 11+ or 16+).

Champion Feat: Once per day when you recharge a spell (usually during a quick rest), you can make a recharge roll for a recharge spell even if you haven't expended that spell (allowing you to have an additional use of that spell available).

Epic Feat: Once per day, you can automatically succeed on a recharge roll.

Talents

Choose four of the following class talents.

You get an additional occultist class talent at 5th level, and again at 8th level.

Brain-Melting Secrets

You have looked upon reality squarely, with no veil, smoke, or mirrors. It would be more than enough to drive any other mortal mind insane. When you touch the minds of your enemies, you reveal to them some small hint of the unsettling reality that you know all too well. They try to not even look at you afterward. . . .

When you hit with a spell attack that deals psychic damage, one target of the attack can't attack you during its next turn this battle unless you are the only nearby enemy.

Adventurer Feat: The effect works whenever you hit an enemy with a spell, not only one that deals psychic damage.

Champion Feat: You are immune to the confused and dazed conditions. In addition, charm, fear, sleep, and similar mental effects have no effect on you.

Epic Feat: Once per battle when you deal psychic damage to an enemy, if it has 300 hp or fewer, you can also weaken it (save ends).

Hewer of Truth

You have a personal edged weapon that is a metaphor for your ability to cut through reality. If you slice through reality with elegant sweeps, you have a slightly curved sword. If you hack reality apart, maybe it's a battleaxe. And when you swing that weapon, it's more than a metaphor.

Mechanically speaking, you can use an edged melee weapon without an attack penalty. You can use Intelligence instead of Strength for your attack rolls with that weapon, and Wisdom instead of Strength for your damage rolls. In addition, when you hit an enemy engaged with you with a spell, you can cause a small amount of extra harm to that foe with your weapon. The target takes ongoing damage equal to your melee attack miss damage.

Adventurer Feat: Twice per day when an enemy engaged with you misses you with an attack, you can deal ongoing damage to it equal to your Wisdom modifier + Level as you give it a quick slice you're your weapon (double your Wisdom modifier at 5th level; triple it at 8th level).

Champion Feat: While you have your focus, you gain a +4 bonus to opportunity attacks.

Epic Feat: Once per day when you hit an enemy with *karmic rebuke*, you can make a basic melee attack as a free action.

Icon Channeler

You cannot take this talent if you have taken the Icon Envoy *talent.*

During your meditations, when you peer behind the veil of reality, you align your soul with the great powers that govern civilization. You have three fewer relationship dice than normal (probably none at adventurer tier, one at champion tier, and two at epic tier). Instead, when all the characters get to roll relationship dice, you get a 5 to apply to any icon you choose. Like any other character, you can gain relationship dice through extraordinary story events. Remember, just because an icon is out to kill you doesn't mean you have relationship dice with that icon. Dice represent the utility of a connection in the story not its strength. If you encounter icons other than the standard ones, you can probably talk the GM into letting you align your soul to them, but expect it to cost you.

Adventurer Feat: Choose three icons when you take this feat. Each time you apply your 5 to one of those icons, roll a d6. On a 5–6, change that 5 you're applying to a 6.

Champion Feat: As the adventurer feat, except that you can also choose three more icons (six total) when you take this feat that allow you to roll the d6 when you apply a 5 to one of them.

Epic Feat: You now get two 5s when the other characters roll icon relationship dice. You can roll a d6 for each 5 if you apply it to a chosen icon from the adventurer and champion feats.

Icon Envoy

You cannot take this talent if you have taken the Icon Channeler *talent.*

During your otherworldly meditations, you can sometimes conduct the karmic forces of the icons to your allies. Each time the characters roll relationship dice, declare which player will get at least a 5 with one of their icons before the rolls (as in "Rob with the Prince"). The player rolls one of their dice for that icon before the others. That first roll counts as a 5 unless the player rolls 6. Roll all other icon dice normally.

Adventurer Feat: Once per level, instead of working with the icon relationships your ally has, give an ally a 5 with an icon they don't have a relationship with.

Champion Feat: If the first roll for the called icon is even (2, 4, 6), it counts as a 6 instead of a 5.

Epic Feat: If the first roll for the called icon is odd (1, 3, 5), you can declare a second player and one of their icons, and have them roll one icon die the same way.

Otherworld Shadow

A shadow self haunts you—a spirit that is both intimately you and eerily other. The shadow lurks near you most of the time, sometimes an actual shadow on a wall, but other times only a presence sensed just over your shoulder. It may also appear as an apparition of some other sort: a reflection, an inhuman voice, a cool spot in the room, etc. How you relate to your shadow says a lot about who you are as an occultist. Is it an implacable higher self to which you pray for power? Or is it a semblance of life that you have created from part of your own soul? In terms of story, you interact with your shadow a lot, and it might even be central to letting you do what you do.

Once per day as an interrupt action, negate all damage and effects from an enemy's attacks against you that turn as your shadow absorbs them. Using this talent's power means you avoid damage from a monster's multiple attacks if it has them. It also works against multiple attacks from mooks in the same mob working on the same initiative count, but not attacks from multiple non-mook monsters.

Adventurer Feat: Your shadow grants you greater personal resilience: increase your total recoveries by 1.

Champion Feat: Once per day as a free action, you can end all ongoing damage affecting you as you pass off the damage to your shadow.

Epic Feat: Once per day as a free action, your shadow can reveal its terrible, mind-bending visage, appearing in the most horrible way for all to see. You gain a *fear aura* that affects each enemy attacking you or engaged with you. The hit point threshold for the fear effect is the standard value for a monster five levels above you. Allies are not subject to the fear effect unless they cast a spell that targets you or otherwise interact with you directly in some way. Even in this case, that ally can spend a move action to be immune to your shadow's *fear aura* for one round as they remind themselves that it's just your shadow.

PC Lvl	Fear Threshold HP (Level + 5)
1	30
2	36
3	48
4	60
5	72
6	96
7	120
8	144
9	192
10	230

Stance of Necessity

You can call on your future destiny to make your current path safer. Twice per day as a quick action, you can gain a +4 bonus to all defenses as you draw protective karma around yourself. The protection lasts until the end of the battle and is in effect while you do NOT have your focus. The bonus also ends when an attack hits you while you don't have your focus.

Adventurer Feat: You can guard the path of a nearby ally instead of yourself (you don't have to see that ally). The defense bonus ends if either you or the ally is hit while you don't have your focus.

Champion Feat: Your Stance of Necessity uses are now recharge 16+ instead of daily.

Epic Feat: When an enemy misses you with an attack while you don't have your focus, it takes psychic damage equal to triple your Wisdom modifier + Level.

Superior Rebuke

They say not to judge, but you know better. Your disdain for mortals is lethal, and you are not stingy in doling it out. The first time each round that you expend your focus to cast a spell as an interrupt action and fail to retain your focus, roll a d20 afterward. On an 18–20, you can also cast *karmic rebuke* as a free action, using that roll in place of your attack roll. You can use this talent again during a later round in the battle once you have your focus again.

Adventurer Feat: You can also make the *karmic rebuke* attack when the d20 roll is 2–4 (low monster MD plus an escalation die bonus often means you'll still hit).

Champion Feat: You can also make a *karmic rebuke* attack as a free action when you roll a natural 5, 10, 15, or 20 on initiative, even if you don't have your focus.

Epic Feat: One battle per day as a free action, you can enhance your *karmic rebuke*. When you enhance it, enemies are vulnerable (crit range expands by 2) to your *karmic rebuke* attacks until the end of the battle or until you score a critical hit with the attack.

Unwinding the Soul

Once you have seen the secret skeins of necessity that wrap around an enemy, you become better at unwinding them and bringing misfortune to that foe.

When you cast a spell and roll a natural 11+ with the attack, after the attack you can "unwind" the target as a free action, making it vulnerable to your attacks until the end of the battle. You can unwind only one enemy at a time, so if you choose to unwind a different enemy, the previous foe is no longer vulnerable to your attacks.

Adventurer Feat: You can now unwind a second enemy, but if you unwind a third, the first enemy is no longer vulnerable. You can also take this feat multiple times, allowing you to unwind another enemy each time you select it.

Champion Feat: You can now unwind an enemy with any attack roll other than a natural 1 when you cast a spell, instead of only on an 11+.

Epic Feat: When you attack an enemy that you have begun to unwind and roll a natural 11+ against it, it takes extra psychic damage equal to your Wisdom modifier + Level from all subsequent hits by you or your allies.

Warp Flesh

When you cast a spell that targets Mental Defense and the target has a higher MD than PD, the attack "twists" and targets PD instead. When a spell twists this way, it deals force damage instead of its normal damage type.

The ability of the occultist to deal force damage demonstrates that underneath surface phenomena, the worlds are composed of force, but no one knows what that really means. Run with the story-consequences of "flesh-warping" attacks as you wish.

Adventurer Feat: When you cast a spell that twists, you gain temporary hit points equal to your Wisdom modifier (double your Wisdom modifier at 5th level; triple it at 8th level).

Champion Feat: When you score a critical hit with a spell, the target also takes ongoing force damage equal to double your Wisdom modifier (triple it at 8th level). The ongoing damage isn't doubled by the crit.

Epic Feat: Once per battle when you hit an enemy with a spell, you can negate all of the target's resistances (hard save ends, 16+) by twisting its flesh temporarily out of form. This effect occurs even if the target's PD is higher than its MD.

1st Level Spells

Better Yet, Here

Close-quarters spell ◆ Interrupt action to cast; expend focus ◆ **At-Will**

Trigger: One of your allies hits, but does not crit, a nearby enemy with an attack.

Target: The enemy hit by the attack

Attack: Intelligence + Level vs. MD

Hit: The target takes 2d6 + Wisdom extra damage from the hit. (If your attack crits, double the damage you are adding to your ally's attack, but not their base damage.)

Miss: The target takes extra damage from the hit equal to the spell level.

Retain Focus: 1–5.

3rd level spell	4d6 damage.
5th level spell	6d6 damage.
7th level spell	6d10 damage.
9th level spell	8d10 damage.

Champion Feat: When this attack drops the enemy to 0 hp or drops the last mook of a mob, you don't expend your focus.

Epic Feat: When the triggering ally scores a critical hit with the attack, you don't expend your focus.

Bitter Lessons

Close-quarters spell ◆ Interrupt action to cast; expend focus ◆ **Recharge** 16+ after battle

Trigger: A nearby enemy misses with an attack.

Target: The attacking enemy

Attack: Intelligence + Level vs. MD

Hit: 2d6 + Wisdom psychic damage, and the ally the target missed gains the same amount of temporary hit points.

Miss: Half damage, and you take the other half of the damage.

Retain Focus: 1–15.

3rd level spell	4d6 damage.
5th level spell	6d6 damage.
7th level spell	6d10 damage.
9th level spell	8d10 damage.

Brilliant Comeback

Close-quarters spell ◆ Interrupt action to cast; expend focus ◆ **Recharge** 6+ after battle

Trigger: A nearby ally uses a recovery.

Effect: The triggering ally can make a basic attack as a free action. Instead of using their attack bonus, that ally uses an attack bonus equal to your Intelligence modifier + 5.

3rd level spell	Intelligence modifier +7.
5th level spell	Intelligence modifier +10.
7th level spell	Intelligence modifier +12.
9th level spell	Intelligence modifier +15.

Retain Focus: 1–15

Adventurer Feat: The triggering ally adds hit points equal to your Wisdom modifier to the recovery (double your Wisdom modifier at 5th level; triple it at 8th level).

Champion Feat: The triggering ally can make an at-will attack instead of a basic attack.

Epic Feat: The target of the triggering ally's attack is vulnerable to that attack.

Inevitable Fall

Close-quarters spell ◆ Interrupt action to cast; expend focus ◆ **Recharge** 16+ after battle

Trigger: One of your allies attacks a nearby enemy and misses.

Target: The missed enemy

Attack: Intelligence + Level vs. MD

Hit: 4d8 + Wisdom psychic damage, and 5 ongoing psychic damage.

Miss: 5 ongoing psychic damage.

Retain Focus: 1–5.

3rd level spell	8d6 damage, and 10 ongoing damage	10 ongoing damage on a miss.
5th level spell	8d10 damage, and 15 ongoing damage	15 ongoing damage on a miss.
7th level spell	2d6 x 10 damage, and 25 ongoing damage	25 ongoing damage on a miss.
9th level spell	2d10 x 10 damage, and 35 ongoing damage	35 ongoing damage on a miss.

Adventurer Feat: The save to end the ongoing damage, hit or miss, is hard (16+).

Moment of Karma

Close-quarters spell ◆ Interrupt action to cast; expend focus ◆ **At-Will**

Trigger: A nearby enemy hits you with an attack.
Target: The attacking enemy
Attack: Intelligence + Level vs. MD
Hit: 3d6 + Wisdom psychic damage.
Miss: Damage equal to spell level.
Retain Focus: 1–5.

3rd level spell 5d6 damage.
5th level spell 5d10 damage.
7th level spell 7d10 damage.
9th level spell 10d10 damage.

Adventurer Feat: When the target is staggered before the attack, it's vulnerable to this attack.

Champion Feat: When you hit with this spell, the target also takes ongoing damage equal to double your Wisdom modifier (triple it at 8th level).

Epic Feat: Add triple your Wisdom modifier to your miss damage.

Timely Mistake

Close-quarters spell ◆ Interrupt action to cast; expend focus ◆ **Recharge** 6+ after battle

Trigger: A nearby enemy hits you or an ally with a natural odd attack roll.
Target: The attacking enemy
Attack: Intelligence + Level vs. MD
Hit: 1d6 + Wisdom psychic damage, and the target rerolls the attack and must use the lower result.
Miss: Damage equal to spell level.

3rd level spell 3d6 damage.
5th level spell 5d6 damage.
7th level spell 5d8 damage.
9th level spell 7d10 damage.

Retain Focus: 1–5.

Adventurer Feat: If the triggering attack targets one of your allies, that ally gains a bonus to all defenses against the rerolled attack equal to your Wisdom modifier.

Champion Feat: This spell's damage dice increase by one size (for example, d6s become d8s).

Epic Feat: When you miss with this spell but retain your focus with the roll, the target takes double the miss damage, unless you rolled a 1.

3rd Level Spells

Blood for Blood

Close-quarters spell ◆ Interrupt action to cast; expend focus ◆ **At-Will**

Trigger: One of your allies is staggered by a nearby enemy's attack.
Target: The attacking enemy
Attack: Intelligence + Level vs. MD
Hit: 3d6 + Wisdom psychic damage, and the target is vulnerable (save ends).
Miss: Damage equal to spell level.

5th level spell 5d6 damage.
7th level spell 5d8 damage.
9th level spell 7d10 damage.

Retain Focus: 1–5.

Adventurer Feat: The spell can now trigger when an ally is dazed, weakened, or stunned by an enemy's attack.

Champion Feat: On a hit, the target is now vulnerable until the end of battle.

Epic Feat: Your retain focus range with this spell is now 1–15.

Diversion of Pain

Close-quarters spell ◆ Interrupt action to cast; expend focus ◆ **Recharge** 6+ after battle

Trigger: A nearby enemy of 5th level or lower hits one of your allies with an attack that could have targeted you or a different ally.
Effect: The triggering attack now targets you or a different ally of your choice as long as that creature would be a legal target of the attack. Keep the same attack roll.

5th level spell An enemy of 8th level or less can now trigger this spell.
7th level spell An enemy of 11th level or less can now trigger this spell.
9th level spell An enemy of any level can now trigger this spell.

Retain Focus: 1–15.

Adventurer Feat: The new target of the attack gains a +2 bonus to all defenses against the triggering attack.

Champion Feat: You can now cast this spell when a triggering enemy hits you with an attack.

Epic Feat: The new target gains *resist damage 18+* against the triggering attack.

Fortune Smiles

Close-quarters spell ◆ Interrupt action to cast; expend focus ◆ **Recharge** 6+ after battle

Trigger: A nearby ally fails a save against an effect created by a level 1–4 enemy.

Effect: That ally gains a bonus to the save equal to your Intelligence modifier.

5th level spell A level 5–7 effect.
7th level spell A level 8–10 effect.
9th level spell A level 11+ effect.

Retain Focus: —

Champion Feat: Your retain focus range with this spell is now 1–5.

Epic Feat: When you cast this spell, choose a second nearby ally. It can roll a save against a save ends effect.

Strike of the Last Breath

Close-quarters spell ◆ Interrupt action to cast; expend focus ◆ **At-Will**

Trigger: A nearby ally drops to 0 hp or below from the attack of an enemy engaged with it.

Target: The triggering ally

Attack: Intelligence + Level vs. MD

Effect: Before the target drops, it can make a basic attack against the attacking enemy as a free action (if possible), but uses your attack roll instead. On a hit, the attack deals normal damage, and the target (your ally) takes less damage from the triggering attack equal to 3d6 + Wisdom modifier.

If the target can't make a basic attack against the enemy making the triggering attack, this spell has no effect.

Retain Focus: 1–5.

5th level spell Prevent 5d6 damage.
7th level spell Prevent 5d8 damage.
9th level spell Prevent 7d10 damage.

Adventurer Feat: The target can make an at-will attack instead of a basic attack.

5th Level Spells

Call of Doom

Close-quarters spell ◆ Free action to cast ◆ **At-Will**

Trigger: You drop to 0 hp or below or roll a death save.

Special: You can cast this spell without having your focus. If the trigger is you dropping, you cast it before you drop. If the trigger is a death save, you cast it while unconscious; even in that state you still can assert your will upon reality.

Target: The closest random nearby enemy

Attack: Intelligence + Level vs. MD

Hit: 7d6 + Wisdom psychic damage.

Retain Focus: —.

7th level spell 6d10 damage.
9th level spell 10d10 damage.

Crooked Step

Close-quarters spell ◆ Interrupt action to cast; expend focus ◆ **Recharge** 16+ after battle

Trigger: An enemy with 100 hp or fewer moves to engage one of your allies and attacks.

Effect: The triggering enemy rerolls its attack and uses the roll of your choice. If the attack misses, that enemy isn't engaged with your ally (it wasn't able to move quickly/close enough).

7th level spell 160 hp or fewer.
9th level spell 250 hp or fewer.

Retain Focus: 1–5.

Champion Feat: The ally the triggering enemy is attacking gains a bonus to all defenses against that attack equal to your Intelligence modifier.

Epic Feat: When this spell makes the triggering enemy miss with an attack, that enemy takes psychic damage equal to (1d8 x the spell level) + triple your Wisdom modifier. For example, casting at 7th level with a Wisdom of 20, and rolling a 4 on the d8, you'd deal 43 damage (28 + 15).

Fateful Confrontation

Close-quarters spell ◆ Interrupt action to cast; expend focus ◆ **Recharge** 16+ after battle

Trigger: A nearby unengaged enemy ends its turn.

Target: The triggering enemy

Attack: Intelligence + Level vs. MD

Hit: Until the start of the target's next turn, you and each of your allies can make melee attacks against it as if you were engaged with it, as long as the attacker can see the target. Note, when you or an ally attacks the target while nearby or far away, the attacker isn't actually engaged with the target.

Retain Focus: 1–5.

Adventurer Feat: The spell now triggers against a far away unengaged enemy.

Champion Feat: Your retain focus range with this spell is now 1–15.

Epic Feat: The spell is now recharge 11+ after battle instead.

Stifle

Close-quarters spell ◆ Interrupt action to cast; expend focus ◆ **Recharge** 6+ after battle

Trigger: An enemy with 70 hp or fewer fails a disengage check or is targeted with an opportunity attack.

Target: The triggering enemy

Attack: Intelligence + Level vs. MD

Hit: The target ends its movement, if any, and can't take any more actions this turn.

Retain Focus: 1–10.

7th level spell 100 hp or fewer.
9th level spell 160 hp or fewer.

Champion Feat: On a hit, the target also takes psychic damage equal to your Level + double your Wisdom modifier (triple it at 8th level).

Epic Feat: Increase the triggering hit point threshold by 50.

7th Level Spells

Arcane Loop

Close-quarters spell ◆ Interrupt action to cast; expend focus ◆ **Recharge** 16+ after battle

Trigger: A nearby ally casts a daily or recharge spell of 7th level or lower.

Effect: The triggering ally doesn't expend that spell.

Retain Focus: —.

9th level spell A spell of 9th level or lower.

Champion Feat: The triggering ally also gains temporary hit points equal to double your Wisdom modifier + the level of the triggering spell. In addition, that ally gains the temporary hit points again when they cast that spell this battle.

Epic Feat: Your retain focus range with this spell is now 1–15.

Liberating Blow

Close-quarters spell ◆ Interrupt action to cast; expend focus ◆ **At-Will**

Trigger: A nearby ally fails a disengage check.

Effect: The triggering ally can make a basic melee attack against an enemy engaged with it as a free action, but it uses your attack roll instead of its own: Intelligence + Level vs. MD. On a hit, the attack deals normal damage and the disengage check is successful.

Retain Focus: 1–5.

9th level spell The target can now make an at-will or close-quarters attack instead of a basic melee attack, using your attack roll.

Epic Feat: The target's disengage check is successful whether or not the attack hits.

9th Level Spells

Hasten Fate

Close-quarters spell ◆ Interrupt action to cast; expend focus ◆ **Recharge** 6+ after battle

Trigger: A non-mook enemy drops to 0 hp while the escalation die is 3, 4, or 5.

Effect: Increase the escalation die by 1.

Retain Focus: —.

Epic Feat: The spell now triggers when the escalation die is 2–5.

Rewind the Skeins

Close-quarters spell ◆ Standard action to cast; you can only cast this spell out of battle ◆ **Once per level**

Trigger: You realize that the last two minutes of out of battle roleplay or existence have gone horribly wrong and you want to rewind and try to redirect reality in a manner that you wish.

Effect: Reality goes back two minutes. You remember what happened the first time. No one else does. This effect usually can't rewind past battles—it's designed for reliving or avoiding social interactions, roleplaying moments, traps, non-combat events, earthquakes, tarrasque appearances (if you could use it before rolling initiative!), and even icon relationship rolls.

Epic Feat: Take it back five minutes. Time is pretty subjective in our game anyway, and now it's even more so, for you.

CHAPTER 2

MULTICLASSING

Each multiclass character belongs to two classes instead of one. Multiclassing provides versatility—two classes offer more options than one. Multiclassing's drawback is that you give up raw power. You're not as capable in either of your classes as your single-class comrades, and by some rubrics you're not as powerful as a single class character, period.

Multiclass at 1st level or convert during play?: You can start at 1st level with a multiclass character or convert to being a multiclass character when you gain a level. Changing from a single-class character to a multiclass character during a campaign is often a consequence of some powerful story event.

It seems more likely to us that choosing a multiclass option is something you do early in your career. If events in the campaign and the story of your character suggest a shift of personality and abilities during champion or epic tier, that's fine, but it should also be a correspondingly big deal, a transformation instead of growth.

***Difficulty*:** New players should play a single-class character before experimenting with multiclassing. Of course, if you're the type of new player this doesn't apply to, the power is yours.

There's another type of player who should probably avoid multiclassing: someone who doesn't like wading through a few pages of rules. This multiclass stuff has a few finicky elements.

Multiclassing Goals

Multiclassing in D20-rolling games traditionally offers players who love building characters the opportunity to design elegant (and occasionally uber-powerful) combinations of classes. We're on board with the option for elegant design. The other goals of our multiclassing system are to provide options for versatile player characters and to support character concepts that mix two classes, whether that's traditional mixes like the fighter/wizard or something weird that happens to suit your character's One Unique Thing and backgrounds.

Here's an outline of the sections on multiclassing that follow:

- **Story Angles** explains our thoughts behind multiclassing. This isn't your first rodeo, but you still may draw inspiration from a couple of our story notes.
- **No Power Crossovers** covers the general rule that spells and powers from one class generally don't combine with spells and powers from another class.
- **Multiclassing Basics** outlines what most every multiclass character has in common. These are the rules for creating your character, information that would have been in chapter 2 of the core rulebook if we'd had multiclassing ready. The list includes rules for choosing your talents, accessing powers and spells from both classes, figuring out your defenses, determining hit points and recoveries, establishing what armor and weapons you're good with, and so on. The **Key Modifier** material in this section describes how two ability scores blend to create the ability modifier that will be most significant for a multiclass character.
- The **Key Modifier table** lists the key ability scores for every multiclass character combination.
- **Class by Class Multiclassing** outlines class details you'll want to keep track of and offers feats that can help a class play better as a multiclass.

The Story Angles

Most of the multiclass information that follows is heavily mechanical. Before we get into the nuts and pistons of the rules, let's take a step back and consider how different players and campaigns might make use of this multiclass tech.

As a consequence of having two patrons: Torn between two icon relationships? A multiclass may capture the conflict perfectly, since each icon has something different to teach you and a divergent path it hopes you will walk.

As a corollary of a One Unique Thing: Many players create interesting stories for their characters that start "I am the only . . . ." If you enjoy the versatility of multiclassing, consider using a multiclass character to emphasize exactly how different your character is from most other people. It might be too much to claim sole ownership of the multiclass role in that world. But you might own it for the campaign.

As a symbol of fallen power: What would an extremely powerful character who had been stripped of most of their power look like? Possibly something like a multiclass character—a wide range of abilities indicating their previous mastery and bluntly lower raw power as a sign of just how far they've fallen.

As a desperate means of avoiding a TPK when your GM is a killer and none of the healers showed up: If you think about it, this does sort of qualify as a story angle. Maybe more as an angle on the meta-story in which you're embedded as players, but that's a story. I hope this message arrives soon enough to save you. Or someone at least. It's not a TPK if one of you survives.

As a development of your character's personality: Heinsoo hardly ever plays a character through a full campaign without roleplaying through a huge personality shift; if we'd had multiclass rules in place during our first campaign, his forgeborn named Cantilever would have responded to unexpected blessings from the High Druid by multiclassing from wizard into wizard/druid, mechanical issues be damned. If you like external proof of internal change, multiclassing may work for you.

In the opposite direction, as a sign of focus, terrible damage, or campaign loss: Could a character start as a multiclass, get seriously blasted or refocused, and become a single-class character? Yes.

As a campaign history element set up by the GM or players: Maybe the original champions of the now-ruined Grey

Towers were all fighter/wizards. Maybe being a bard/sorcerer in this campaign makes you a member of an elite group dedicated to the restoration of the usurped Elf King. Maybe there's a "holiday" during which any necromancer/wizard can visit the Necropolis for an audience with the Lich King and escape with their life, if not their reputation. We'll shut up and let you handle the rest of the maybes yourself.

Other Customizations

The multiclassing rules offer many avenues for customizing your character. But it's not always necessary to go all the way through multiclassing to achieve what you'd like if what you want is simple. You can talk to your GM about borrowing a single element from another class to help you get the character you want. For example, a monk could use a talent to have an animal companion like the druid, or a smaller friend like a ranger's pet.

Similarly, our players frequently rename their attacks and spells to suit their characters' personalities and icon connections.

No Power Crossovers

Our core multiclass rule is that you can't apply a talent, feat, or class feature to a spell or attack from a different class. For example, a barbarian/rogue who is raging makes barbarian attacks, rolling 2d20s to hit, but can't add rogue Sneak Attack damage on top of the barbarian melee attack.

Likewise, a rogue that uses *shadow walk* has to make a rogue attack upon returning to play, not a barbarian rage attack.

Similarly, a fighter/barbarian has to decide before rolling whether they'll make a fighter class attack, allowing them to use one of their flexible attack maneuvers, or a barbarian attack, possibly allowing them to use a barbarian talent such as Unstoppable. A fighter attack wouldn't allow the fighter/barbarian to follow-up with a barbarian Cleave attack either. As a rule, you can't make (or milk!) an attack or spell using more than one class's benefits.

To list another obvious example, a sorcerer/wizard or sorcerer/cleric can't gather power as a sorcerer and then get double damage casting a spell from their other class.

Some multiclass feats might break these general rules.

Effects with longer durations: These prohibitions usually don't apply to effects you create that don't require actions to maintain. A cleric/barbarian could use an invocation at the start of the battle, cast a spell, and then start raging. The effects of the invocation would continue since it doesn't require new actions to sustain it.

Rage, on the other hand, is a special case, preventing actions from other classes even though you don't have to use actions to keep raging. See the barbarian multiclass information on page 108 for more on that.

Multiclassing Basics

Here's the guide to creating a multiclass character. If there's an element of character class configuration we don't mention, you can assume that it works the same for multiclass characters as it does for single-class characters. The specific rules in the class-by-class section trump these general rules, so you'll need to check the entries for both your classes to make sure you've seen all the options.

This is a long checklist, so let's call out what are probably the three most important sections below*: Level Progression* covers how many powers/spells you get and when (hint: one level behind); *Key Ability Scores & Key Modifiers* explains the math of most of your multiclass character's attacks; and *Weapon Damage* explains how multiclass characters take a damage penalty.

Terminology: Your multiclass is a combination of your two classes separated by a slash. There's no significance to the order. A fighter/wizard is the same as a wizard/fighter; you can call yourself whichever sounds better to you.

And since we're being precise about terminology, let's acknowledge that our version of multiclassing could be called "*dual-classing*." We are not presenting rules for combining three or more classes, only two. To dabble with the feel of three or more classes, use a talent from a class like the bard, paladin, ranger, sorcerer, or necromancer to grab a spell from a third class.

Level progression: Given the various multiclassing systems in d20-rolling fantasy games over the years, we should be clear that you gain levels like any other character. When you level up to be, say, a 3rd level fighter/wizard, you're a 3rd level character, with 3rd level hit points and three feats (unless you're human, in which case you've got four). You add your level (3) to your attacks, to your defenses, and to your skill checks. You level up as fast as other characters and you never have to worry about gaining specific or separate class levels.

On the other hand, it's not true to say that you level up like a single-class character. Multiclass characters have the class powers, attacks, maneuvers, bonus talents, and spells of a character that is one level lower than their actual level.

For example, as a 3rd level fighter/wizard, you'll use the fighter and wizard level progression tables for 2nd level. In this example, as a fighter, you'll know 4 maneuvers and they'll all still have to be from the 1st level pool. As a wizard, you'll know six 1st level spells. At 4th level, you then gain the maneuvers of a single-class 3rd level fighter and the spells of a single-class 3rd level wizard.

What you get as a 1st level multiclass character: Each multiclass option in the class-by-class list's level progression sections tells you what you get as a 1st level character when your class abilities are a level lower.

Talents as a 1st level character: Choose one talent from each of your two class choices. Then choose your third talent from either of those classes.

Bonus talents as part of class progression: If your class gets bonus talents (barbarian, commander, fighter, monk, occultist, paladin, ranger), you still get them, but at one level later than a single-class character does.

Class features: Many classes contribute all of their class features to a multiclass. Others only allow some class features, or limit you from taking some talents or feats. The details are in the class-by-class multiclass list on page 108.

Ability score bonuses at character creation: You can select your ability score class bonus from the options available to either of your classes. For example, if you are a fighter/wizard, you can gain a single +2 class bonus to Strength, Constitution, Intelligence, or Wisdom.

Key ability scores & key modifiers: To be fully effective, multiclass characters have to be good in at least two ability scores, generally one for each class. (Classes that already care a lot about two attack abilities may find they care seriously about three important ability scores but the key ability modifier we're handling here only deals with two scores per multiclass combo.)

A multiclass character uses a special modifier for most of their attacks and other powers, called the *key modifier*. This modifier is the lower of two ability modifiers determined by your particular class combination. You use the key modifier whenever you would use either of those two ability scores for an attack or an effect of powers or spells.

It's worth noting that you don't necessarily use the key modifier for all attacks, only for attacks that would normally use one of the two ability scores in question. For example, a bard/cleric whose key modifier is Wis/Cha would use that modifier for all their spell attacks based on Wisdom or Charisma, but that character would still make cleric melee attacks with Strength, and bard melee attacks with Strength too if they're smart.

You **don't** use the key ability scores for skill checks. Skill checks live outside the class framework and use your normal ability scores, though if both scores are equal you will not notice the difference.

The Key Modifier table on page 107 lists the modifier relevant to each multiclass combination. For example, a rogue/wizard's primary abilities are Dexterity and Intelligence, so that character's key modifier is the lower of the character's Dexterity and Intelligence modifiers. You'll use this key modifier in place of any Dexterity modifier or Intelligence modifier you use for all attacks, powers, spells, and class features or effects from the rogue or wizard class. (It's worth noting that core character stats like AC, PD, MD, and Initiative are not considered elements of your class, so they use the normal ability modifiers rather than the key modifiers.)

If you're using the point-buy system for your ability scores, you'll probably want to set up your character so that the modifiers for the two base abilities of your key modifier are the same. For example, if your rogue/wizard's Dexterity and Intelligence scores are both 18, then you'll use a +4 modifier for all your Dex and Int attacks/powers/spells, just like normal. When the modifiers are the same, the "lower of the two" rule can be ignored since they are the same.

The table on page 107 lists the key modifier ability scores. A couple classes that offer choices of which ability score to use for melee attacks ended up with a choice of key ability scores as well—bard and ranger, we're looking at you.

Basic attacks: You have the basic attacks from both your classes. Of course, many classes have abilities or flexible attacks that key off using a basic attack from that class. It's also possible that your ability scores suggest that one of your basic attacks is better than the other—that's fine, but each time you make a basic attack you'll have to specify which class you are using. Some players choose a default attack mode and only call out exceptions.

Hit Points: Your hit points are the average of your two classes. For example, a fighter gets a base of 8 + Constitution modifier hit points while a rogue gets a base of 6 + Constitution modifier hit points. A fighter/rogue would therefore get 7 + Constitution modifier hit points. A fighter/bard would average 8 and 7 and would end up with 7.5 + Constitution modifier hit points as a base before multiplying that value by the modifier listed on the level progression chart. After multiplying, round fractions down.

Recovery dice: Average the dice from both classes, then round *up* to the next higher die size. Since the usual recovery dice are d6, d8, and d10, the outcomes that might not be immediately clear look like this: d6 + d8 = d8; d6 + d10 = d8; d6 + d12 = d10; d8 + d10 = d10; d8 + d12 = d10; d10 + d12 = d12.

Armor and AC: The good news is you use the highest base AC provided by either of your classes for whichever type of armor you are wearing. The bad news is that attack penalties for wearing shields or heavy armor while using attacks and spells from classes that have penalties fighting in heavy armor or with shields don't go away. For example, a 1st level wizard/fighter has a base AC of 16 in heavy armor from the fighter class. But while the character's fighter attacks would be fine, any of the character's wizard attacks (yes including spells) would take a –2 penalty: wizard attacks aren't intended to be used easily while wearing heavy armor. Since only cleric, fighter, and paladin attacks don't take a penalty from heavy armor (barring occasional talents from classes like the commander), you should be cautious about multiclassing your way into heavy armor.

The armor-centered classes, fighter and paladin, offer potential ways around this problem.

PD & MD: Use the best PD and MD from either of your classes. Yes, a rogue/wizard ends up with a base PD of 12 and base MD of 12.

Weapon attacks: You get the benefit of using the better weapon attack abilities among your two classes.

Weapon damage penalty: Most multiclass characters must drop all of their weapon damage dice down one step. That means d12s become d10s; d10s become d8s; d8s become d6s; d6s become d4s; and d4s stay as d4s.

This reduction does **NOT** apply if your multiclass contains *only* classes from the following list of skillful warriors: barbarian, bard, commander, fighter, paladin, ranger, rogue.

If you're one of the many multiclass characters affected by the weapon damage penalty, it applies only to your own attacks, not to the attacks of animal companions, summoned creatures, and the like.

The reduction also applies when you've found a way to gain a larger weapon damage die temporarily. For instance, a cleric casting the *hammer of faith* spell would get to use d12 damage dice for the rest of the battle, but a fighter/cleric (or any other cleric multiclass) would have to use d10 damage dice with the spell—still an improvement, but not as big a one.

Feats: You can choose feats from either of your classes. You gain one feat per level like everyone else.

Gear: As a 1st level character, you've got all the gear you need from both your classes, as well as the normal starting gold pieces. (That's the normal starting gold of a single character, not two characters combined, you greedy adventurer you.)

KEY ABILITY MODIFIER EXAMPLES

The key ability for a multiclass character may be puzzling when elements of a class screw around with which ability you use for your attacks. The important reminders to keep things sorted out are that a) the key modifier table itself is not affected by any ability score swaps pulled off within class talents, and b) the talents are class elements that are affected by the key ability modifiers. Let's look at a couple of examples.

Take a bard/druid who chooses the Mythkenner bard talent. A bard/druid's key abilities are Wis/Cha. The Mythkenner talent, among other things, defines all bard class references to Charisma as references to Wisdom. So the bard/druid key ability Wis/Cha makes that sentence read like so: "All bard class references to Wis/Cha are redefined as references to Wis/Cha." Hmm. Seems like Mythkenner isn't worth taking unless you want it for its B & C effects.

Forget about Mythkenner. Go for the Loremaster instead, which replaces all bard class references to Charisma with references to Intelligence. Interpreted through the bard/druid key ability, the Loremaster talent now reads: "All bard class references to Wis/Cha are redefined as references to Intelligence." Okay, now we've gotten somewhere. We now have a bard/druid that's going to use its Intelligence for its bardic spell attacks. Meanwhile it's still using Wis/Cha for its druid spell attacks. And either Strength or Dexterity for its melee attacks. So that's more ability scores that matter than we started with. Maybe this wasn't a win either.

One more example: the rogue/wizard who takes the rogue talent Cunning. Cunning replaces all rogue attacks, talents, and powers that use Charisma with references to Intelligence. For the rogue/wizard, that's going to be a reference to the key ability Dex/Int. And y'know, that's actually how it's supposed to work. The rogue has used a talent to go away from Charisma—a talent that neither of its classes care much about—and toward Intelligence. But because it's a multiclass character, Intelligence now counts as the key modifier Dex/Int. That's alright.

Hopefully there aren't that many loopholes that get a multiclass character away from caring seriously about at least two ability scores. If you do find a loophole that lets you somehow use just one ability score, we hope you'll earn big karma points with your GM by pointing it out and avoiding it. Then let us know.

Changing Midstream

Our multiclassing is not a level-of-this, level-of-that system, and you don't choose class levels one at a time as in some other games. Let's take the example of a single-class character deciding to multiclass midway through her career. Imagine that your 4th level fighter experiences a spiritual transformation and decides to become a multiclass fighter/cleric when she levels up to 5th. She keeps her fighter abilities the same as a 4th level fighter (5 maneuvers from the 3rd level pool). She adds the one 1st level spell and five 3rd level spells of a 4th level cleric. Then you work through the multiclassing basics to figure out her new hit points, new defenses, and to make adjustments to her Strength and Wisdom attacks based on a key ability score of Str/Wis as a fighter/cleric. Since she's no longer a single-class fighter, she's going to have to swap out at least one fighter talent (or two if she's feeling the call of the divine) for a cleric talent (or two). After the changes, she'll be just like any other multiclass fighter/cleric—she's not facing penalties or a slow-down for having made the change later in her career.

Key Modifier Table

	Barbarian	Bard	Chaos mage	Cleric	Commander	Druid	Fighter	Monk	Necromancer	Occultist	Paladin	Ranger	Rogue	Sorcerer	Wizard
Barbarian	X	*Str/ Cha*	Str/ Cha	Str/ Wis	*Str/ Cha*	Str/ Wis	*Str/ Con*	Str/ Dex	Str/ Int	Str/ Int	*Str/ Cha*	*Str/ Dex*	*Str/ Dex*	Str/ Cha	Str/ Int
Bard	*Str/ Cha*	X	Str OR Dex/ Cha	Wis/ Cha	*Str/ Cha*	Wis/ Cha	*Str/ Cha*	Dex/ Cha	Int/ Cha	Int/ Cha	*Str/ Cha*	*Str OR Dex/ Cha*	*Dex/ Cha*	Str OR Dex/ Cha	Int/ Cha
Chaos mage	Str/ Cha	Str OR Dex/ Cha	X	Wis/ Cha	Str/ Cha	Wis/ Cha	Str/ Cha	Dex/ Cha	Int/ Cha	Int/ Cha	Str/ Cha	Str OR Dex/ Cha	Dex/ Cha	Con/ Cha	Int/ Cha
Cleric	Str/ Wis	Wis/ Cha	Wis/ Cha	X	Wis/ Cha	Str/ Wis	Str/ Wis	Dex/ Wis	Int/ Wis	Int/ Wis	Str/ Wis	Str/ Wis	Dex/ Wis	Wis/ Cha	Int/ Wis
Commander	*Str/ Cha*	*Str/ Cha*	Str/ Cha	Wis/ Cha	X	Wis/ Cha	*Str/ Cha*	Str/ Dex	Int/ Cha	Int/ Cha	*Str/ Cha*	*Str/ Cha*	*Dex/ Cha*	Str/ Cha	Int/ Cha
Druid	Str/ Wis	Wis/ Cha	Wis/ Cha	Str/ Wis	Wis/ Cha	X	Str/ Wis	Dex/ Wis	Int/ Wis	Int/ Wis	Str/ Wis	Str OR Dex/ Wis	Dex/ Wis	Wis/ Cha	Int/ Wis
Fighter	*Str/ Con*	*Str/ Cha*	Str/ Cha	Str/ Wis	*Str/ Cha*	Str/ Wis	X	Str/ Dex	Str /Int	Str/ Int	*Str/ Cha*	*Str/ Dex*	*Str/ Dex*	Str/ Cha	Str/ Int
Monk	Str/ Dex	Dex/ Cha	Dex/ Cha	Dex/ Wis`	Str/ Dex	Dex/ Wis	Str/ Dex	X	Dex/ Int	Dex/ Int	Str/ Dex	Str/ Dex	Str/ Dex	Dex/ Cha	Dex/ Int
Necromancer	Str/ Int	Int/ Cha	Int/ Cha	Int/ Cha	Int/ Cha	Int/ Wis	Str/ Int	Dex/ Int	X	Int/ Cha	Str/ Int	Str OR Dex/ Int	Dex/ Int	Int/ Cha	Int/ Cha
Occultist	Str/ Int	Int/ Cha	Int/ Cha	Int/ Wis	Int/ Cha	Int/ Wis	Str/ Int	Dex/ Int	Int/ Cha	X	Str/ Int	Str OR Dex/ Int	Dex/ Int	Int/ Cha	Int/ Wis
Paladin	*Str/ Cha*	*Str/ Cha*	Str/ Cha	Str/ Wis	*Str/ Cha*	Str/ Wis	*Str/ Cha*	Str/ Dex	Str/ Int	Str/ Int	X	*Str/ Dex*	*Str/ Dex*	Str/ Cha	Str/ Int
Ranger	*Str/ Dex*	*Str OR Dex/ Cha*	Str OR Dex/ Cha	Str/ Wis	*Str/ Cha*	Str OR Dex/ Wis	*Str/ Dex*	Str/ Dex	Str OR Dex/ Int	Str OR Dex/ Int	*Str/ Dex*	X	*Str/ Dex*	Dex/ Cha	Dex/ Int
Rogue	*Str/ Dex*	*Dex/ Cha*	Dex/ Cha	Dex/ Wis	*Dex/ Cha*	Dex/ Wis	*Str/ Dex*	Str/ Dex	Dex/ Int	Dex/ Int	*Str/ Dex*	*Str/ Dex*	X	Dex/ Cha	Dex/ Int
Sorcerer	Str/ Cha	Dex/ Cha	Con/ Cha	Wis/ Cha	Str/ Cha	Wis/ Cha	Dex/ Cha	Dex/ Cha	Int/ Cha	Int/ Cha	Str/ Cha	Dex/ Cha	Dex/ Cha	X	Int/ Cha
Wizard	Str/ Int	Int/ Cha	Int/ Cha	Int/ Wis	Int/ Cha	Int/ Wis	Dex/ Int	Dex/ Int	Int/ Cha	Int/ Wis	Str/ Int	Dex/ Int	Dex/ Int	Int/ Cha	X

Note: Multiclasses that include only the barbarian, bard, commander, fighter, paladin, ranger, and rogue classes don't take the weapon damage die penalty suffered by other multiclass characters. The multiclass ability scores of these combinations appear in italics above.

CLASS BY CLASS MULTICLASSING

The notes below explain exactly what you do or do not get when you've chosen a class as part of a multiclass.

We've written these notes with an eye toward the mechanics rather than digging into the stories that can drive each multiclass. We were tempted to write story sections for many possibilities, but in the end we opted to let you work out combos and compelling stories for yourself.

Barbarian Multiclass

While the barbarian is a good class for players new to the game, experienced players may enjoy the class more when it's mixed with a class that has more options.

Level progression: Dropping a level behind on class elements isn't much of a problem for a multiclass barbarian, who still gets to start with three talents. But it does slow down the level at which you'll get your bonus talents. You won't get the barbarian's normal bonus talents at 5th and 8th level, instead receiving them at 6th level and 9th level.

Rage gets in the way: Rage is a jealous state of mind. While raging, you usually cannot use attacks, powers, or spells from another class. But there's a way around that. . . .

Controlled Rage

Adventurer Tier: You can use powers and attacks from your other class while raging. You can't use the extra d20 that Barbarian Rage gives you while making an attack from the other class, but at least you can slip out of your rage long enough to use a power or attack from your other class.

Champion Tier: Once per battle while raging, you can use a melee attack from your other class as if it was a barbarian attack, rolling 2d20 for the attack. (Examples of possible uses include a bard's flexible attack battle cries, a commander attack using the Lead from the Front talent that will garner command points, a fighter's flexible attacks, a ranger's double melee attack, and so on.)

Bard Multiclass

Traditionally, the bard has been a class that dabbles in other classes' business. We portrayed that in the *13th Age* core rulebook with the Jack of Spells talent, which you're free to use in combination with a multiclass if that's how you roll. Note that the Jack of Spells advantages would only apply to spells jacked by the talent, not to spells known through the multiclass.

Level progression: You lag one level behind in the battle cries and spells/songs known columns of the Bard Level Progression table.

As a 1st level bard, you start with only one 1st level battle cry and one 1st level spell or song.

As usual, the Battle Skald or Spellsinger talents could still add a battle cry or spell/song to what you're getting as a multiclass bard.

Flexible options: If you multiclass with another class that has flexible attacks, such as the fighter or a druid that takes that talent, consider the two feats that follow. Without the feats, you must always declare whether you are using a bard flexible attack or a flexible attack from your other class.

True Flexibility

Adventurer Tier: Once per battle, as long as both classes use flexible attacks for the type of attack you are making, you can choose to roll a flexible attack without deciding which of your two classes it is linked to. Choose from *all* your flexible attacks after you see the result of the roll.

Champion Tier: You can now use the adventurer-tier feat twice per battle.

Chaos Mage Multiclass

One of the consequences of having classes that are drastically different than other classes is that they may not integrate well. The chaos mage is weird. So are its multiclass incarnations.

Level progression: You lag one level behind in the three central columns of the Chaos Mage Level Progression table: daily spells, once-per-battle spells, and spell level.

Since the chaos mage is new in this book, we've added a multiclass entry to the level progression table that shows what you'll get as a crazed 1st level chaos mage who multiclasses.

A new stone: Drop three new stones of the same color (but a different color from your attack/defense/iconic stones) into your chaos mage bag. These stones correspond to your other class. When you draw one of the stones, any warp effects or high weirdness you've got going on from a previous chaos mage turn end. On your next turn, you must use a standard action attack from your non-chaos mage class, just as if you had drawn a stone for one of your standard three types of chaos magic.

If your chaos mage talents allow you to draft random spells from other classes (Stench of Necromancy, Touch of Wizardry, Trace of the Divine, and Whiff of Sorcery), those spells remain with the attack or defense slots you assigned them to as usual. Yes, you could be a chaos mage/necromancer with the chaos mage talent Stench of Necromancy.

Continual Warp

Adventurer Tier: If you have a warp effect already going, drawing the stone from your other class doesn't cancel the warp effect. The warp effect continues until it's replaced by another warp effect or the end of the battle, as usual.

Champion Tier: If you invested in high weirdness, happy day: your high weirdness effects don't stop when you draw a multiclass stone.

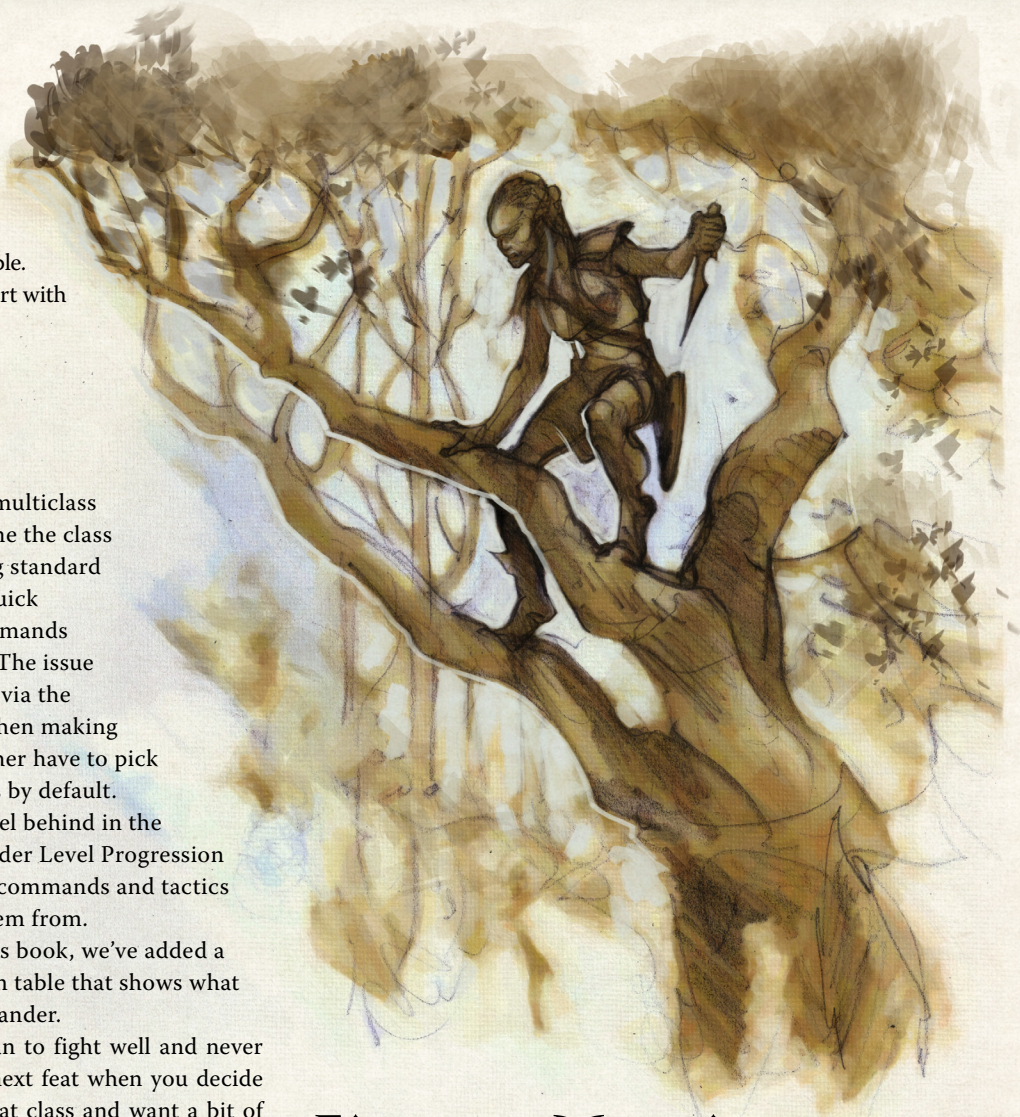
Cleric Multiclass

The cleric makes an interesting multiclass character. Healing is a welcome addition to any party, domain invocations can reshape each battle, and many of the cleric's good spells only require quick actions, letting the character use a standard action for an attack from a class that's focused on combat.

We think the cleric is a wonderful multiclass, so much that we're not giving it any new feats to make it even more fun.

Level progression: You lag one level behind in the spells known columns of the Cleric Level Progression table.

As a 1st level multiclass cleric, you start with three 1st level spells.



Commander Multiclass

The commander makes an interesting multiclass character because the actions that define the class don't necessarily get in the way of using standard action attacks from a different class. Quick action tactics and interrupt action commands leave room for a standard action spell. The issue is that you won't gain command points via the Fighting from the Front class feature when making attacks from other classes, so you'll either have to pick your moments or focus more on tactics by default.

Level progression: You lag one level behind in the class-specific elements of the Commander Level Progression table—so it only affects the number of commands and tactics you have and the pool you can draw them from.

Since the commander is new in this book, we've added a multiclass entry to the level progression table that shows what you'll get as a 1st level multiclass commander.

Finding your command: It's no fun to fight well and never get any command points. So take the next feat when you decide to multiclass with another melee combat class and want a bit of flexibility during combat.

Many Fronts

Adventurer Tier: Once per battle, use a melee attack from your non-commander class in place of a commander attack when you use your Front Line Fighting feature.

Champion Tier: You can now use the adventurer-tier feat twice per battle.

Druid Multiclass

The druid makes a fascinating multiclass puzzle. The class is versatile and uses its talents as its source of power. A multiclass druid has to use at least one talent for its other class, which by definition makes your druidic side less powerful and versatile. If you see this as a challenge, or you have a great story you want to show off, go for it.

There are other classes that offer multiclass feats that might work well with druidic abilities or spells, but the druid itself doesn't offer any.

Level progression: You lag one level behind in the powers and spells known columns of the Druid Level Progression tables.

Since the druid is new in this book, we've added a multiclass entry to the level progression tables that show what you'll get as a 1st level multiclass druid.

Fighter Multiclass

One temptation with the fighter will be to roll an attack from another class, then wish you had said it was a fighter attack so that you could use a good flexible attack maneuver. To avoid the temptation, consider multiclassing with a class like wizard that overlaps less with the fighter's melee skills.

Level progression: You lag one level behind on two columns of the Fighter Level Progression Table that matter. You're one level down in: Maneuvers Known and Maneuver Pool Available. You also won't get the fighter's normal bonus talent at 6th level, instead receiving it at 7th level.

As a 1st level multiclass fighter, you start knowing two maneuvers from the 1st level pool.

Getting around the armor problem: If your other class has attacks that don't work well when you're wearing heavy armor, consider the following feat.

Armored Warfare

Adventurer Tier: Once per battle while wearing heavy armor, use an attack from a class that normally takes an attack penalty while wearing heavy armor without taking that penalty.

Champion Tier: You can now ignore heavy armor attack penalties while the escalation die is 3+.

Monk Multiclass

We considered saying that the monk doesn't multiclass. We could explain that in terms of all-consuming discipline necessary for the monk's way. But in truth, we already designed elements of the monk class, like the Focus talent, around the idea that a monk might use Focus to preserve its place in its attack form progression in order to use a standard action attack from another class. Therefore we're not going to feel bad about avoiding any other feats that make it easy for the monk to multiclass. Remember that if you don't use Focus, you'll lose your place in your monk attack form progression.

So the fair way to put it would be like so: the monk's discipline is nearly all-consuming, but a monk who doesn't mind losing some of their monastic skills can multiclass and see how far it gets them. At least you'll still have the two ability score bonuses from the monk class.

Level progression: You lag one level behind in the all important columns of the Monk Level Progression table: class talents, forms, and ki.

Since the monk is new in this book, we've added a multiclass entry to the level progression table that shows what you'll get as a 1st level multiclass monk.

Monk attacks also take a damage penalty: The multiclass monk's JAB, PUNCH, and KICK attacks damage dice decrease one size just like the WEAPON attacks of all classes. Yes, this means your JAB dice are d4s, PUNCH dice are d6s, and KICK dice are d8s.

Necromancer Multiclass

Necromancy is the bomb. Who doesn't want a flaming skeletal minion? Well, one answer is high hit point classes like the fighter and paladin who would rather have the hit points a high Constitution yields instead of off-loading them onto a minion. The necromancer's Wasting Away class feature gets in the way of Constitution and hit points.

Level progression: You lag one level behind in the spells known columns of the Necromancer Level Progression table.

Since the necromancer is new in this book, we've added a multiclass entry to the level progression table that shows what you'll get as a 1st level multiclass necromancer. (It's three 1st level spells, by the way.)

Occultist Multiclass

So wait a moment: you are the occultist, the only one in the world. And you're also a multiclass? Well, okay. It's your unique story and you can do as you like. Let's look at the core decisions you'll face when you're playing an occultist multiclass.

Your standards are claimed: You gain the focus required to use a serious occultist spell by using your standard action during your turn to set that up. That gets in the way of using powers and spells from many other classes, though there's nothing unusual about a multiclass character feeling tension between its classes.

When you're focused, you're focused: But when you have your occultist focus, you don't get to use actions and powers and spells from other classes. It's the tightly controlled equivalent of barbarian rage, a state of mind that has trouble opening to other paths. Then again, as for the barbarian, there is a feat that opens the path.

Bad options, good options: Because of the occultist's reliance on interrupt actions, the commander and rogue look like classes that the occultist should avoid even if you see a compelling story there. The cleric on the other hand, with quick action spells that you can cast before using your standard action to gain your focus, might work out.

Level progression: You lag one level behind in the spells known columns of the Occultist Level Progression table. You also won't get the occultist's normal bonus talents at 5th level and 8th level, instead receiving them at 6th level and 9th level.

Since the occultist is new in this book, we've added a multiclass entry to the level progression table that shows what you'll get as the 1st level multiclass occultist.

Avoiding being too focused: If you'd like to be able to use powers, spells, and effects from other classes while you're using your occultist focus, take the feat below.

Wider Focus

Adventurer Tier: Once per battle, you can use a power, spell, or other effect from a different class while maintaining your occultist focus.

Paladin Multiclass

Paladin is a great multiclass option if your other class is already comfortable in heavy armor. If your other class doesn't fight well in heavy armor, you may either act as a paladin in light armor, as a spellcaster in heavy armor who mainly casts non-attack spells, or some other path we're willing to let you discover.

Level progression: As a class that's really only getting bonus talents from its class-specific progression, you don't lose much as a multiclass paladin. You won't get the paladin's normal bonus talents at 5th and 8th level, instead receiving them at 6th level and 9th level.

The armor problem: If your other class has attacks that don't work well when you're wearing heavy armor, consider the following feat. It's a touch different than the multiclass fighter's version.

Armored in Life

Adventurer Tier: Once per battle while wearing heavy armor, use an attack from a class that normally takes an attack penalty while wearing heavy armor without taking that penalty.

Champion Tier: Two battles per day, avoid all attack penalties for wearing heavy armor from a class that normally has such an attack penalty. During any other battles that day, you can still only use the once-per battle power from the adventurer-tier feat.

Ranger Multiclass

If you're willing to spend two talents on the ranger's animal companion, it has no problem fighting for you while you use powers and attacks from either of your classes.

Level progression: Like the paladin, your Level Progression table doesn't have many class-specific elements. You won't get the ranger's normal bonus talents at 5th and 8th level, instead receiving them at 6th level and 9th level.

Double attacks: Unless you've multiclassed with one of the other skilled weapon-using classes, your damage dice for the Double Melee Attack and Double Ranged Attack talents drop down another size (usually from d6s to d4s) as a multiclass ranger.

Fighting with two weapons: From a mechanics standpoint, mixing the double attack talents with attacks from other classes doesn't work well, but your Two-Weapon Mastery talent works just fine if you choose one of the two adventurer-tier feats below.

Extending the ranger's Archery talent: Similarly, there's another adventurer-tier feat below that makes your Archery talent relevant to your multiclass.

Two-weapon Multiclass

Adventurer Tier: While you are fighting with two melee weapons, you now gain the benefit of your Two-Weapon Mastery talent and any feats you've taken for it even when using attacks from your non-ranger class.

Adventurer Tier: You can use your Archery ranger talent and any feats you've taken for it even when using ranged attacks from your non-ranger class.

Rogue Multiclass

Multiclassing suits the rogue's fondness for breaking in where they're not expected. Also keep in mind that your Momentum class feature means you won't multiclass that well with other classes that use interrupt actions, like the commander and the occultist.

Level progression: You lag one level behind in the Powers Known and Pool Available columns of the Rogue Level Progression table.

At 1st level, you know 3 powers, all of them from the 1st level pool.

No double sneak: Combining your Sneak Attack damage with attacks from other classes remains off-limits. On the other hand, it seems fair for a rogue to sometimes gain *momentum* with non-rogue attacks through the following feats.

Seize the Momentum

Adventurer Tier: Once per day when you hit with an attack from your non-rogue class, you can gain *momentum* as if you had used a rogue attack.

Champion Tier: In addition to using the adventurer-tier feat once per day, you can also use it once per battle (so in a four-battle day, you could use it five times).

Sorcerer Multiclass

Experienced players sometimes say that playing a sorcerer would be more fun if it had more versatility. Multiclassing can fit that demand.

Level progression: You lag one level behind in the spells known columns of the Sorcerer Level Progression table.

At 1st level, you know three 1st level spells.

Diverse gathering: Gathering power is a signature sorcerer move. The following feats let you apply it to spell damage from your other class.

Diverse Gathering

Adventurer Tier: Once per day, you can cast a non-sorcerer spell after you have gathered power. You double the damage of the spell as if it were a sorcerer spell.

Champion Tier: You can now also gather power for a non-sorcerer spell as per the adventurer-tier feat once per battle while the escalation die is 4+ (so in a four battle day, you could use it up to five times assuming the escalation die allows it).

Wizard Multiclass

In a world once ruled by the Wizard King and now protected by the Archmage, wizardry has a reputation as the style of magic that can get you ahead. Wizards wield a whole mess of spell power and don't require any special options to help them function better as a multiclass.

Level progression: You lag one level behind in the spells known columns of the Wizard Level Progression table.

At 1st level, you know four 1st level spells.

CHAPTER 3

CITIES & COURTS

The entries that follow play off of the basic geographic information presented in the Dragon Empire chapter of the *13th Age* core rulebook. Despite pages of details, we're still not aiming to provide exhaustive information. Unlike the setting of some fantasy rpg worlds, we're not devoted to presenting a single consistent view of the world. We know you're going to embellish and recreate material for your campaigns. Our overarching goal is to provide multi-purpose ideas and images to spark different ideas for different campaigns.

Sometimes we write acknowledging the many possibilities. Other times we write as if This-Is-the-Way-It-Is. Take it as given that even when we're writing in definitive tones, we're aware that the approach we're taking is just one possible interpretation and that we may happily offer other perspectives in later paragraphs or products.

Varying treatments: There are some commonalities to the write-ups that follow, but we haven't insisted on a single format. To some extent, we're experimenting with what works, learning how best to expand on our half-designed world. Consequently, Axis and the Court of Stars get a lot of attention but not nearly as much as Drakkenhall and Horizon. Santa Cora was far from popular with our Kickstarter backers, but we don't really hate any of our cities, so we're presenting some odd approaches to the City of Temples that are short but significant.

Enemies of Axis

The Empire is in a state of perpetual warfare. Imperial legions continually ship out from Axis to fight countless enemies.

Barbarians: Imperials are always suppressing barbarian hordes on one front or another, including human barbarians, gnoll barbarians, lizardman barbarians, and the like.

Sea monsters: The Iron Sea continually spawns monsters that lumber ashore to wreak havoc, and Imperial troops patrol the Sea Wall and the fort at Cape Thunder to stop them.

Giants: Threats from the giants come and go, making them a recurrent threat but not a continuous one. Of all the enemies of the Empire, giants are the worst.

Orcs: Skirmishes between Imperial troops and orc bands are common as each side tests and probes the other's strength and position. Given the current political and military situation, the Orc Lord seems doomed to failure should he try a frontal assault on the Empire, unless some other villainous icon gives him support.

Other places: There's more setting material scattered throughout *Chapter 6: Gamemaster's Grimoire*. That material mostly covers topics that hit in less than a page and move on: dungeons, flying realms, lists of 13 notable inns—smaller slices of interest instead of the in-depth approach we're using in this chapter.

Axis

At the innermost point of the Azure Bay, encircled by the Bronze River, stand the shattered outer remnants of an ancient volcano, known in ages past as Mount Crucible. Penetrated by access tunnels and carved with the flowing forms of stylized dragons, these towering crater walls grant shelter to a majestic city of barracks and palaces. The city echoes with the clang of blade on blade, the clatter of horseshoes, and the crunching boots of drilling soldiers. Welcome to Axis, the City of Swords—cauldron of battle, arena of gamesmanship, and seat of empire.

Defenses

Axis places formidable defenses between itself and the many forces that lust to raze it.

Thirteen detachments of the Imperial Home Guard protect the reaching spires of the broken crater walls. They patrol the warren of tunnels dug, like the pathways of ants, through the volcanic stone. In response to a high alert, they close the gaps between the crater shards with mithril-mesh curtains, given as a reluctant gift by a past Dwarf King to a previous Emperor. With these defenses in place, the old volcano forms a seamless wall between the city and every ground approach.

The docks remain open to the sea, defended by a detachment of warships and watchtowers spaced along the piers.

The dragons of the floating cloud district known as Wyrmblessed respond to any form of aerial attack, guarding the capital from all approaches.

Only a few of the crater-wall gaps reach all the way down to the level of the ground outside the walls. The few that do—a large break at Garrison South and a smaller one north of Upside—act as natural gates into the city. Soldiers of the Imperial Home Guard, deployed in teams of four, stop suspicious-looking entrants for questioning and perhaps a search. Being a city of warriors, however, the mere fact that someone is armed to the teeth, with old blood spatters crusted into the dents in their armor, doesn't necessarily flag them as a disreputable character. Those who look like they belong and hold their heads up high are unlikely to be stopped. In any case, those who cause trouble inside the city will face far rougher opponents than the soldiers of the Home Guard.

Inside the Volcano

Status and fame drive Axis' social economy. To find out whether someone matters in the city, ask them where they live. The neighborhoods of Axis are Arena Town, the Docks, Garrison, Goldring, the Palaces, Rabbleward, Saltpork, Upside, Wyrmblessed, and Wyrmshadow.

Arena Town

Thirteen arenas, from the hardscrabble *Bentsword Stands* to the gloriously capacious *Imperial Coliseum*, occupy the city's literal and spiritual center. Ragged battlers come to this district from across the land to demonstrate their martial prowess, earn stardom, and catapult themselves to fame and glory. Applicants for stardom audition for stadium fight managers, starting with the gruff, wall-eyed **Hortlan** at the *Imperial* and working their way down to the falsely maternal **Puresa** at the *Bentsword*. Managers work for consortia of wealthy owners, except in the case of the state-owned *Imperial Coliseum*.

Spectators of all classes stream into the district on arena days. The high and low mix on the way into the stadiums, though not in the stands, which are divided by price point and thus also by class. If you want to meet someone regardless of social barriers, tug their sleeve on the way in.

Other entertainment establishments, from taverns to brothels to music halls, pack the prime spaces between stadiums. In smaller, enclosed fight clubs, the well-heeled pay handsomely to observe top battlers from cushioned ringside seats, without having to see or smell the unwashed masses. A preternaturally assured, skeletal man named **Revir** owns the most exclusive of these clubs, the *Falldown*.

The brash high elven madam **Bilirel** runs the *Pearl*, the city's highest of high-class pleasure houses. An unknown silent partner of undoubtedly lofty position owns it. Bilirel discreetly caters to both genders and all species.

The Docks

Axis exports war and imports its raw materials: grain, wine, salt, meat, clothing, and cheap weapons. It requires supplies not only for its troops in the field, but also for the large population living within Crucible's enfolding talons. Troop ships dock in this district to pick up infantry units ready for battle, or to drop off tired and injured soldiers for convalescence. Most captains, whether they helm freighters, naval ships, or troop transports, agree to take small adventuring parties along with them in exchange for an average fee of 5 gold imperials per person per day of travel.

Only small cargoes, containing the work of Axis' artisans, ship out of the city. A particular demand exists for the work of the city's swordsmiths.

Sailors live temporarily at the district's many wretched inns. Dockworkers take up permanent residence in its many salt-scarred hovels and boarding houses.

Each pier operates by private commission. In the old days, competition between the piers spilled over to bloody brawls and magical sabotage that occasionally hurt the port's overall reputation. For the moment, the principal owners of the piers have agreed to use a yearly week of sponsored gladiatorial combat to settle questions of who gets priority for location and guild resources while price remains a negotiated variable. It's not lost on the savviest merchants that some of the "best" piers are actually just the ones whose owners spend the most on the gladiatorial contests, so the system has ended up working better than anyone expected.

Being a major port, the Docks stands exposed to the ocean, without the volcanic walls of the Crucible protecting the district. Outwardly accessible only from the sea, a fleet of warships protect the bay and harbor. Guard towers spaced along the piers keep watch against monsters rising from the depths of the bay.

Notable figures in the district include:

- **Ruper**: The sullenly charismatic head of the stevedore's guild.
- **Suchurus**: A punctilious Imperial shipping inspector.
- **Perct**: An ageless and cash-hungry Imperial excise officer.
- **Burgwarther**: A canny priest of the "sea gods" who accepts donations to protect ships from their watery wrath.

Axis Backgrounds

If your character has connections to Axis, they might have backgrounds such as contract gladiator, Silver Wings Arena bookmaker, ringside medic, Imperial tax collector's bodyguard, Goldring weaponsmith, decommissioned Imperial lieutenant, private army black ops squad leader, palace functionary, Thronehold security, lad-in-waiting, faultily resurrected Imperial champion, Bronze River warboat captain, or Imperial bastard.

Garrison

Axis' largest district curls like a crescent around the city center. When giving directions, locals refer to Garrison North and Garrison South, but it's all one huge, sprawling neighborhood, filled with barracks and bursting with soldiers. Some of the troops belong to the Emperor, others to the Crusader, and many more to private armies answering to Axis' various worthies. Private companies typically throw in with either icon, but sometimes hire out to local powers elsewhere in the land, or launch freelance looting missions against whatever targets appeal.

Soldiers sign long-term contracts with their patrons. Commanders trade contracts back and forth, so a soldier who wakes up serving Lord Lancemere may be sleeping in the garrison of the Free Dragon Army by the same night, swapped for a ballista operator and ten sacks of flour.

Companies with long histories own their garrisons, which generally cluster together near their officers' quarters. Newer armies must rent barracks space, which may be scattered across the district.

Power in Garrison is highly localized. Commanders rule their own men absolutely, leaving no room for anyone to achieve neighborhood-wide influence. Outsiders go there only to do specific business with officers or quartermasters. Adventurers may seek information from fighters newly returned from the field, or temporary appointment as scouts, skirmishers, or stopgap officers.

The Crusader's presence in Axis rests in the garrisons he maintains in this district. He rotates weary generals into the area to drill new recruits and sharpen existing units. When they recover their steel, they and their men return to again confront the Diabolist's hordes. Fanatical, arrogant, and sometimes half-mad, Crusader soldiers mix uneasily with Imperial forces and mercenaries, and clashes between military companies break out all too often. In any given fight, you can lay four-to-one odds that the Crusader's troops either started the fight, or finished it.

The Crusader's senior general in town acts as the icon's liaison to the Emperor. Currently it's the rage-filled **Atsu Ollk**, famed both for his battlefield ferocity and for his insane hatred of half-orcs. When he's not impatiently attending the Emperor at court, he's egging on his men in their bruising feud against the *Fullcoat Savages*, a mercenary company only half-orcs may join.

The company's leader is the icily controlled **Kajj the Cane**, nicknamed for her principal weapon, an enchanted walking stick that can knock a man halfway across a stadium. Some say she's Atsu Ollk's sister, but that can't be right.

Goldring

The wealthy and celebrated citizens of the Palace district love their gewgaws and martial trophies. The circular district of Goldring envelops them, catering to their quicksilver whims through the skill of Goldring's craftsfolk, who excel at making the finest luxury items. Axis' renowned artisans produce jewels and jewelry, ceramics, fabrics, fragrances, and, above all, implements of war. Armaments come in two styles, honed either for the battlefield or the display case. In both instances, Axis' smiths do the best work outside of the Dwarf King's tunnels, and price their labors accordingly.

The most successful of Goldring's artisans oversee large shops with dozens of journeymen and apprentices working under them. They sell their wares in this district but live in Upside. Others still working their way to prominence live over their shops in the district.

With so much treasure only a jimmied lock away, security remains an overriding consideration within Goldring. **Keyya**, hard-charging heiress and chairman of the Goldring Merchant's Sodality, funds a private patrol to keep Goldring streets burglar-free. Its grizzled commander, **Parth**, has sworn to never again hire adventurers to assist in investigations, but you know what that means.

The Palaces

Tightly-packed estates, manors, and noble complexes compete in an ever-escalating contest of architectural supremacy. In these lush confines dwell the city's current winners in this game of one-upmanship. Families whose names date back to the 1st Age live next to ambitious generals who started their careers as rat-catchers. Newly enriched merchants of bourgeois rectitude gaze

Axis Alternatives

How you play Axis in your campaign says a lot about how you see the Dragon Empire overall. When the Dragon Empire is smiling, so is the city of Axis, and that's most of the time. Many *13th Age* campaigns, however, take place during darker times. Go with the flavor that works for you.

Grandeur Beyond Measure: After ages of being built up, the city is so vast it's almost impossible for someone to fully know it. Burdened by ages of tradition and obligation, action in Axis is slow. Official Imperial decisions can sometimes take generations instead of years. Think of Kafka's parable "A Message from the Emperor."

Meat Grinder: War is underway and everyone in Axis feels hot-blooded. Outside the Imperial precincts, fights and murders are common. This violence is taken for granted by the citizenry because it's in line with the Imperial spirit. In fact, it's almost welcome. Every day, young soldiers arrive at Axis, where they are caught up in the warlike spirit. Soon enough they will be shipped out to one front or another, but until that time, many engage in some sort of mayhem while in the city.

Axis Mundi: Spiritually, Axis is the center of the Empire—some might say of the surface world. The most talented and ambitious people from across the Empire come to the city, and everything in Axis is one step better than anywhere else. Adventurers might come to the city not because of the Emperor but because of the city's world-class experts and institutions. Perhaps adventurer-tier characters visit and are daunted, and then they can return at champion or epic tier to see how far they've come.

over into the orgy-ready back gardens of sybarites partying their way through inherited fortunes. The battle for attention plays out on the facades of their costly homes. Ancient columns clash with the latest mosaics. The owners of a marble palazzo look on in horror as their neighbors construct a singing villa of living elven lyrewood. When a scaffold comes down, the neighborhood makes the rounds to take in the latest splendor and assess its social impact. Soon a swirl of renovations obscures the estate across the way.

Shining like a beacon atop the district's highest point, the Emperor's official palace, Thronehold, dominates them all. Dragon scales in gold, silver, and platinum glitter blindingly across its every outer surface. (Donated voluntarily, of course, from the Emperor's dragon allies.) Eight stories high and fully occupying a thirty-five acre plateau, Thronehold bustles with bureaucratic activity. What it doesn't often do is host the Emperor in his private moments. His living chambers in the edifice go mostly unused in favor of the smaller palaces he secretly owns throughout the neighborhood. He moves among them on an unpredictable schedule, using teleportation magic. When one location becomes public knowledge, he sells it off and acquires another that catches his eye. Here lies the double-edged sword of the status race. If the Emperor disdains your estate, you are nothing. If he likes it too much, he'll slip it out from under you, at a fraction of what you paid.

Notables, aside from the Emperor, include:

- The blunt-spoken wizard **Firedaughter**, now imperial vizier. The Emperor fought alongside her during his youthful adventuring days and, he says, would not have become worthy of the Imperial throne without her.
- Heir to a historic family that owns the choicest piers of the Docks, the bullying warrior **Stathron** proves that aristocratic upbringing needn't make one soft. He's the swaggering voice of Axis' old money.
- The alluring but deadly **Tlamber** rose from nothing to gladiatorial riches. Now she disports all night and slaughters hapless arena opponents by day. When she's not breaking hearts, she's stabbing them.

Rabbleward

Like any large city, Axis acts as a lure to the poor, the unlucky, and the marginalized, even if they're only marginally suited to survive in the city. They gather in Rabbleward, a cramped quarter of shanties and hovels. When the population grows too dense, soldiers sweep through and torch the place, sending residents fleeing onto the open road and sea. The wards that keep the fire from spreading to valuable parts of the city haven't failed in recent memory.

Feuding criminal gangs impose whatever order exists in the district. Their thugs have to be careful not to impress outsiders, lest they be press-ganged into military service. Still, Rabbleward is where you go if you're looking for an illegal substance, budget-priced vice, or the services of a cut-throat. Notables include:

- **Coldfish:** An extortionate moneylender with a clammy, froglike manner.
- **Delm:** A thuggish gang leader with turf on Rabbleward's east side.
- **Graysk:** A gang leader with turf on the west side, known for her gloomy moods and clever plans.
- **Sidir:** The self-proclaimed "King of Murder," who can put you in touch with an assassin of any specialty—or do the job himself.
- **Sudd:** The unofficial leader of the neighborhood's sizable half-orc minority. Don't ask him what happened to his sawn-off tusks.

Saltpork

Noncombatant toilers live in the modest wooden houses of Saltpork. After sweating in obscurity in arenas, palaces, or shops, or as menial workers in the garrisons, these laborers trudge to the district to drink in nameless taverns, and then haul themselves home to sleep. This is the sort of neighborhood adventurers never bother to think about. But without this neighborhood of drudges, the City of Swords would fall apart.

Although a notable from Saltpork is a contradiction in terms, most residents have heard of **Rarniche**, a palace cook who sometimes remonstrates with the Emperor in the name of the common man. The quality of his dishes, it is said, earns him this shocking familiarity.

If your PC is all about rising from humble origins to accomplish great things, Saltpork fits the bill.

Upside

The tiny enclave of Upside acts as a stepping stone for those rising toward fame but not yet rich enough to afford a palace. Wealth trickles upward in the city, and so the middle class stays small. Most of the district's residents own successful shops in Goldring. In Upside, it's fashionable to obscure the extent of one's wealth. Manor exteriors hew to a drab regularity. Interiors may be more lavish, as they are shared only with friends. Valuing hard work and achievement over appearance, Upside presents an oasis of moral propriety in a city of soldiers, famehounds, strivers, and celebrants. (When an Upsider moves up to the Palaces, formerly well-concealed riches go on sudden display.)

Although **Keyya** (see "Goldring") acts as their official representative, Upsiders like her ambition better from a distance. For a better bellwether of Upside attitudes, seek out the judgmental social doyen **Stieel**, once personally purified by the Priestess herself.

Wyrmblessed

Above the northern tip of the city hangs Wyrmblessed, a shelf of solid cloud, and home to a community of metallic dragons loyal to the Great Gold Wyrm. With reptilian vigilance they protect the city from aerial assaults. Although they're most concerned with the threats of demons and the Three, they unleash their fury against any who dare assault the city under their lord's protection.

The dullest child knows that dragons take a dim view of uninvited guests. Cloud inhabitants deal with random adventurers through Wyrmshadow intermediaries, such as **Heartmind** (see below). Visitors who successfully run this gauntlet of protocol might gain an audience with the deceptively charming gold dragon **Boldfriend**, the blustering but secretly kindly silver dragon **Axefang**, or the woebegone but formidable copper dragon simply known as **Large**.

In my next campaign, it won't be a coincidence that the gladiator-obsessed capital of the Empire is also the preferred home of its powerful metallic dragons. Instead of holding themselves above the arena, the earthy metallic dragons of this version of the Empire will be the arena's biggest fans and patrons.

I'll create the full details with the players in that campaign. I can see a couple obvious possibilities to choose from:

- *The major arena factions are called the brass, coppers, silvers, bronzes, and golds. Gladiators seek sponsors within these factions and there's a great deal of status on the line for the dragons whose faction is dominant. Since that's not normally the way metallic dragon hierarchy works, this arrangement looks like something created out of Axis' unusual experiment in putting significant numbers of metallic dragons into close proximity with humans for centuries. The dragons have figured out a way of settling their social squabbles that lets humans fight for them while they chuckle and snort it off.*
- *The dragons' interest in gladiatorial combat is a lucky accident. The arenas started out as an Emperor-thing, and the Emperor's Arena still is. But he's able to pay more attention to actually ruling the Empire since the rest of the arenas are sponsored or owned to varying degrees by squads of one to five dragons. Sometimes the dragons are all the same color, other times you get bronzes working with coppers and a silver teaming with a brass.*
- *The dragons' true love is the gladiatorial sport of kjess (13th Age core rulebook, page 261). But to keep kjess functioning properly they have to stay involved with the entire gladiatorial ecosystem. Or that's what they tell themselves.*
- *It's possible that gold dragons do hold themselves above the arena, following the Great Gold Wyrm's example of martyrdom. But it's also possible that the gold dragons in Axis decided against the GGW's route and are more in line with the Emperor.*

Wyrmshadow

A sliver of land at the city's northernmost reach lies in constant shadow, hidden from the sun by the magical floating cloud platform of Wyrmblessed. The lesser allies of the city's dragon contingent live in this district. These include not only the usual panoply of humans, elves, and dwarves, but also a contingent of dragonics. Their oldest member, **Heartmind**, has seen three Emperors come and go. She serves as liaison between dragons and the Imperial bureaucracy, at least on routine matters.

Visitors to Wyrmshadow without obvious dragon business to conduct receive attentive stares and, if they don't take the hint, polite but pointed questions as to their business in this part of town.

Seat of Empire

As capital of the Dragon Empire, Axis is not just a city of swords, but of pens. A legion of bureaucrats installed deep in Thronehold's bowels scratches away in obscurity, making, reading, and filing reports. These robed functionaries keep the engines of government turning, the stands of Axis' stadiums filled, and the spigots of its beer kegs flowing. Rarely do their behind-the-scenes doings attract adventurous attention.

The real political action occurs at the Emperor's court. In a city obsessed with status, one may covet no greater proof of arrival than a public role in one of the Emperor's countless rituals and observances. The more favored guests also share a private meal with the Emperor. Many rituals include potentates from across the Empire, and sometimes the Archmage or the Priestess. Generals, financiers and gladiators strive for morsels of the Emperor's approval. Those who earn the Emperor's favor rise in status and join the city's elites, where wealth is readily obtained. They regularly accept valuable gifts from lower-echelon strivers hoping for a recommendation to the Emperor.

The dark side of this system is that there is finite room in the rituals and feasts. Someone is always being squeezed out, and their worldly fortunes are soon to dwindle. As an old Axis saying goes, "the Emperor's favor is easy to win, but hard to keep."

Desperation to stay in the Emperor's good graces fuels many a scheme. A few prefer to stay small-time, taking lucrative assignments from the real players and keeping out of the cycle of invitation and exclusion. If an invitation comes, however, you must attend. The Emperor's canny advisers alert him to promising heroes, especially ones who can fight demons, orcs, and the undead.

Good Days and Bad Days

The Emperor embodies the fortune of the Empire—good fortune and bad. When the Emperor is doing well, the Empire prospers, or maybe it's the other way around. In Axis, you can sense the mood of the Emperor by observing what sort of day the city is having. The Emperor's disposition is reflected in the life of the city. If it's one of those days where wheels break, dishes fall, and people get into arguments over nothing, then the Empire is having a hard day. Perhaps a legion somewhere is falling to a barbarian onslaught. Usually, Axis enjoys a heady sense of vitality and confidence, and life is free of rude surprises.

Sometimes the stars influence the Emperor, and thus the Empire and Axis in particular. Astrologers can predict which days will be auspicious or jinxed, and Imperial schedules reflect this foresight. Of course, a blessed day and a cursed day are all matters of relative expectations. The sick are still sick on a good day, and on a bad day the elites are still comfortable.

On its face it seems a corrupt system, or at least one open to abuse. Under this Emperor, it legitimately harnesses the elite's venality and vainglory for the greater good. He lives in splendor, certainly—those who would burnish their reputations by proximity to him would have it no other way! But his flaunted wealth all belongs to the throne. Whether garnered through taxes or gifts to the crown, all but a sliver of the proceeds from Axis' eternal social climbing go to defending the Empire.

Everyday Details

Currency: A mint in the Palace district produces the realm's coinage, stamped with the serene visage of the Emperor. Gold coins, called *imperials* (or "imps" for short) show the dragon throne on the reverse side. Silver coins, or *dragons* (nicknamed "wyrms"), depict a stylized dragon perched on the clouds of Wyrmblessed. Coppers, officially called *pence* (colloquially "pennies") portray the Imperial Arena.

Climate: Proximity to the sea moderates temperature, providing an ideal climate for garrisoned soldiers and draconic guardians. Temperatures rarely dip below 48 degrees in winter or climb above 85 degrees in the summer.

Not coincidentally, this favorable climate also helps the farmland to the north and south of Axis prosper as some of the most fertile and dependable land in the Empire. The Crusader took the hellhole at First Triumph partly as a statement that he could protect the common farmers, some of whom felt threatened by demons even in the shadow of the capital.

Street food: The basic starch of Axis is the loaf of bread, made with whole grain flour and sometimes topped with aromatic seeds. Stalls in every commercial street sell pockets—buns containing spiced beef or pork. Every Palace household worth a jot of status keeps beehives on its roof, harvesting honey for sugary treats. The beecake, a spicy puck of dried honey, is an obligatory accompaniment to chai service in any lofty home. Due to a decree from an ancient Emperor, cheeses are forbidden in Imperial residences.

Racial politics: The Emperor is human, but that doesn't mean you have to be human to get ahead in Axis or the Imperial service. There probably have been Emperors, or at least administrators, who made the mistake of thinking that the Dragon Empire was an empire for humans. The current Emperor doesn't make that error . . . unless your campaign has settled on racial tension as one of its tropes! As our default, half-elves and half-orcs are thoroughly integrated into the Imperial machinery. Halflings and gnomes are less involved, but only because they don't tend to enjoy living in Axis as much they like Glitterhaegen, Concord, or Horizon. Similarly, high elves take to Axis' urban style better than wood elves and dark elves. Dwarves are welcomed as individuals. Large groups of dwarves begin to feel a bit too much like off-duty squads from Forge, and in fact that's often true, so dwarves who enter the Imperial service sometimes have strong reasons for avoiding the Dwarf King's realm.

Calendar

Axis uses the Imperial Calendar, which names each of the year's twelve lunar months after a virtue expected of the Emperor and his subjects. The Imperial Calendar supplanted an older calendar which borrowed certain seasons from the elves and at least one other from the dragons. Devotees of the old calendar say that the Imperial Calendar is stuffy and artificial. The old calendar's critics say that its months suggest magical and iconic correspondences which are in fact almost never correct, so that the old calendar is every bit as artificial as the new calendar while hiding behind tradition. It's not a fight that's going to be settled any time soon, so many Imperial subjects (outside of Axis) are comfortable using both systems.

Imperial Calendar	Old Calendar	Season
Endurance	Tombfrost	Winter
Vigilance	Sidegloom	Winter
Fervor	Budbranch	Spring
Harmony	Meadowbreeze	Spring
Industry	Bloodmoon	Spring
Grace	Sunreach	Summer
Inquiry	Farwalk	Summer
Forbearance	Goldscale	Summer
Wisdom	Tallcrown	Autumn
Dauntless	Thickfort	Autumn
Steadfast	Nightcreep	Autumn
Loresafe	Icehowl	Winter

The Imperial calendar sets its Year One to coincide with the ascension of the current age's first Emperor. In the case of the 13th Age, we generally say that was a few hundred years ago, but you can play it any way you like.

I loved the calendar notes in Dave Hargrave's Arduin. A calendar is a nice place for setting color, which Robin's Imperial calendar nicely delivers. When I ran ***RuneQuest*** *years ago, I was proud of the accurate campaign calendar that I managed, but today I use a calendar only in the most general sense. If you run games the way I do, you want to use a calendar loosely. Be careful about naming dates for future events so you can stay flexible about when those dates occur. If calculating dates takes time away from having fun at the table, that's a loss. I'll be using Robin's calendar for evocative names and for details that make an imaginary world seem real, but I won't be pacing my campaign by it.*

13 Rumors About Axis

1: Tensions between the Swift Swords and the Redsoil Footmen, two mercenary companies quartered in adjacent barracks, have run to the boiling point. They may fight in the arena—unless a spontaneous massacre breaks out before arrangements are made.

2: One of the Crusader's local generals has fallen under the sway of a succubus. When the big guy finds out which one, he's going to ride into town, chop off the general's head, and display it on a pike.

3: The poet **Critius**, whose war ballads made the reputation of many a great general, has come to town seeking a new subject.

4: The Marchers of Silent Wrath, a prestigious mercenary company, seek a new commander. It's not clear why they need an outsider, instead of promoting from within.

5: Crates arriving on the Docks last night turned out to be swarming with undead. Most of the monsters were dispatched in a furious battle with the guards, but at least one got away.

6: In a promotion for an upcoming match, the gladiator **Usmon Ust** has promised an enchanted cestus to any who can defeat him in a contest of acrobatics.

7: The Emperor seeks a new consort. She must be winsome, dutiful, and capable of shooting out a crow's eye at a hundred paces.

8: The best bordello in the city, the *Pearl*, has been losing customers ever since one of its workers was murdered and returned as a ghost. Word is they are looking for an exorcist.

9: One of the Wyrmshadow dragons swooped over Rabbleward last night, plucked up a some poor dweller, and ate him. Maybe the dragons are getting restless.

10: They say the Great Gold Wyrm is stuck in the crevasse that leads to the Abyss. So how come my friend **Zaho** met him in human form last night, in a Saltpork tavern?

11: There's a particular corner near the *Rose Theater* in Arena Town. If you turn it, you walk straight into a past era.

12: To outdo his neighbors, the noble **Stathron** has installed a menagerie in his back garden. He is offering handsome payment for fearsome monsters, if brought back alive and healthy.

13: The Emperor is dead. Long live the Emperor!

Court of Stars

Devotees of formal protocol among the Elf Queen's retinue call her verdant arcadia the First Court of the Unified Elven Kindred. Most elves refer to it as the Court of Stars, or the Court, full stop. Outsiders know it as the Elf Queen's Court, because it's her presence that makes the place important.

"Place" being a relative term; the court moves through the Queen's Wood according to a mystical cycle incomprehensible to non-elves.

The Court of Stars comes closer to the ideal elven vision of a united community than any other place in the land. But still it's not exactly what the high elves and dark elves would prefer. The first have to live in trees instead of towers; the latter dwell aboveground, not in caverns or labyrinths. That the wood elves like it just fine merely increases the tensions between them and the resentful other two groups.

The Leafblood

The collective elven identity stems from a deeper sense than mere ethnic or racial commonality. Elves, and certain of their faerie kinfolk, feel a visceral sense of recognition when they encounter one another. This paradoxical sensation, indescribable to those who have never felt it, both soothes and energizes. Those with the capacity describe themselves as being of the leafblood.

Gradations of leafbloodedness exist between the three elven strains. If you are leafblooded, you sense high elves as light, wood elves as loamy, and dark elves as night-ridden.

Elves refer to half-elves as half-bloods and non-elves as unbloods. Elven bigots look on the leafblood as proof of their superiority. The enlightened see it as merely a marker of difference.

This heightened perception doesn't convey much in the way of mechanical benefits. You might allow an elf to recognize her compatriots if they're disguised, or to tell what shard an elf comes from, if that's not already apparent.

Place or Procession?

The Queen's Wood redounds with the magic of nature, to which the elves of all mortal races remain most bound. The Court of Stars moves in harmony with the other, inaccessible natural worlds hanging high in the heavens. It moves across the magical forest as the constellations proceed through the night sky above. As such it comprises the central vortex of the ever-growing, ever-breathing collection of living things that is the Queen's Wood. Just as the plants of the forest floor can grow from seed to maturity in a few short hours, the forest transforms itself as the Court approaches. To try to map it is fruitless. It's not that you can't perceive it properly—all the details of the physical environment exist in literal reality. But by the time you've drawn up your map, the details have faded into obsolescence.

The palisade of guarding trees that stood by your camp last night will be over by the greenwood the next morning, and gone from sight the next. The bushes with their intoxicating berries surround the Thronewood this afternoon, wither in the darkwood the next morning, and then can be found no more.

To the resident, temporary or permanent, it seems as if the Court constantly reconfigures itself, yet remains stationary. In reality the entire court is gradually flowing across the landscape. This ever-moving stillness comes naturally to elves, but it fosters an unconscious sense of wrongness and disorientation in others.

It's only when you leave the idyll of the Court, and perhaps orient yourself by the stars and your maps, that you realize just how far you've traveled while seeming to stand still. The weirdness of this experience, coupled with the exotic intoxicants served by the Queen's attendants, gives rise to legends of men beguiled by faerie. Warnings never to eat or drink there are exaggerated but contain a glimmer of truth. The Court doesn't trap you on purpose, but some who leave it experience the rest of the world as drab and sorrowful forever after.

That's why elves try to keep others away from the Court: non-elves aren't ready to handle its beauty. Elves recall too many stories of weak-minded wanderers committing suicide after the Court leaves them behind. They don't want the place overflowing with sappy, mooning unbloods, addicted to its wonders and reluctant to depart.

Elves of the wood constantly join and leave the whirl of the Court as it comes toward them. A pod of elves might be foraging near the barbarian lands when the Court surges along, sweeping them up. They join the feasting and the drinking of dew-wine for a time, then let it pass as the Court moves south toward the Midland Sea.

Defenses

The Court's constant motion provides its main defense against enemies. Possessed of its own primordial consciousness, it can alter its cycle of movement in response to threatening vibrations in the emotional aether. For example, when gnoll raiding parties boil down from the northern mountains, the Court adjusts its course southward.

Smaller groups of intruders face interception by elven patrols, which melt out of the woods to surround them at arrow-point. Dark elves, chosen for their untrusting natures, make up the majority of patrollers. They encircle the outer reaches of the Court, riding giant insect and spider mounts. They thrill at the sight of any group that might deserve their cruelty. When you pass muster with a dark elf patrol and are allowed to enter the Court, they visibly deflate with disappointment.

Brightly-hued birds skreek in alarm when enemies bowl their way through a patrol, calling to arms not only the keen warriors of the Court, but the beasts of the forest. Invaders who aren't

being taken seriously will confront waves of enchanted bears, dire boars, badgers, and murderous pixies. Serious invaders will see another side of the Court entirely, as they are torn apart by ancient living spells that have been pining for a target for centuries, or possibly unwillingly teleported into pocket dimensions within the Wood where only elven magic functions to serve as amusing targets for the hunt.

To earn welcome to the Court, adventuring groups need merely include an elven member to vouch for them. An unblood in the good graces of the Elf Queen or High Druid can also serve this role.

Districts, or Tendencies?

Those expecting distinct neighborhoods or districts, as one finds in an ordinary city, encounter befuddlement at the Court of Stars. Just as the Court shifts through the forest, individual components of the Court bleed into one another, abandoning all pretense of spatial relationship. Successful guests train themselves to think in terms of tendencies. Certain areas give off feelings that mirror one of the shards, or that feel more like the Queen, who embodies them all in equal measure. The three tendencies are the Greenwood, Lightwood, and Darkwood, where, respectively, wood, high, and dark elves congregate. The Queen and her retinue gambol in her central domain, the Thronewood. None of the tendencies need be a contiguous area, though Thronewood seems mostly to be its own distinct place within a placeless place. (If that makes sense and you're not an elf, you might want to ease off on the fermented nectar.)

As you hike through the Court, you might walk through Greenwood for a while, then find yourself in Lightwood, back to Greenwood again, then on to Darkwood right before encountering Thronewood. If you want to go to one of these tendencies in particular, it's better to stay put and wait for it to come to you. When it does, that means you needed to be there. Otherwise, you didn't and you're better off for it, so you might as well accept that.

For every three wood elves at Court, there are two high elves and one dark elf. Those of other races are scattered throughout.

Wandering Neighbourhood Chart

To randomly determine what tendency the party ambles into next, roll a d12.

1–6: Greenwood
7–8: Darkwood
9–11: Lightwood
12: Thronewood

Greenwood

The Court's wood elf contingent lives in the Greenwood. Portions of the Court marked by this tendency bear the greatest resemblance to the rest of the Queen's Wood—itself a magical forest. It smells like plant matter and the current season. Mammals of the temperate woodland prowl it in unlikely profusion. Species you'll spot include: mice, rabbits, squirrels, deer, elk, boars, badgers, wolves, bears, and cougars. Deciduous and coniferous trees intermingle, their branches echoing with the music of the birds. Avian life is that of a thriving temperate forest: cardinals, finches, warblers, blue jays, owls, hawks, and eagles. Animals approach the elves of the Greenwood without fear. Now and again the hungry side of nature surfaces, as a predator pounces on its prey.

Greenwood elves rarely eat meat, instead subsisting on edible plants and fungi. It's not that they don't enjoy hunting, and don't eat plenty of meat outside the Court. It's that the tame animals of the Greenwood are no contest. Some wood elves bring in meat they've hunted outside the Court in the relatively normal Queen's Wood, but actually hunting in the Greenwood is something only the drow do, and that's more like poaching.

The elves you meet in this neighborhood may be meditating, foraging, singing, crafting, bantering, eating, drinking, or tripping on psychotropic mushrooms.

Greenwood elves display an unashamed sexual frankness that the unprepared may find shocking. They respect outsiders' boundaries, once reminded that they exist.

If this behavior doesn't fit your image of elves in your campaign, remember that this is life near the Court of Stars. The Greenwood may be a sort of culture/law to itself, and somewhat disconnected from elven life outside the Court, or you could just rephrase this inclination to suit your game.

Notable elves of the Greenwood include:

- **Egeland:** A warrior-poet who loves the Queen and was briefly loved by her. When not leading expeditions against the orcs to win her favor, he composes ballads of infectious despond about his yearning.
- **Bellflower:** A fashioner of delicate knives so beautiful that those murdered by them smile as they die. She herself shrinks from violence, except when performed by the two red-tailed hawks that follow her wherever she goes.
- **Uelakiel:** She discovered a meditation technique allowing advanced students to leave their bodies. Any broken-hearted person she smiles upon immediately releases the pain of lost love. For reasons she will not explain, she despises Egeland and can only scowl at him.

Lightwood

Majestic oaks and cedars, flanked by the occasional redwood and sequoia, dominate the Lightwood, where high elves gather. They mostly live in houses mounted on treetop platforms, accessible from the forest floor by rope ladders.

Although the vegetation matches that of a temperate zone, albeit always on the grandest of scales, the array of animal life seems better equipped for jungle or tropical terrain. In short succession you may spot elephants, antelope, giraffes, meerkats, tigers, monkeys, koalas, kangaroos, apes, lions, jackals, leopards, and jaguars. Wildly plumed birds squawk, chatter, and even converse from the tree branches: parrots, kookaburras, birds of paradise, hornbills, and toucans. Their flightless counterparts, such as ostriches, emus, cassowaries, kiwis, and secretary birds, stalk the forest floor.

A crystalline river, home to hippos, crocodiles, electric eels, and countless varieties of colorful fish, runs through each segment of the Lightwood. It turns into a mere babbling brook whenever the Lightwood fades into the Greenwood, or a turbid bog where it meets the Darkwood.

The elves of this tendency don't so much live in harmony with the animals of the Lightwood as allow them to go about their business unmolested. Likewise the animals show little interest in the elves. Outsiders, on the other hand, might register as a tasty potential meal to any number of its larger carnivores. Lightwood residents take a dim view of harming animals—that they were trying to eat you when you injured them is no excuse.

High elves in the Lightwood love to contemplate, debate, study, exercise, recite epic poems, play the lyre, solve mathematical puzzles, revise genealogies, and observe the heavens. Reserved and portentous of manner, they keep their feelings tightly controlled. Expect no displays of romantic affection among them, and certainly no openness toward willy-nilly sexual contact.

Lightwood elves dine ascetically on wild grains, fresh shoots, herbs, and the occasional piece of perfect fruit. They disdain the intoxicants favored by other elves, though of course that doesn't include the odd dram of well-aged wine, made in tiny batches from berries or orchid nectar. Tea is also favored.

Lightwood notables include:

- **Riendiel:** A blind seer tormented by visions of elvenkind's doom. These visions involve the party's worst enemy. The PCs figure in the vision too—some of them as fools and traitors.
- **Zindarin:** A druidic priest of the nature gods, who once almost came to be the High Druid but was bested by the current High Druid in a magical contest. He has withdrawn and wanders in solitude through the Lightwood, seeking in vain to quell the bitterness of that setback.
- **Thulean:** Once a wandering adventurer, she has retired to compose music and forget the tragedies she unwittingly unleashed in the name of exploration. Every unblood meeting her comes away remembering his or her mother. She knows a great secret—perhaps one the characters have come to the Court to learn.

Darkwood

Moss-covered trees and upward-spiraling, tree-like fungi fill the foggy gloom of the Darkwood. No matter what season you visit this tendency, vegetative decay assails the senses and squishes underfoot, where a carpet of lichen and slime mold covers the forest floor.

Insects, spiders, worms, and their kin overrun all. Giant specimens lumber between the trees, eating moss, fungi, and one another. The dark elves have turned giant spiders, with which they have a historical affinity, into mounts.

It doesn't *always* rain here. But when you step from the sunlight and blue skies of any other part of the Court, you'll likely walk into anything from a drizzle to a downpour. Miserable dark elves shelter themselves under oilskin tents or in precarious, temporary mud domes perpetually on the brink of collapse.

If only the Court stayed in one place, they could dig caverns, furnish them with comforts, build fires, and stay dry. It used to be stationary, with precisely this arrangement, until the schism within elvenkind occurred. The other elves blame the silver folk, as they were once called everywhere and are still called at Court, for committing some great crime that ruined everything. What arrogance! Why would the dark elves do *this* to themselves?

Most dark elves come to the Court grudgingly, as exiles sent by faraway leaders to perform a necessary duty. Relations with the Queen must be kept up, if only to prevent another outbreak of civil war the dark elves are not yet positioned to win. As important as this is, no one finds prestige in this wretched place. That's why dark elves prefer patrol duty on the Court's periphery. The nasty sun gets in your eyes, but at least it's dry.

The elves of Darkwood enjoy no other pastime with the fervor they reserve for recreational torture. Switching roles from giver to receiver, they invent and exact excruciating torments. Inventors of new pain infliction methods win acclaim as artists of the highest water. After an evening's horrors, the victims drink the fermented milk of the arrak spider. It acts as a healing potion on dark elves, and a fast-acting toxin on anyone else. Arrak milk is said to even knit severed body parts back together. Participants in these gory revels fear little on the battlefield or in the interrogation chamber. They don't just have pain thresholds; they have pain reveries, into which they can retreat, shivering with exultation as knives cut their flesh.

With its dependence on fungal growths and insect parts, dark elf cuisine nauseates outsiders, while reminding the dark elves of their distant cavern homes. In the Darkwood they develop a taste for pungent sausages made from the meat of creatures poached from Greenwood and Lightwood.

The Darkwood holds a few personalities that adventurers might, or might not, want to meet:

- **Shaeel T'ark**: A sibilant-voiced dark elf who has a plan to stop the Court's movements, anchoring it in one place. Although this might place it at a slight disadvantage when attacked, the entire Queen's Wood will still lie between her and her enemies. More importantly, caves could then be dug beneath the Court so that the dark elves can be as comfortable as the other peoples, rectifying a longstanding injustice. To minimize political repercussions, T'ark needs dupes . . . *allies,* yes, allies to find an artifact and carry out the necessary ritual.
- **Kreana:** A resentful, insult-seeking reformer who upbraids her compatriots for making dark elves look bad, and outsiders for succumbing to prejudice against them. Despite her rough edges, the Queen likes her; she may provide access to the icon that other elves are unwilling to extend.
- **Harshk Halea:** A legendary warrior who has fallen on hard times after taking a claw strike from the Lich King, which will not heal and leaves her enfeebled. Her old enemies will surely kill her if she leaves the protection of the Court. She has information about them she might share—if the adventurers can pull her out a bout of self-pity verging on catatonia.

The Opals

The mystical lakes scattered through the Queen's Wood might not actually move. It could be that the wood changes around them, bending the Opals to the character of the wood. Or it could be that the Opals pool wherever the Queen wills it. Ask three elves and you'll hear three different answers.

Thronewood

Always at the mystical, if not the literally measurable, center of the Court, lies "Thronewood," a garden of pastoral calm dominated by the Queen's open-air throne room. Cultivators drawn from the three elven races, along with a complement of faerie creatures, tend her living, always-changing throne. It bristles with specimens of the thirty seven original flowers, which blossomed to create the first springtime. Branches of the seven original trees twist and dance to form its wooden back and seat.

The true elven name of the wood is something elves don't say aloud in the presence of unbloods. They refer to the region as Thronewood, probably as a play on the Emperor's Thronehold, using terms the unbloods grasp quickly so that they won't spend time looking for the true name.

Behind the throne stands a cordon of trees and plants that give the Queen privacy when she is not granting audiences. No unblood gains entrance there. Accounts of the interior vary; surely her inner chambers rearrange themselves just as the rest of her Court does.

Coteries of elves gather around the throne waiting for her to emerge. As her whim suits her, she may hear petitions, demand soothing music, declaim an extemporaneous epic poem, or call for a masque to be performed in her honor. Seekers coming before her to give her gifts or request boons may be asked to perform feats of prowess, orate on topics of mystical import, or recount their past adventures. The Queen's moods veer without warning from ennui to empathy, from tolerance to wrath. Some elves wait for years to be called before her. Fortunately her love of novelty leads her to grant a swifter hearing to oddball requests, giving adventurers a leg up. It's always wise to depart quickly after gaining aid from the Queen—to prevent her from changing her mind, and also to prevent angry petitioners from taking out their jealousy on perceived queue-jumpers.

Her majesty's feasts serve up the finest elven cuisine, fused from all three traditions. At the Queen's table even the most ascetic high elf feels obliged to savor the pleasures of the table. Elves can handle the potent nectarwines that are served, but members of other races may find themselves driven to highly uncharacteristic acts by the liquor.

Thirteen Thronewood springs bubble pure water for the Court's use. One of these, it is said, will turn a half-elf into a leafblood, but only if the drinker seeks the transformation with the best intentions. Whatever that means.

Everyday Details

Currency: Officials at the Court disdain the use of metallic coinage. Rare moonflower seeds, thundertree acorns, and shimmerwine raisins substitute for gold, silver, and copper coins, respectively. Dark elf currency merchants will swap your coins for court money, and vice versa, of course.

Festivals: The Court uses the old calendar (see page 119). High Revels, a time of solemn contemplation, takes up most of Meadowbreeze. The Low Revels, a time of sensual celebration, continues for most of Budbranch.

Court of Stars Alternatives

Elf PCs are usually a part of every group, and you should customize the Court of Stars to suit or challenge them. Here are some possible approaches:

An Alien World: Emphasize the alien nature of the elven Court. Within this realm, the influence of the Elf Queen is strongest, and everyone can feel it in their bones. Elves in the party are tempted to lose themselves in the society, and non-elves feel increasingly isolated. Play up the beauties of the Court, and its dangers.

Power Plays: Elves of the three shards see non-elf visitors as potential allies and enemies in their incessant jockeying for position. Local schemers draw important visitors into their plans, attempting to use them to press an advantage in the Court. When powerful non-elf visitors arrive, latent hostilities and conflicts flare up and things get dangerous.

Vast Wilderness: Treat the Court as a vast territory with patches of wilderness between active areas. In other words, spread it all the way through the Queen's Wood, but only in unexpected spots. Emphasize the wild side of the Elf Queen's personality and reflect it in the wildlife, plants, trees, and brooks.

13 Rumors at the Elven Court

1: The lovers **Kerendiel** and **Affathon** have requested that the Queen consecrate their wedding. They are so anxious to marry that they have suppressed an astrological reading predicting doom not just for them, but for elvenkind if they are joined at any time in the next seven years.

2: The Queen's gardeners have erected a new, more glorious platform for petitioners before her to stand on when they come to Thronewood. Strangely, many of its constituent plants are poisonous.

3: One of the Queen's courtiers has been replaced by a fox in elven form. Which one is it? Perhaps the King of Beasts is scheming against her, even though she has done so much to protect his kind.

4: The Queen loves a half-elf named **Leogrand**. Like all such unions, this unconsummated romance portends only disaster. Should he be killed while she still longs for him, his gall and blood will make rare ingredients for dread silver folk rituals.

5: An elven choragic (festival of song) has been scheduled for a couple of days past the group's planned departure. The nectarwine to be served at this celebration is said to reach such heights of sublimity as to change its lucky mortal tasters forever. Surely it would be acceptable to postpone the group's exit. Nothing could go wrong at a music bacchanal!

6: A special rabbit escaped the Queen's hutch. Whoever catches it and takes its foot will be lucky forever. Just don't let her courtiers find out that you have it.

7: The Queen's adviser, a high elf named **Cordoval**, plans to resign his post to embark on a yearlong meditation. Protocol calls for his replacement to come from the silver folk. Things always go wrong when they have the Queen's ear.

8: A natural altar to a forgotten god of winds and breezes grew from a stand of birch trees overnight, on Thronehall's periphery.

9: Puppets fashioned for an upcoming masque got up and walked away. No one knows where they are or what they're doing.

10: A melancholy elf child drowned in a raging Lightwood river. The elves there need rare ingredients for a ritual to prevent her from coming back as a vengeful will-o'-wisp.

11: An infestation of devouring beetles is eating the Greenwood's most sacred grapevines. The wood elves blame the silver folk, who in turn have noted that the beetles are sacred to orc shamans.

12: The branches of trees throughout the Court are bending together to form archways across the forest. Scholars of the three shards can't agree on the meaning of this sign—it's either wonderfully auspicious, or threatens unprecedented destruction.

13: The Court usually swerves around the spot where the elves created the orcs. This season, it's heading straight for it. That can't be good, can it?

Drakkenhall, City of Monsters

Overlooking the Koru Straits, passageway between the Iron Sea and Midlands Sea, looms the ruined city of Highrock, reoccupied and reincarnated as Drakkenhall, City of Monsters. The wily, controlling Blue dragon, one-third of the multipartite draconic icon known as the Three, rules this fanged and gnashing metropolis by the terms of an accord struck with a previous Emperor. Any being, no matter how monstrous, may dwell safely in the city, provided it obeys the Blue's rules. Outlaws, madmen, and treasure-seekers of the common mortal races live side-by-side with goblins, undead, gnolls, and all manner of one-offs that are hard to categorize. Together their rough-and-tumble society has achieved an inexplicable stability, poised always on the knife-edge of conflagration, but never quite tipping the scales to ruin.

You need a good reason to visit Drakkenhall. It's a dangerous place—the worst of the seven cities by any healthy measure. The denizens are questionable, law enforcement is unreliable, hygiene is minimal, and much of the city is in ruins. But Drakkenhall also offers certain possibilities that you won't find anywhere else in the worlds. The one-of-a-kind bargains to be found in the Goblin Market are legendary. Exotic magic, people, and creatures abound, although many don't operate in public view. Dragon magic and tutelage are available for the soul daring enough to accept them. A second chance waits within the walls of the city for those who can't find a second chance anywhere else. Ultimately, the great draw of Drakkenhall is the mysterious Blue herself. Officially, she is a Lord of the Empire with authority over her domain, but everyone knows she is much more than that. No one who walks the broken streets of Drakkenhall can imagine for a moment that they are anywhere but in the Blue Dragon's city. To visit the city is to never forget it. Some say it never forgets you, either.

Drakkenhall Backgrounds

If your character has connections to Drakkenhall, they might have backgrounds such as goblin marketeer, tunnel scout, Blue Dragon scion, heir of Highrock nobility, Imperial monster liaison, street enforcer, cutpurse, entertainer from a monster circus, monster guide (conducts people through monster neighborhoods, often a half-elf), excavator (fancy term for what passes as an archeologist), pit fighter, security guard (generally dwarven), black dragon monk, sorcerous constable, dishonored noble, Imperial Marines deserter, or accursed renegade.

All hail the might and wisdom of the Blue! (Get used to saying these words—they are a standard greeting, and can break the ice with the most slavering of abominations.)

Law and Disorder

The Blue enforces her laws well enough that Drakkenhall doesn't spiral into chaos, but beyond that, there's a lot of leeway.

The Law of the Blue

Ultimately, the Blue is the law in Drakkenhall, and so the law can shift at her whim. Typically she doesn't involve herself in simple criminal cases, but she has a much-feared crew of secret police, and they involve themselves in all things. Everyone has heard that there's an ogre mage running her covert forces,

but few have encountered the creature and lived, and none of those are talking. For serious law-and-order, the Blue relies on her Glinting Legion of elite kobolds. For everyday law-and-order, the semi-criminal constabulary handles things well enough.

Four top figures in her Imperial governorship are:

- **Taage Uroka:** The slyly cynical ogre mage who runs her secret police as Minister of Order.
- **Ailor the Draco-Druid:** The land's mightiest representative of nature's destructive side. Don't let his portly waddle fool you—this corpulent dragonic scares even the High Druid, whose post he none-too-subtly seeks. He serves as the Blue's Minister of Natural Affairs, reifying the magic that shunts energy from the Iron Sea to the Blue.
- **Thavis Jark:** The cruelly handsome half-orc whose more barbarous features only becomes evident under certain lighting conditions. As Minister of Truth he supervises torture, imprisonment, and interrogation. In addition to these tasks, he keeps full-blooded orcs out of the city. Or maybe he's marshaling a secret army of them down in the catacombs, for the Blue's surprise use. As always in Drakkenhall, rumors vary.
- **Goruul:** The bald derro famed for her golden, diamond-encrusted false teeth. She runs the Blue's Ministry of Revenue, extracting what tribute she can from catacomb diggers working the city's ruined western half.

Glinting Legionnaires

The Blue's cadre of well-trained, well-fed, and well-armed kobolds are well-known and respected. They operate openly as a sign of the Blue's power. While the constables may be corrupt, the Glinters, as they are known in the city, are unfailingly loyal to the Blue.

Under the Black

The Black Dragon runs the Black Fang, a gang that specializes in assassination, intimidation, and espionage. Distinctions between the gang and the Blue's Ministry of Order are often a matter of semantics. The ministry trains operatives in Drakkenhall, where the Emperor tolerates them, then smuggles them out to the rest of the Empire, where he doesn't.

Local Black Fang chapters are called lodges. The Lodge Chieftain of Drakkenhall, **Eremos**, escaped to the Black's protection in the city after his former master, the Lich King, tried to have him killed. This soft-spoken vampire owns the *Rat King* tavern, where those wishing to engage the services of the Black Fangs go to make a deal.

Drakh

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Here there be
Dragons

Eremos' lieutenant, the renegade dwarf **Mechthild**, hopes one day to earn eternal vampiric existence by loyal service to her master. He withholds the gift, both to keep her working hard, and because granting her desire will alert the Lich King to his location.

Constabulary

Most day-to-day law enforcement is in the hands of the constabulary. Most of the day-to-day extortion and corruption are in their hands, too. These are civilians with the inclination and charter to wear a constable's sash, to strap on weapons, and to keep problems in check. Sometimes citizens and visitors alike are pressed into the constabulary, at least for short periods. Other times, people sign up for imagined perks and for the thrill of being "the man." Constabulary crews from neighboring districts are renowned for fighting each other as well as fighting crime. The constable system prevents the city from being run by criminal gangs, mostly by channeling gang activity into law enforcement.

Landmarks

Drakkenhall feels like a rough collection of independent settlements, jammed together on ruins. When you turn a corner, you may find yourself in a neighborhood that is startlingly different from the one you just left. A few key places in the city are well-known and easy to find. Beyond these locations, the only way to know what you might discover is to go out and find it.

Saltside and the Sea

The precincts near the docks are densely populated with itinerant sailors and outcasts. Two sorts of malcontents meet in the district: the sea travelers who won't stay long and have no reputation to protect, and the locals who are planning to prey on sea travelers who won't be staying long and have no reputations to protect them. As ugly as life can be near the docks, that's not the worst the district has to offer. Floating in the harbor are certain ships that are havens for creatures, diversions, and transactions that are too unseemly to be allowed even in Saltside. Travelers are advised against visiting such dens.

Midway along the sewer output tunnels leading away from the city are mammoth rolling gates that keep unwanted aquatic beings from entering the city from below. Or do they prevent imprisoned aquatic beings from escaping into the wider ocean?

As the meeting place between two differently charged seas, the Koru Straits is the site of mighty storms. Using rituals maintained by aquatic allies and slaves, Ailor the Blue's draco-druid Minister of Natural Affairs, siphons the storms' energy to his mistress. Perhaps the city owes its continued survival to this connection, although some attribute it to the Great Silver Wyrm that resides (or who is trapped depending on who you talk to) in her tower.

Drakkenhall doesn't try to be the trade center Highrock was. The magical system of pulleys and elevators that once carried cargoes from ships at the docks to the city, and vice versa, has fallen into disrepair. Now and then a visiting scholar attempts to salvage some of the machinery and magic in an attempt to rediscover this lost arcanology, but most attempts have resulted in stunning failure.

Gamemaster

A perennial problem in roleplaying games is the question of why the PCs don't turn to the authorities and why the authorities don't handle the dangers that the PCs are handling. In Drakkenhall, the answer is obvious. The authorities have their own agendas, and they generally don't include defeating evil and protecting the weak. In a typical city, it can be a GM's headache when hot-headed PCs get in a fight with local law enforcement. That's not the sort of behavior that heroes can easily get away with in a civilized area. In Drakkenhall it's expected, and the right bribes, friends, and circumstances can shield the heroes should they find themselves in the awkward position of just having killed some constables in a messy street fight. Alternatively, given the fluid nature of membership in the constabulary, the PCs might even find some of their number pressed into temporary service.

Ruins

The western half of the city lies in ruins. Even the inhabited precincts to the east are built up over ruins. Technically, every patch of land in the city is the territory of one authority or another. Practically speaking, however, gangs and constabulary crews hold on to whatever territory they can, and there are a few places that nobody will fight over.

The ruins of Drakkenhall extend below ground too. Some denizens prefer subterranean living, which allows them to keep a low profile. Underground passages and chambers constructed for various purposes hail from various stages of the city's lost history, both from the former Imperial city of Highrock and from earlier fortresses and complexes. Again, any underground area is presumably some official's territory, but squatters usually have the last word. Every now and then something ancient and nasty comes boiling up out of the ruins. The city's monsters, officials, and fortune hunters either hunker down and hope it eats someone else, or band together to fight it. Later, the scapegoating begins, and the populace looks for a culprit to blame for digging too deep or unlocking the wrong vault door.

In a city where devils, bugbears, and lamia openly walk the streets, only those truly beyond the pale feel the need to live in the ruins. Two such individuals include:

- **Thokkor:** The leader of a cult dedicated to gods too dark for the Crusader. Her decapitation a few years back has done little to slow her down. Her robed henchfolk are known to kidnap the odd street urchin (or lost visitor) for dread sacrifice.
- **Melunde:** A human sorceress who leads an undead gang. She aims to impress the Lich King with her service and gain eternal existence as one of his lich courtiers.

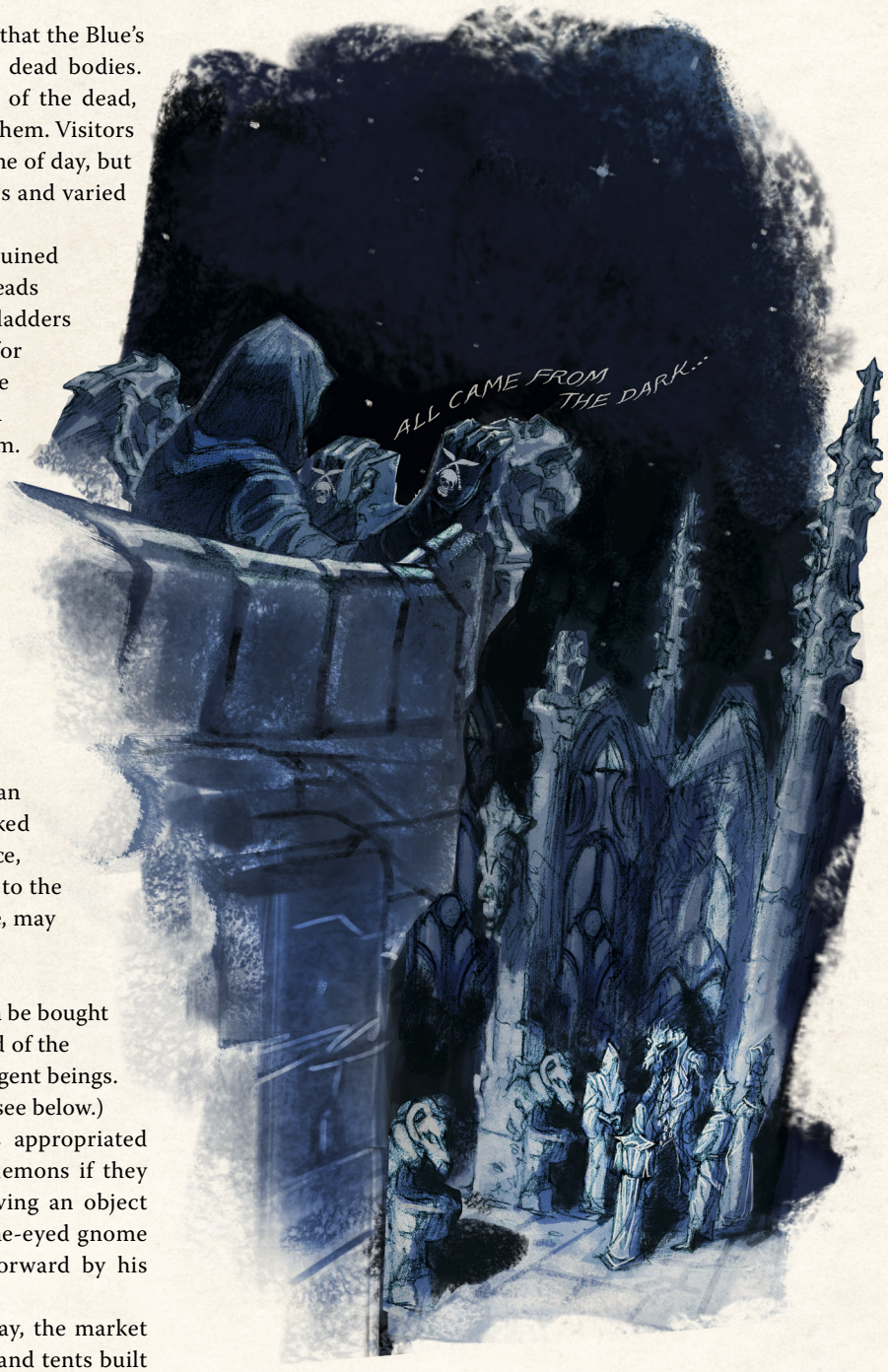
Three strange locations in the ruins might interest the curious:

New Catacomb: An archway decorated with lacquered skulls appears near one end of a ruined wall that rises from a field of rubble. Inside the archway is a domed chamber whose walls are decorated with turquoise chips. Spiral stairs lead down to an underground corridor, where ashes of the dead are ceremoniously poured into the earth down a great crack in the floor and into a

massive chamber below. One government service that the Blue's regime provides is the retrieval and disposal of dead bodies. Since the Blue's monsters resort to confiscation of the dead, people cremate the dead first if they want to bury them. Visitors can inter their loved ones' final remains at any time of day, but sunset is most popular and there's often numerous and varied groups of those seeking to bury their dead.

The Hole: Situated at the dead center of the ruined sector is a vertical tube of hard-packed clay that leads straight down into the bowels of the earth. Metal ladders decorated in an ancient style provide easy access for climbers. No one who has gone down into the hole has come up again. Not in Drakkenhall, anyway. A sign warning of this fact suffers frequent vandalism.

Little Abyss: Locals and explorers coined the name for this incongruous trench of red hot magma among the ruins. Whether it somehow connects to the true Abyss or not stirs many debates. What is known is that demons have been spotted in its vicinity.



Rubble City

Most of Drakkenhall falls under the moniker of Rubble City, a derogatory term used to describe the locales that are better than ruins but worse than wealthy manors. Various neighborhoods have picked up specific labels, such as Rubbleville, Rubble Place, Big Rubble, and Low Rubble. Rubble City is home to the hardworking people who make city living possible, may the gods bless their souls.

Interesting locations in Rubble City include:

Beast Market: Animals and monstrosities can be bought and sold at this market. The vituperative gnoll head of the market association, **Hybrak**, bans the sale of intelligent beings. To engage in that trade, head to the *Slave Market* (see below.)

The Church: This temple-like structure is appropriated by doughty agents of the Crusader. They fight demons if they find them, but mostly seem interested in retrieving an object from the ruins. Their commanding officer, the one-eyed gnome **Riclon**, rebuffs all inquiries except those put forward by his icon's followers.

Goblin Market: During the middle of the day, the market is a quiet yet dizzying labyrinth of closed booths and tents built up over broken ruins. Worked into the walls of these structures are intricate and obscure patterns and symbols, some of which are insanely detailed. Goblins can tell you what the writings mean but usually won't. In the darkness inside the booths, and in passages excavated below, goblins spend the daylight hours sleeping, resting, and nodding out on one monstrous intoxicant or another. Mostly it's goblins, but there are plenty of hobgoblins running the show, and bugbears murdering people that need murdering. All styles of goblins are packed in with their inventory, giving them an intimate familiarity with their wares. It's legal to cut through the *Goblin Market* when it's closed, but it's not advisable. Late in the afternoon as the sun dips, the tent flaps start opening, as if in response to a silent signal. Soon enough, the market is running at full tilt, humming and buzzing with energy and vendor calls. Patrons wend through the walkways, seeking the sorts of deals that can only be found in this place. From across the Empire, people come to Drakkenhall in hopes of scoring a once-in-a-lifetime find in the market.

Madman's Alley: This twisting lane contains drooling sages and mind-blasted questers drawn from across the Empire who gather to gibber the secrets that drove them insane. Occasionally, a determined listener can sift useful fragments of lore from amid the chatter. Stay too long, though, and you'll end up joining the chorus.

Slave Market: This market is usually the last step of a long descent of bad luck and poor decisions that have befallen an intelligent being in the city. Most of those put up for auction stagger out in pitiful condition, but an occasional healthy specimen touches off a bidding war. According to the Blue's

implacable law, slaves can't be freed by their owners, only resold. Returning a slave to free status requires dispensation from the Minister of Truth. The *Slave Market* is literally ruled with an iron hand, by the sapient iron golem **Blackblock**. With a booming voice that rings from its cage-like helmet, it refers to ordinary people as "fleshies."

Sweethall: The monstrous denizens of "Blue City," as they name Drakkenhall, call members of the common mortal races "sweets." (As in, "Methinks you've stepped into the wrong tavern, sweets.") Hence the name of this cyclopean tenement cleared a decade ago by adventurers and now home to a revolving cast of humans, elves, dwarves, gnomes, and halflings. Occasionally, a half-orc or exotic treasure-seeker shows up as part of a multiracial band. Even if you're staying elsewhere, *Sweethall* provides a point of first contact with the city's tight-lipped explorer community.

The Rack: This former Ministry of Order interrogation station turned drinking hall stands across the street from *Sweethall*. It serves a mostly "sweet" clientele. Want to meet a man in a strangely memorable hat to tell you about an entryway into a dungeon? Head to *the Rack*, but try not to think too much about the old stains on its black-brown timber walls.

Drinking Halls

Ranging in atmosphere from unpleasant to nauseating, Drakkenhall taverns barely warrant the name. Here are a few of the more notable establishments.

Name	Clientele
Fatted Boar	bugbears
Silverspike	dark elves
The Jar	funerary workers
Glebik's Retreat	goblins
[Growl Noise]	gnolls
The Walking Hut	magicians/casters
Scale & Ledger	merchants
The Nine-tail	slavers
The Lost Anvil	smiths
Starkissed	intelligent undead

Silver Dragon's Tower

Across the city from the Blue's palace rises a slender silver tower, a jolt of weird beauty amid an alien skyline. Dwelling within it is the Great Silver Wyrm, an entity exerting a benign presence across Drakkenhall, though no one ever sees her. According to popular assumption, she seals or embodies the deal between the Blue and the Emperor. As long as she remains in her tower, the balance holds. If she ever chooses to leave, all bets are off. Depending on whose lager-soaked theorizing you prefer, her exit would either mean unfettered rule by the Blue and a war with the Empire, or the beginning of another of the city's periodic collapses (see below.)

Although none are allowed to see the Great Silver Wyrm, a priestess called **Ulia** receives offerings day and night at the tower's base. She looks human but never sleeps, so she's presumably something else. Rumor has it that her shoulders are heavily scarred, as if she once flew on feathery wings, before they were torn off. In quiet tones Ulia promises that any wretch, no matter how deep their depravity or grotesque their form, may—with hard work—attain redemption.

Manors and Manor Houses

Like islands of wealth in a sea of ruins, small manors dot the face of Drakkenhall. Each manor features a manor house and a small local territory, which is well-defined and well-defended. Some manors achieve a level of independence that makes them seem like separate fiefdoms rather than neighborhoods of a metropolis. Each manor is defined by its ruler or rulers, whether a person, monster, or a group of the same. Various rulers include the following.

- **Melisan the Scourge and her entourage:** The current Imperial envoy's personal decadence is matched only by her personal dedication to the Emperor. She was a bit of an embarrassment in the court at Axis, but since she was shipped off to Drakkenhall, she's been quite effective where straighter-laced envoys have come to grief.
- **Chuuk:** A dragonic necromancer and her stylish, popular half-elf husband.
- Various powerful and sentient monsters.
- Merchants made wealthy on the unique trade opportunities found in Drakkenhall.
- Disgraced nobles formerly of other lands.
- Priests of speakable and unspeakable gods, with shrines in place of manor houses.

Tower of the Blue

The Blue rules from her Tower, but she seems more interested in great magical works than in running a city. In the daily life of the citizens of Drakkenhall, the term "the Tower" refers more often to the official buildings surrounding the Tower, and the government itself, than to the actual structure.

Supplicants come to the Tower hoping to carry their pleas to the Blue or to her functionaries, but results are unreliable. Functionaries do the work that the Blue considers beneath her, which is basically everything. Since the Blue rarely intervenes in daily affairs of state, effectively it's the faceless, implacable "Tower" that's in charge. Decisions are made behind closed doors. A supplicant might take a plea to "the Tower" and get a ruling from "the Tower" without ever setting foot in the Tower proper or even getting the name of the official who made the ruling. Since supplicants rarely get word directly from the Blue, few issues are ever truly settled. Many wait a short time then return to the Tower hoping to get a better answer than the last one.

In addition to the bureaucratic work typical of a seat of power, a major portion of activity in the Tower consists of arcane rituals. Presumably these rituals bolster Drakkenhall and protect it, although they certainly achieve other, less public goals as well. Visitors to the area can't miss the tolling gongs, the smells of incense, and occasional chanting that seems to come from nowhere in particular, or from directions that don't make sense.

Gargantuan in scale and perversely angled, the vaulted architecture of the Tower and the buildings surrounding it may make sense to a draconic mind but confuses the perceptions of humanoids. Moving through the Tower precinct is difficult and

feels like a dreamscape. Just as in a dream where you try to get to one place only to be constantly sidetracked, so travel near the Tower takes place by jagged leaps. You retrace your steps if fate decrees it. Otherwise you find yourself at an unintended destination—if you're lucky, the one you were really meant to arrive at. If you look for a guide, crippled and derelict dragonics offer their services at reasonable rates. Trust that they will report anything suspicious to the Blue. Naïve newcomers purchase maps, but an accurate map would drive a human crazy.

Everyday Details

Currency: Blue City uses Imperial coins, minted in Axis.

Calendar: Drakkenhall officials use the old calendar (page 119), which is unusual for an Imperial city. But maybe it's not so unusual, given that the Blue herself is *old*.

Food: Connoisseurs of fine food don't like to talk about it, but Drakkenhall boasts some remarkable cuisine for adventurous diners. Its chefs have access to meats, vegetables, and fungi that chefs in other metropolises have never seen, to say nothing of blood, bones, shells, organs, secretions, and sinews. And as far as stimulating or intoxicating beverages, Drakkenhall rewards the adventurous even more.

Leisure: Betting on brawls, planned or spontaneous, passes for the highest of high-class pursuits. Gamblers especially favor bloody matches between street urchins. Attempts to fix fights lead to epic free-for-alls, inspiring a new round of betting.

Blue City's wretched brothels are perhaps best left to the imagination.

Festivals: On Pact Day (during Tombfrost), the Blue rises above the city, riding currents of heated emotion as a frenzied bacchanal reaches its apex below. Residents sozzle themselves on free beer and spirits, celebrating the binding friendship of the Blue and the Emperor. Murders committed on Pact Day are put before a jury of your peers rather than a magistrate, so tax officials lock themselves in protective cells.

On Apricot Day (during Goldscale) fearsomely masked adults "deliver" fresh fruit to street orphans. Children who show fear are taken away.

At noon on Statue Day (also during Goldscale) a new section appears on an incomplete metal figure of a twenty-foot humanoid located near the Slave Market. The figure bristles with blades and spikes, and when the new piece appears, it shivers and rustles as if coming to life. By noon, a small group will have gathered to wait. If the added section doesn't complete the statue enough for it to get off the pedestal and start wreaking havoc—which so far it has not—the feasting and binge-drinking commence. After the statue is deemed safe, more revelers show up, and the festivities last until the morning.

Thirteen Rumors Concerning Drakkenhall or Overheard Therein

1: The Dragon Emperor keeps a secret throne room in the city. As long as he sits in the throne at least once a year, Drakkenhall will remain a loyal, if eccentric, part of the Empire.

2: The Prince of Shadows is the true power behind Drakkenhall. The various nefarious villains that operate in the city do so with the Prince's blessing and assistance.

3: The Grandfather of Assassins has manifested this age as an icon, but whoever it is has been hiding out in the ruins until the time is right for them to strike, and to bring about the end of the age, perhaps the end of all ages.

4: Near Drakkenhall, the Archmage's environmental wards work only with help from draconic sorcerers.

5: No one who spends a full lunar month in Drakkenhall, from full moon to full moon, returns unchanged. Emissaries to the city make regular excursions away in order to keep themselves from falling under the city's spell.

6: People who say that Concord secretly pays tribute to Drakkenhall have it all wrong. Concord pays Drakkenhall for sorcerous power it wants to keep secret from both the Emperor and the Elf Queen.

7: Blue dragon sorcerers have warped and broken the timeline of the ages, either intentionally or accidentally. You can now find strange people, creatures, and artifacts from past ages out on the city's streets. Some creatures and objects might even come from future ages.

8: Fifteen years ago, a tremendous sorcerous battle raged through Drakkenhall, and many buildings still bear the scars from that catastrophe. Now, the human children who were in utero at that time have been reaching puberty, and they are turning into something "other" than human.

9: The Black is now the prisoner of the Blue, and she is imprisoned in the undercity. If someone could liberate the Black, she would wage war against the Blue.

10: Servants of the Diabolist oversee a thriving market in stolen, enchanted, cursed, illegal, unholy, and indecipherable items. Drakkenhall is the only place where they have the freedom to truck in forbidden things on a grand scale.

11: The Priestess has begun secretly spending more time in Drakkenhall than in her own Cathedral. With a small group of elder kobolds, she has been engaging in ecstatic meditation for days on end.

12: One of the Blue's ministers made a pact with devils. She hired the Affiliation, whoever they are, to find out which minister did it, and to bear the culprit to her as a midnight snack.

13: When the dead pass the seventh veil of the afterlife, no mortal can bring them back. Except for the blind gnome thaumaturge **Rowüen**. Unfortunately, he's now among the insane denizens of Madman's Alley.

Race Connections

Your version of Drakkenhall might be experiencing any of the following events, each associated with a race. GMs, these connections are designed to be potent enough that you wouldn't want a lot of them to be true at the same time.

Human Fixers

Humans have established themselves as some of the most destructive opportunists in the city. They're not as adaptable as half-elves, but they are decidedly better adapted for cutthroat deal fixing along the fault line between civilization and monstrosity. It's hard to get anything done in the city if you don't have a human of appropriate status working with you.

Dragonic Schism

Dragonics are bitterly divided over support for the Blue. Most of them hate her for the dishonor she inflicted on dragonics in ages past, but a few are advocating burying the hatchet. These few enjoy lavish material support from the Blue but seething resentment from her opponents. The Blue indulges the dragonics who hate her in an unhidden attempt to sway them her way. More dragonics are arriving in the city every day, especially extremists who have come to provoke violence and prevent any attempt at rapprochement.

Dwarf Music

Dwarf engineers have constructed a towering musical machine, the top of which sticks up through the roof of a forbidding dwarven building. For what it's worth, they claim that the Dwarf King has no involvement or interest in the machine. Given Drakkenhall's perversity, it's almost inevitable that the machine has therefore popularly become known as the King's Organ. A crew of gnomes operates the construction, using levers, pedals, cranks, and keyboards to generate an orchestra's worth of music. The machine cranks out music for a few hours per day, five minutes to an hour at a time. Fans of the otherworldly music have taken to camping out near the building. The music's schedule seems random, but some of these fans must know something because the audience often swells right before the music starts.

Elf Magic

A cadre of heroic high elf wizards has formed the Academy of the Inner Dragon, which has begun delving into arcane mysteries that are both daunting and promising. The Blue is presumably assisting them, but they insist that they are independent from her. The whole affair has become a hot topic of rumor and debate throughout the Empire.

Gnome Illusionists

The Illusionist, a renegade gnome wizard of epic power, lives under the protection of the Blue. No one thinks this arrangement is good, and all gnomes in Drakkenhall have come under suspicion of being the Illusionist's agents. Gnomes have a strong presence in Drakkenhall because of their skill as excavators, especially when the ruins are magical.

Half-Elf Transformation

Drakkenhall has a strange effect on half-elves: they gradually come to favor either their human or their elven heritage more strongly. It's a slow enough process that only long-term residents notice it. If the half-elf already favors one side or another, the shift is usually in that direction. The effects remain even after the half-elf leaves Drakkenhall. If anyone knows whether the change is permanent, it might give them some leverage.

Halfling Underworld

The very worst halflings in the world live in Drakkenhall, refugees from civilized halfling society and from civilized justice. They fall in with monsters, and soon become the worst monsters around. Unless they're criminals, or completely desperate, halflings don't go to Drakkenhall.

Half-Orc Army

The Blue is raising an army of elite half-orcs, but everyone knows that most of these warriors are actually under the personal tutelage of the Black. Across the Empire, half-orcs are abandoning their posts to head to Drakkenhall. Rumor has it that the Blue and the Black are building the army that will destroy the Orc Lord, but that sounds a lot like wishful thinking.

Iconic Connections

Depending on what your campaign needs from Drakkenhall, it may have a few of the following connections to the icons. Relative to the campaign, these events might be past, present, or future; and either rumor or truth. Don't use too many of these or your campaign will suffer from plot overload. These suggestions also serve as possible treatments for each icon's presence in the city. For example, even if the silver folk aren't vying to dominate the Black and the Red, maybe they're the Queen's only representatives in Drakkenhall, as suggested below.

The Archmage's Aetheric Portal

For some reason, there is a direct aetheric connection between Drakkenhall and Horizon. In certain places of each city, it's possible to navigate from one city to another through an interdimensional labyrinth of force and darkness. The Blue Dragon and the Archmage each accuse the other of conjuring up this connection as a menacing prelude to some sort of infiltration, but observers speculate it could just be an accident. In fact, the phenomenon is sabotage, a plot to weaken the Archmage and the Blue at the same time, but it's unclear who or what is behind it.

The Archmage's Mortal Foe

The Blue established herself while the Archmage was a mere mortal—an Imperial conjuror of prodigious ability to be sure, but not yet an icon. He advocated war rather than acknowledging her as Lord of Highrock. Even today he's convinced that he was right, and he has good reason to believe that she is plotting against the Emperor. The Archmage and the Blue are currently waging

an underground war in Drakkenhall. Agents of both icons are everywhere and involved in many plots.

The Crusader's Excavation

Excavators are busy unearthing ancient troves in a nondescript portion of the ruined city. They operate under strict confidentiality, but everyone knows that the Crusader is behind it. Evidently he is seeking a particular artifact of special import. Meanwhile, a large number of unusual, ancient items have appeared for sale in Drakkenhall and elsewhere, presumably found in the excavation. They all date from the age when Highrock was pulled down by demons, and that means the Crusader is probably seeking the *Almighty Gauntlet*. The *Gauntlet* is a bane of Hell, but its bearer has a propensity to meet a grisly end. What no one has guessed is that the Crusader intends the *Gauntlet* for the Priestess.

The Diabolist's Black Heart

How did the Blue manage to assert herself as Lord of Highrock, and how does she maintain her status? With the help of the Diabolist. And why can the Blue count on the support of the Diabolist? Because the Prince brought the Blue a special gift that is dear the Diabolist, and she is using it as leverage.

The Dwarf King's Steadfast Hold

The Dwarf King maintains an elaborate and elite colony in Drakkenhall, and he's been known to visit in person. The Blue's most stalwart supporter from the beginning has been the Dwarf King. Dwarves have battled dragons down the ages, giving each side ample opportunity to practice making peace treaties with each other. To outsiders, this unexpected alliance indicates either that the Blue Dragon can be trusted after all or that the Dwarf King has been dangerously compromised somehow. Complicating this dynamic is the *Diadem of Lava and Splendor*, an ancient dwarven treasure that the Blue Dragon has unearthed from below the city. Officially, the Dwarf King is pleased to see this treasure in the possession of a close ally.

The Elf Queen's Silver Envoys

The Elf Queen has many subjects in the court of the Blue Dragon—all of them drow. All elves know that the Blue is providing support to the drow to help them in some sort of political machination. What they don't know is that the two sides are actually scheming to exchange places in a metaphysical transposition. The drow expect to dominate the Black and the Red under their silvery rule, and the Blue figures it will be easy to usurp the place of the Elf Queen once she is connected to her mentally the way an elf would be.

The Emperor's Refuge

A curse of the Lich King has made Axis ritually unsuitable for the Emperor's Draconic Throne. Due to ancient consecration, one part of Drakkenhall can serve as the seat of the Draconic Throne, and that's where the Emperor holds court today.

The Great Gold Wyrm's Mirror

The Blue Dragon has constructed a great golden mirror through which devotees of the Great Gold Wyrm can contact him spiritually, as if they were in the Wyrm's very presence. It's a boon indeed, but the Golden Order is suspicious. If the mirror is everything it seems to be, then it provides a means for the Great Gold Wyrm's highest-ranking leaders to meet personally with him for guidance, tutelage, and blessing without the dangers of entering the Abyss for an audience. If it isn't, then what's the game?

The High Druid's Monstrous Copse

An impenetrably thick stand of trees that is home to local druids and sylvan creatures grows in a ravine in the ruined outskirts of the city. It's not clear how anyone enters or exits, as the trees form a solid perimeter of interwoven branches. All has been well for decades, but now the copse is expanding at a slow but steady rate. So far, it's only disturbed some squatters, but soon it will start to infringe on more prominent locals, promising a confrontation between the High Druid and the Blue.

The Lich King's Ally

With the help of the Blue, the Lich King has revived the White, who is now a lich to beat all liches. Soon, the Three will be the Four, in league with the undead.

The Orc Lord's Bane

Battles against the Orc Lord's armies start bad and get worse. He is unstoppable, with arcane defenses that keep his armies from being blasted away by spells or strafed by dragons. The Emperor is desperate. The Blue has the ultimate weapon needed to stop the unstoppable Orc Lord. She is eager to put the weapon in someone else's hands so she doesn't have to risk using it herself. But she's been stalling. Maybe she wants civilization to be destroyed a little bit before she saves it, and withholding the weapon doesn't violate her geas.

The Orc Lord's Benefactor

Who gave the Orc Lord magical support on an iconic level? The Blue. Prior to accepting the geas, she contrived a way to give the Orc Lord access to her power. That way, he could use that power against civilization, and it doesn't violate the geas because he uses her power without her knowledge or participation. (The Bane and Benefactor plots can each work alone, or you can combine them.)

The Priestess's Shrine of Dancing Stars

Where does a virtuous, spiritual icon go to get a break from the heavy burden of leadership? To Drakkenhall, apparently. The Priestess has a special shrine in the city attended by top acolytes. It serves as an island of hospitality and gentle manners in a rude and violent city. The services feature ecstatic dancing, which typically calls up radiant "stars" that dance above the heads of the participants. For days at a time, with no predictable schedule, the shrine is closed to all but the most devout. Periodically during these times, dance music plays in the shrine, and uncanny singing rises above it. It's the wordless song of the Priestess and her inner circle. Unlike the more general dances, which welcome all into the fold, this secret dance is only for the Priestess and her closest intimates.

The Prince's Dearest Enemy

Everybody knows that the Prince's thieves are everywhere in Drakkenhall, where Imperial justice is weak and life is cheap. Every seedy or underground establishment pays dues to the Prince, often through intermediary gangs. What most people don't know is that the Prince's presence reaches everywhere in Drakkenhall, all the way to the Blue. In turn, the Blue's own agents have infiltrated the Prince's organization. The master of deception and the mistress of sorcery are locked together. The future holds either a war that guts both sides or an alliance that will make the two icons unstoppable.

The Prince's Favorite Lover

Somewhere in the city is the one true love of the Prince of Shadows. Some say it's a woman of astounding talent and wit, others that it's a beautiful young man whose innocent narcissism makes him irresistible. In any event, spectacular curios, breathtaking jewelry, and ornaments of tremendous value are sporadically available around Drakkenhall. They are rumored to be the gifts that the lucky lover has received from the Prince of Shadows but that they don't care for enough to keep.

The Three Minus One

One night, an earth-shaking battle rocks Drakkenhall, and when the dust clears and the lava cools, there is the corpse of the Red. Now there are only the Two, and they are stronger than ever. It seems that the Blue and the Black had been using half their efforts to fend off the destructive force of the Red. With their brother slain, the Blue and the Black are a formidable duo, mastering all that you see and all that you don't.

The Three Plus Two

The Blue has empowered a great white dragon to embody the essence of the White, who fell to the Wizard King before the 1st Age. If she can liberate the Green from captivity under the Elf Queen, she can unite the Five again. Only this time her plan is for her peers to unite literally, merging into a five-headed monstrosity the likes of which the world has never seen.

The Three Divided

The Black's assassins have gone too far, attempting to murder the Emperor and succeeding in dispatching many of his elite personal guard and several close family members. The Blue's geas compels her to turn against the Black, which she has done with a minimum of complaint. The Red, spoiling for a fight, launches his own attack, perhaps as part of a plan, but maybe opportunistically. If the Blue can defeat the other two, she will embody all the power of the original five evil dragons in herself. The Emperor hopes that's all right, because right now he sure needs the Blue's help against the Black and the Red.

The Three for the Dragon Emperor

The Blue has learned much from her increased exposure to the Empire, and she has a newfound appreciation for civilization. She admires the power of the Crusader and the Archmage, and she has a new hatred for the Diabolist and the Lich King. In a big step forward for the Empire, the Blue and the Emperor have pledged their souls against the Abyss and undeath. The Blue's pledge is even binding on the Black and the Red. Things are looking up for the heroic icons. The good news, however, leaves plenty of details to work out. The Black and Red are implicitly part of this union, but can they and their devotees really work side by side with law-abiding people. Why is the Orc Lord not part of the pledge? When the Imperial throne relocates to Drakkenhall, how will that be received?

Class Connections

Taking it down a notch from campaign-defining themes, the following notes offer character-driven connections to Drakkenhall based on a PC's class. Ideas that work for most any class include the tendency for magic items to change shape or character slightly in a city ruled by the sorcerous energy of the Blue. Similarly, in Drakkenhall, "treasure" isn't always a physical item. Sometimes "treasure" is a magical transformative event that shapes a character forever.

Barbarian: In the Goblin Market, the barbarian finds sacred totem items from their tribe for sale. Should sacred totem items be for sale, and handled by goblins?

Bard: A legendary bard with more than a little amphibian in his family tree plies his trade along the docks of Drakkenhall. Bards that manage to find him and hear him sing are all moved. Some unlock hidden talents within themselves, but most lose confidence in their own talents.

Chaos Mage: Among the secret speculations that chaos mages share among themselves is the mystery of Highrock's curse. Chaos mages have reason to believe that the one who can crack this mystery will gain mighty powers of chaos, and there are several closely guarded hypotheses to base an investigation on.

Cleric: Drakkenhall has become renowned for the many ages-old shrines that have been unearthed and even restored. For a spiritually attuned soul, many of these shrines would be worth a visit, and one of them in particular has qualities that attract the cleric's interest.

Commander: A weapon known as *Goldentongue* was lost in Highrock when it fell, and it's waiting for a worthy hero to find it. *Goldentongue* lends authority to its wielder's words, making the weapon attractive to a commander.

Druid: What normal citizens of the Empire experience as dread from a ruined city strikes most druids as a step in the right direction. Relief from stone that is no longer dead, but sprouting new life, is tempered by the deviant energies of the Blue's City of Monsters. Drakkenhall is vibrant, and it's alive, but it's not what druids call natural. There's power in its bones, but it might corrupt.

Fighter: In an emergency, a group of constables conscripts the fighter into their posse, while the rest of the PCs are forbidden from interfering. The operation that the fighter helps with is not the point. The real issue is what contacts, friends, and enemies the fighter makes during this event.

Monk: The monk has a chance encounter with a menacing dragonic sensei. Later, the monk feels strangely captivated by the image of this sensei, to the point of having waking visions of him. Somehow, this particular dragonic figures into the monk's karma. Finding and facing the sensei might be dangerous, but trying to ignore him is surely worse.

Necromancer: Once in ages past, Highrock was destroyed by undead. Somewhere buried under successive layers of the city lie the secrets of this invasion. Following clues from items for sale in the Goblin Market, an ambitious necromancer could unearth invaluable knowledge.

Occultist: When the Blue assumed the role of Lord of Highrock, she altered fundamental iconic correlations. Perhaps the occultist is the ultimate consequence of these changes. Or perhaps the occultist is here to set things right.

Paladin: If anywhere in the Empire there is something to tempt a disciplined paladin away from their sacred vows, it's in Blue City. The paladin might have no idea what the temptation is, but they'll recognize it when it comes knocking.

Ranger: A variety of beastly predators and scavengers have adapted to life in the tunnels, alleyways, and ruins of Drakkenhall. Like dire animals, they are exceptionally ferocious, but instead of being larger than their typical counterparts they run in large packs and demonstrate remarkable cunning. Rangers might be curious about these creatures, or their animal companions might be.

Rogue: Local ne'er-do-wells recognize the skills of the rogue and try to recruit the character to a local cause or network. Inducements to join may be cordial or dire. A clever rogue may be able to secure a valuable magic item as part of the negotiations.

Sorcerer: Drakkenhall churns with arcane currents, invisible yet able to set your teeth on edge if you are sensitive to them. Surely an ambitious sorcerer can find a way to exploit these currents and gain some extra mana, power, mojo, or the like. What are the chances that these uncontrolled currents could be harmful? Only an incompetent would be undone by them.

Wizard: For ages, wizards have made pilgrimages to Highrock and the Stalking Runes, a path of arcane sigils that flicker and dance on an ages-old basalt floor. In each age, wizards have sought the Stalking Runes, hoping to trace their wavering path on the stone and to enlighten their arcane instincts. In some ages, the runes have been lost, but they have always turned up again in later ages. Word is that this time around the runes are not what scholars expected to find. A wizard will have to walk the runes directly to see what they mean.

Icon Relationship Dice in Drakkenhall

The following notes provide ideas for the results of icon relationship dice rolled while in Drakkenhall. The notes are broken out according to whether the relationship is positive or negative, and whether the dice are 5s or 6s. Each 5 result presents a complicating factor for the corresponding 6 result. For a conflicted relationship, either the positive or negative result might apply. Additionally, a few descriptions include special results for conflicted 5s. Obviously these results are meant as inspiration, not as law. They should also inspire stories and action that aren't related to any particular dice roll.

The Archmage

Positive 6: Agents of the Archmage secretly arrange for you to get a magical chime that you need to suppress the anti-divinatory magic being used against you. Only you know that the agents have intervened.

Positive 5: The assistance that you get draws the attention of spies that would otherwise have ignored you. You don't know it yet, but in the near future the knowledge that they gather will be used against you.

Conflicted 5: Agents of the Archmage offer secret help, but it's conditional. You are carefully watched to see whose side you really are on, the Archmage's or the Blue's.

Negative 6: The Blue extends a special welcome to you, offering you the pick of loot that was taken from the body of one of the Archmage's agents, hoping to win you as an ally.

Negative 5: You should definitely make your pick of the treasure from the dead wizard wisely, because other allies of the Archmage are spreading the word that you are somehow responsible for the wizard's death.

The Crusader

Positive 6: An unorthodox, epic-tier Crusader paladin has set up shop in Drakkenhall, acting independently of the Crusader's official hierarchy. She is pursuing some personal vision, and she's crazy enough that the other paladins aren't making any attempt to bring her back into the fold. But her personal mission accords with your goals, and she helps out.

Positive 5: Her craziness seems to be contagious. Possibly it spreads to another character rather than the PC with the icon relationship.

Negative 6: A crippled mage with a mortal grudge against the Crusader transfers a magical tattoo from his back to yours. He can no longer make use of it, and he wants it to benefit a fellow enemy of the Crusader.

Negative 5: After the transfer, the mage's familiar starts mysteriously showing up near you, sometimes harmlessly, but sometimes when it's extremely inconvenient. Leaving Drakkenhall might help, but not necessarily.

The Diabolist

Positive 6: Without you ever knowing that the Diabolist's forces intervened, someone the party meets just happens to have the ancient symbol or rune that you need to solve your current crisis.

Positive 5: The agents of either the Blue or the Archmage manage to connect you to the Diabolist and put you into a compromised position.

Negative 6: A paladin of the Great Gold Wyrm smiles and blesses you in passing, or during a longer discussion if you're the type who would chat with a paladin. Later that day, one of your magic items begins humming battle hymns of the Great Gold Wyrm and tells you that the next time you fight demons, it will be so glad to show off its new strengths. Whatever its former quirk was, its personality shifts toward acting more like a paladin.

Negative 5: The magic item's cool new power only lasts until you gain a new level, not that the PC is going to know that until they find out the hard way. But the item's battle hymn sing-a-thon continues to issue from it occasionally, often when it's least helpful.

The Dwarf King

Positive 6: The Dwarf King's thriving hold has plenty of resources to aid an ally. And the character has come to the dwarves when they are in a good mood.

Positive 5: After interacting with the local dwarves, the character develops a burning desire to see the *Diadem of Lava and Splendor* returned to the Dwarf King's treasury, and the Blue Dragon has it. This desire is a magical effect that the PC can fight but not really ignore.

Negative 6: The local dwarves have a lot of resources, and the character has the means to acquire some of those resources by stealth, fraud, or blackmail.

Negative 5: The character gets more than they bargained for, a really good "haul," but so good that it attracts unwanted attention.

The Elf Queen

Positive 6: The silver folk have commandeered certain underworld portals, giving them privileged access to parts of Drakkenhall. Officially no one knows about these portals, but this resource allows to you get the reinforcements, resources, or information that you need.

Positive 5: Something *else* slips through the portal while it's open. It becomes the character's problem.

Negative 6: A shadowy contingent of dissident elves operates in Drakkenhall. The leader of one such group has a certain arcane expertise that the character needs, and their opposition to the Elf Queen earns them an audience with her.

Negative 5: The dissident elves are promoting an "astral synch" to replace the dream of unity that the Elf Queen generates. It is pretty much working for them, but it causes backlash or side effects for one of the heroes.

The Emperor

Positive 6: Perhaps needing to curry favor with Imperial forces, the Blue extends you a grand welcome and helps you with your current needs.

Positive 5: The Blue's agents insist that you attend an upcoming feast as a guest, but local Imperial agents insist that you do not. You're going to make someone angry.

Negative 6: An underground element working for the Prince of Shadows offers hospitality and aid, hoping to curry favor with a fellow enemy of the Emperor.

Negative 5: While being welcomed by the local criminal element, you meet some dangerous people that take too close an interest in your mission.

The Great Gold Wyrm

Positive 6: A crew of motley, mongrel locals discreetly comes to your aid. They secretly revere the Great Gold Wyrm, someone as mighty as the Blue and yet still concerned for "the little people of this world." While these bottom-rung denizens of Drakkenhall have no material resources to share, they are experts at getting around the city without being noticed. One way or another, they offer useful aid you can't get elsewhere.

Positive 5: One of the crew can't help but brag to friends about their powerful new allies. Hostile elements in Drakkenhall try to put these new allies (the PCs) in their place.

Negative 6: The Blue extends you generous hospitality, albeit discreetly. Her agents help you with your current needs, and they also provide you with a magic charm that will aid you against the Great Gold Wyrm's influence in the future.

Negative 5: You are pressured to share certain secrets about another character or an important NPC. The Blue's agents are practiced at getting the information they seek.

The High Druid

Positive 6: You receive a personal summons to the High Druid's forbidding copse on the outskirts of the city. There you receive blessings and secret knowledge.

Positive 5: The visit to the High Druid's copse leaves a telltale supernatural trace on you, and it brings unwanted attention.

Negative 6: The Blue's agents ask for help or information about the High Druid's copse, and they offer valuable goods or information in return.

Negative 5: Consorting with the Blue's agents gets the PC put on the Archmage's list of potential "enemies of the Empire."

The Lich King

Positive 6: As an interloper in the Dragon Empire, and as a villain with legal status, the Blue is secretly curious about the Wizard King. Your special connection to the Lich King makes you a potentially valuable ally, and agents of the Blue extend a helping hand.

Positive 5: An informer among the Blue's people gets information to the party's enemies, possibly to eliminate you and your special knowledge and possibly to further their own ends.

Negative 6: Your special knowledge of the Lich King's runes helps you find the artifact or ruined sanctum that you're looking for.

Negative 5: The wily undead have left a magical trap, so finding what you're looking for has a price.

The Orc Lord

Positive 6: As someone associated with the enemy of the Empire, you are welcomed as an exotic guest. The hospitality tests whether you mean harm, but as long as you mind your manners, you get extra assistance from the Blue.

Positive 5: Informers among the Blue's people leak sensitive information about you and your allies to your enemies in Drakkenhall. You never find out about it.

Negative 6: You have unusual traits as a result of your association with the Orc Lord, and these traits draw attention to you while also opening doors for you.

Negative 5: The attention you get makes certain factions jealous, and they lay schemes against you and your allies.

The Priestess

Positive 6: You find an ally in an unexpected place, someone with a criminal or monstrous background who has had their heart changed in the ecstatic dances of the Priestess's shrine.

Positive 5: The ally is helpful but intentionally leads the party to a place where the ally's evil-doing, erstwhile companions are found. The ally hopes that the evil-doers will attack and that the heroes will end up "settling things."

Negative 6: Drakkenhall is a good place to find enemies of the Priestess, and you'll be mighty surprised when you find out who they are. Your new "friends" will help you out.

Negative 5: The enemies insist that you join in on a ritual that the group is about to perform. It's a secret ritual by which they align themselves against the Priestess, and it will temporarily drain and weaken you.

The Prince of Shadows

Positive 6: You know certain secret signs by which you can demonstrate your connection to the Prince. Local devotees of the Prince (and there are plenty) will surreptitiously help you out.

Positive 5: Local politics among the Prince's followers includes some internecine bloodshed. The locals who stuck their necks out to help you have their deeds turned against them by their enemies, as if those deeds were evidence of disloyalty. Those who helped you seek you out to protect them from the criminals that are out to get them.

Negative 6: You are skilled at manipulating the devotees of the Prince, and there are plenty such devotees in the city to manipulate. You get what you need from some of them.

Negative 5: As the Positive 5 result.

The Three

Positive 6: Not everyone can feel it, but you can. Drakkenhall veritably thrums with dragon magic coursing through the aether. With your close association with the Three, you let this magic guide you to the person, place, or thing that you need.

Positive 5: The dragon magic not only inspires you, it exhausts you. (You lose a recovery or suffer some other negative effect.)

Conflicted 5: Your intuitive familiarity with the Three works to your advantage, but the pull of the draconic magic is strong. In story terms, you're strongly tempted to ally yourself with the Three. In game terms, you feel pressure to switch your relationship from conflicted to positive.

Negative 6: You know the Three's weaknesses, from the spiritual to the practical. In Drakkenhall, this competence gives you advantages that other outsiders lack.

Negative 5: You also have unusually bad luck when it comes to the opposition. You "randomly" meet just the people (or unpeople) that you wish you could avoid.

Spread of Drakkenhall

In each of the six other metropolises, you can find a "little Drakkenhall." It's a neighborhood near the docks somewhere, a part of the city where wayfarers from Drakkenhall can feel a little more at home. Sailors, wanderers, merchants, exiles, and other travelers from Drakkenhall represent a small but continuous portion of a port's visitors. Most of these visitors are simply disreputable people, but some are goblins or other humanoid "monsters," and many are a poorly defined mix of various seemly and unseemly bloodlines. Once Drakkenhall was founded on the ruins of Highrock, suspicious sailors and travelers began sailing to the other metropolises, where they congregated and eventually formed distinct neighborhoods of some description. These neighborhoods range from small, cramped areas to, in one case, a large, prosperous precinct that has grown increasingly popular. In every case, the locals are divided on how to view the part of the city that's been "taken over by monsters," as critics would have it.

Gamemasters, the details of these neighborhoods are left to you. Certainly there are dangers to be found in them, but specialized goods or services are bound to draw certain people in anyway. These neighborhoods work well in two contexts. First, they can give the players their first taste of Drakkenhall. The heroes' adventures lead them to a Drakkenhall neighborhood, and later they go to Drakkenhall itself, where they advance the earlier plot. Second, it can give Drakkenhall reach, so that even after the PCs have escaped its monstrous walls, the city can still find them, wherever they go. Thematically, Drakkenhall represents an incursion of the alien into civilization, and these "colonies" extend that theme.

HORIZON, CITY OF WONDERS

The metropolis of Horizon is probably the most daunting of the Dragon Empire's seven great cities, and certainly it's the most unearthly. Some find it to be a higher order of reality, more rational and perfect than the everyday world. To others, it's an impenetrable labyrinth of riddles and forbiddance. You come to Horizon because you have to, and you often leave under the same circumstances. In this city, the skeins of destiny tangle with the Archmage's ley lines, and reality will never be the same.

The Archmage and His City

One way or another, Horizon represents and embodies the Archmage, expressing his nature and his work. It would be too much to say that the Archmage is the soul of the metropolis, but not by much.

Hubris and Destiny

To know how to portray Horizon, you need to know who the Archmage is in your campaign. In particular, the Archmage's hubristic attempt to rule nature clearly implies that a well-deserved catastrophe is around the corner. The real-life environmental comparison—modern humans killing our planet—is clear and compelling. If you're not careful, this backstory could be too predictable for players to interact with or to enjoy. Consider these ways to handle the Archmage's great work.

Noble Goal: Give the Archmage's efforts an epic upside. Even given the risks that civilization is facing in the 13th Age, with the wild forces of the untamed world threatening to burst through at any moment, people can still see that the Archmage's works are mostly beneficial. An ongoing theme of the campaign can be prosperity, as the Empire expands under the protection of the Archmage.

Partial Failure: Let the Archmage's efforts already be partially failing. Trouble is returning to unfortunate areas where the Archmage just can't keep the wards maintained. In other places, the wards drop temporarily, letting destruction in now and then. Overall, the Archmage's efforts are working, but his power and resources are stretched past the limit. This scenario spares the players of living through the moment when—shock!—the Archmage's defenses suddenly fall completely.

Fair Warning: Everyone, including the Archmage, knows how serious the danger is, and the Empire is mobilized in preparation for an imminent blowback. If 21st century humans can easily see the menace of trying to control nature, let the people of the 13th Age see it, too. Then the players don't have to pretend that their characters don't notice the disaster on its way.

Promise of Success: Give the Archmage real hope of establishing security. While the Archmage is at the limit of his powers now, if he can maintain control for a few more years, he'll weaken nature to the point at which his project will ultimately succeed. Nature will be at peace with civilization, much like a good draft mule is with its handler. With this option, thwart the expectation implied by the environmental theme.

Table the Apocalypse: You could also straight-up tell your players that the campaign isn't going to be about the Archmage getting his comeuppance. Then they can appreciate the Archmage's story as intriguing color rather than seeing it as blatant foreshadowing.

In the Presence of the Archmage

You experience your time in the Archmage's presence as if it were a distant memory. It's as though you are remembering this encounter as being from a thousand years ago, or a thousand ages. Every word you hear, every gesture you see, and every thought that passes through your mind seems to have been ordained in advance, fated from the beginning, as part of an ultimate plan. Strangely, no one remarks on this breathtaking perspective while the Archmage is present. Of course no one does.

If you are on good terms with the Archmage, then you experience an exhilarating sense of omnipotence, as if you are part and parcel with a grand plan that transcends space and time. Your life stands out clearly as a vehicle that was designed to propel you to this moment, and you play your preordained part with a grace that will haunt your dreams for the rest of your life.

If you are on bad terms with the Archmage, you suffer from spiritual vertigo. All your opposition to the Archmage is now revealed as a dumb show whose script writer is none other than the Archmage himself. What you thought were victories against the Archmage are, after all, ploys in a scheme you can't hope to understand. If you continue to identify with your past, then you experience the encounter with the Archmage as a bewildering reversal and humiliating defeat. If you open yourself to this new revelation, you see that you have been on the Archmage's side the entire time, and being in his presence is like a return to safety and sanity after a harrowing undercover assignment in enemy territory.

Those with no alignment toward the Archmage, either positive or negative, experience a disoriented sense that time spent with the Archmage is real and true in a way that makes the rest of their living moments nothing but a puppet show.

In the Shadow of the Wizard King

Here and there around Horizon, often where you'd least expect it, fragments of the Wizard King's ruins are open to the world. They are statues, columns, facades, bas reliefs, fountains, and other remains of a time long past. The great stone pieces were old before the 1st Age, and now they're even older. They seem worn down from ages of exposure, but their details are still somehow sharp and clear, and the images are distractingly lifelike. Each Archmage through the city's history would not have allowed these ancient relics to remain in their metropolis unless they played a vital role in the city's arcane infrastructure, and they do. As near as anyone can remember, no evil has ever come from them, although most ages end so messily that almost anything could have happened several times and never made it into the historical record.

It's hard to escape the conclusion that the Wizard King, in his day, was more powerful than any Archmage that came after. The Wizard King commanded both earthly and unearthly forces, and no Archmage since has been able to replicate his legendary flying roads. The splendor of Horizon may be the current Archmage's attempt to approach the accomplishments of the Wizard King. Perhaps envy drives the Archmage's efforts against the Wizard King in his new incarnations as the Lich King.

The curious burial customs of Horizon reflect how uneasy people are about undeath. Bodies are bound and segregated from the living until a propitious day, at which point all the dead are cremated. The bodies of the mightiest undergo a secret ritual that protects flesh and soul against undeath. The dead person's spirit is sometimes heard to scream out as the ritual concludes, but usually the massive drums used in the ritual drown such noises out.

Archmages of past ages have sometimes harnessed the Lich King's power for their own use. Usually they are able to avoid the lure of the arcane energies of undeath, but some have succumbed. This age's Archmage has sworn off the necromantic option. Experts concur that undeath would be at cross-purposes to the Priestess's energy, and the Archmage would not be able to maintain his close bond to the Priestess if he wielded it. The Priestess is a new icon never before seen, however, and the experts don't have any historical precedent to observe, so they could all be wrong.

Horizon, City of Secrets

You ride into Horizon in a carriage, eager to peruse an esoteric library or maybe to quiz a reclusive sage. Surely, you'll find the answer you seek in the city. All along the road with you are other visitors, many of them likewise hoping to find some special word or sign. You lean out the carriage window and crane your neck up. Behold, the impossible city of Horizon! In your heart, you know the answer is here. Out of the other side of the carriage you see travelers streaming out of the city. How many of them found what they were seeking? Their fate, however, is not your own. Your future is certain. You will surely struggle.

Welcome to Horizon

Horizon is orderly and secure, a testament to the Archmage's authority and intellect. The Imperial College of the Arcane represents the best arcanery in all the worlds, and five so-called Superiors effectively keep peace in the city. Any mayhem that breaks out in the subcity, just outside Horizon proper, can't be held against the Archmage.

Five Superiors

Working directly for the Archmage are five secretive Superiors, wizards who supervise all that happens in the metropolis and much more. Visitors come to Horizon to find all manner of allies, personalities, or opportunities. No matter what they're looking for, however, they may well find themselves involved in the undertakings of the Superiors, possibly without ever knowing it.

The Superiors command security forces that keep Horizon secure. Where there's real trouble, security teams of stone golems and wizards show up in good time. They command the portal gates that dot the city, allowing them to get from anywhere to anywhere. Invisible floating or flying creatures of some sort patrol the city, but the Archmage doesn't like people talking about them.

GAMEMASTER

The five Superiors are likely to have a greater direct presence in your campaign than the Archmage. Inventing the personalities of the Superiors can be a major way for you to customize Horizon as it appears in your campaign. By default, the Superiors are obscure figures who keep tabs on everything pretty well. In one of our campaigns, the Archmage's organization was a soul-numbing bureaucracy. In this case, the Superiors were the faceless lords of five bureaucratic fiefdoms, engaged in ongoing office politics. A more standard option is to split their duties up, giving one of them "expeditionary authority." That Superior becomes a patron who sponsors the party on various adventures. This option lets you gradually reveal more and more of the Superior's personality. Or maybe the Superiors are inhuman spirit beings from an immaterial dimension, unwaveringly devoted to the Archmage for unknown reasons. Of course, don't feel like you have to figure all this out before the heroes show up in Horizon.

Navigation

If anyone can make sense of the routes that one takes to navigate Horizon, they're not telling. Those who grew up in the city can find their way, but others are liable to take a wrong turn or otherwise lose their way, often. Visitors hire guides to lead them around on foot, or hire carriages for a quicker and more comfortable option. Even natives, however, can't always get from here to there easily. On some journeys, everything simply takes much longer than it should, and wrong turns lead to hours of backtracking. It's as if the Archmage is hiding momentous secrets behind shifting walls and hidden gateways. Perhaps you never find anything in Horizon without the city's permission.

The one element of Horizon that confuses travelers the most is the multitude of teleportation arches called "gates." When you walk or ride through one of these free-standing stone and metal structures, you teleport to another arch somewhere in Horizon. Each arch connects to one of several destinations, which vary on an idiosyncratic schedule. These variable gates mean that any part of the city might be a short trip away from any other, at least temporarily. They also mean that two neighborhoods that are geographically close to each other are sometimes extraordinarily far apart.

Guardians guide travelers through each gate. These "guards" are more like functionaries, and the sabers on their hips are ceremonial fakes. If there's real trouble at a gate, stone golems and wizards quickly pop out of the portal to settle things. Since the Superiors' security teams can access any gate from any other gate, any trouble that starts near a gate usually doesn't last long.

Navigation Checks

By default, whenever the heroes attempt to navigate the shifting streets of Horizon, each PC must make an Intelligence or Wisdom check to see how well they do. An esoteric background that's just right might help, but nothing standard is going to do you any good. You get one check, and you use that result every time you try to find your way in the city. The result increases if your ability bonus or level goes up, and you might get circumstantial penalties or bonuses, but you always use the original roll. The roll represents how well your character personally "twigs" to Horizon. If a character with a low Intelligence and Wisdom gets a great roll, maybe it indicates some secret harmony between the Archmage and the character. If a character with a high Intelligence or Wisdom gets a bad roll, maybe it reveals some flaw in the character's intellect or some latent opposition to the Archmage. Is there anything that can let you improve your result or maybe roll again? Of course there is, but only as an exception, and a good GM will make you work for it.

If you need help, guides and carriages are available. They'll each add a bonus of 1d6 or even 2d6 points to your personal result. You also could probably gain something like a temporary +10 bonus to your result if you power a travel ritual with an appropriate daily spell, such as *dimension door*.

Remember that failure doesn't always prevent you from getting where you wanted to go in the end, but failing forward through rough edges in Horizon could cost you a lot of time and sanity.

DC	Path and Circumstances
0	Simple path, no gates
5	Routine path, no gates
10	Following simple directions, with a few gates
15	Following complex directions, with many gates
20	Navigate by feel to find something obscure without direction
+10 to check	Using a travel ritual to get to your destination.
+5 to DC	Horizon would prefer you didn't get there, or you're traveling to a champion-tier environment such as the College or most of the interesting places in Horizon.
+10 to DC	Horizon really doesn't want you to get there, or you're traveling to an epic-tier environment such as a Superior's personal quarters.
n/a	Horizon wants you dead and you use a gate.**

** The gate teleports you somewhere dark and potentially lethal.

What exactly is the protocol for using these gates? What rumors refer to them? How are the guards accoutered? These arches are a signature item in Horizon, so get creative with them.

Precincts and Neighborhoods

Horizon has the types of neighborhoods you might expect in a metropolis, even if they sometimes seem like nowhere else in the world.

Dockside

Like any other metropolis on the water, Horizon hosts a large number of sailors and dockhands, and the locals who cater to them. In Horizon, however, the cerebral tenor of the city makes the familiar dockside ecosystem both efficient and passionless. Liquor and seedy entertainment are available in the district, like anywhere else, but the carousing plays out in a matter-of-fact way. Elites enjoy slumming here, a "bad part of town" that's safer and more predictable than any other. There are always accommodations available for visitors that can pay. Disreputable visitors who are looking for real vice and chaos know to look in the subcity, just outside the city's walls.

Common Streets

Narrow, twisting streets lead through the common precincts, where tradesfolk, crafters, and other skilled workers live and labor. Sometimes a visitor's quest to Horizon leads them to a world-renowned silversmith or other practitioner of a mundane craft rather than to a wizard. Along the common streets, accommodations for visitors are hard to come by, and suspicious-looking visitors find nothing at all. To outsiders, these streets present an efficient, dispassionate face. Surely behind closed doors the locals enjoy a more convivial life, but how would strangers ever find out?

Behind the Gates

Horizon's elite class lives in elegant, grime-free splendor behind portal gates that separate them from the common folk. These gates are open most of the time, and some can't even be closed, but there's no mistaking the transition from the "lower" to the "upper" city. Visitors of wealth and distinction are presumably able to find accommodations with a wealthy family or at a high-priced inn.

College District

At the Imperial College of the Arcane, the greatest minds struggle with the most difficult problems of theoretical and applied wizardry. The machinations of the College wizards reach out in all directions, and many visitors to Horizon end up involved in one scheme or another. Likewise, the College reaches out in all directions through the district, creating a vast neighborhood

where the boundaries between "school," "home," and "bar" can get hazy. Numerous adjunct or rival academies make places for themselves in the district. All the buildings and many of the people suffer from neglect to one degree or another, because most of the people in the district have their minds focused elsewhere most of the time. Travelers' accommodations are suitable for itinerant students—in other words, somewhat cheap and sparse.

Horizon Backgrounds

If your character is from Horizon, they might have a background similar to one of the following options. These backgrounds include parenthetical notes indicating the classes that might fit them best, and some of them would relate naturally to your character's One Unique Thing.

Possible backgrounds include: renegade College mage (wizard, chaos mage), Archmage-approved demon-worshiping "moderate" (tiefling sorcerer with Infernal Heritage; only one per gaming group, ever), failed College experiment (dragonic, barbarian, sorcerer), successful College experiment (fighter, fighter/sorcerer, occultist), ongoing College experiment (chaos mage), unorthodox College reject (necromancer, sorcerer or cleric/wizard with a chip on their shoulder), street mage (ranger/wizard, rogue/wizard), White Star cultist (holy one, paladin/sorcerer, necromancer), College-trained logic singer (bard with Loremaster), College-trained nature mage (druid with alternative backstory and a negative relationship with the High Druid), librarian of arcane secrets (various), Subcity sneak (rogue), Subcity heavy (barbarian, fighter), Horizon deal-maker (any with high Charisma, maybe with a touch of magic), College janitor (various).

The Archmage's Court

This precinct is small on the outside but big on the inside. Tall walls and overhead footbridges combine to give the impression that you're inside while on the street. When you're indoors, on the other hand, the massive atriums and generous lighting give the impression that you're outside. Functionaries walk briskly from place to place. Everyone knows that the important chambers in the court are within some sort of pocket dimension, but outsiders can never really tell when they transition beyond this world to another one. Everyone assumes that the Superiors monitor everything in the court precinct, and they're right.

Horizon and the Subcity

Horizon is a gleaming city of order and symmetry. People walking in the streets weave past each other as if their footsteps were minutely choreographed, but it's all coordinated intuitively. Everything is in its place. You never spill your tea, and living is easy. It's also easy to forget yourself and to get caught up in your tasks. Life moves at a stately pace, but you waste no effort, and even a moderate pace allows you to accomplish plenty from day to day. The Archmage's bureaucracy of administrators and

functionaries operates at an unparalleled level of efficiency and effectiveness. Life is clean.

Just outside the city is the rowdy subcity, a disorderly and gaudy place. Denizens of Horizon venture here to shop for indulgences and luxuries, to kick up their heels, and to carouse. Inhabitants of the subcity include people who find themselves unable to fit into the rhythm of Horizon proper. Life in the subcity is brash, colorful, unpredictable, and often short. No deal happens in Horizon unless it's sealed in the subcity, or so you'll hear.

According to some, the subcity is an insignificant collection of disreputable castoffs. There's nothing there but malcontents and disorder. Others say that the subcity is the real, living Horizon, while the city proper is nothing but a stultifying, bloodless shell, with an impressive skyline but no soul. To see who's right, you'll have to visit the subcity for yourself.

"Subcity" is the same word as "suburb," but if you call this district the "suburbs," no one will take you seriously.

Horizon and Fate

This city is where destinies cross and sometimes change. GMs, there's probably at least one PC in the party whose backstory includes an ominous prophecy, an obscure destiny, or a mysterious vision of the future. Horizon is a natural place for that character's plot line to face a culmination, a derailment, or a fork with a choice.

Thirteen Epithets of the Archmages, from the 3rd Age to the Present

The typical Archmage has many epithets: names by which they call themselves, names used by others, descriptive terms in Elven or Dwarven, and titles assigned posthumously by victorious enemies or judgmental historians. Some epithets recur from one age to the next—more than anyone guesses. Here are thirteen epithets by which the Archmages of ages past have been known or are remembered. In some cases, more than one of these epithets belongs to a single, notable Archmage. At least one of them belongs to the current Archmage.

- the Tome
- She of Many Colors
- the Mystician
- the Great Starry Mage
- Archmage Uncanny
- Archmage Skybreaker
- the Omnipresence
- the Hidden One
- the Little One, or the Little Archmage
- Tear Drinker
- Thaumaturgos
- Griffin Rider
- Archmage of Cups

Thirteen Establishments that Provide Boarding in and around Horizon

Palace of the Sea Queen (epic tier): On an invisible island a few leagues out in the bay, a mighty "queen" accepts worthy or intriguing visitors. Long ago she was a mermaid, and when visitors enter her opulent palace now, it still gives the impression of being underwater.

Ivory Chambers (epic tier): This tower holds guest quarters for the Archmage's most important visitors. Guests with no arcane talent view the tower as a series of clean-lined white rooms, simple walls and curves, austere and elegant. Those with arcane skills can extend their vision, or reach with *mage hand*, and uncover baroque shifting demi-worlds of art, mana, and edification.

Ebonmoor (epic tier): An ever-shifting castle in a pocket dimension, this retreat is popular option for elites who need to get away from it all. The soaring towers are perched on the edge of a floating island, where they command a breathtaking view of the island's exotic stone formations, the endless green ocean below, and a troubled green sky.

House of the Silver Key (epic tier): This secluded inn features sumptuous sleeping quarters and little else. Those who sleep here dream that they are in a surreal version of the inn, and it's in this dreamstate where the inn's amenities are found. Sleepers share this dream with the other sleepers, as well as with a cast of guardian animals that live in the dream inn and consult with visitors.

The Archmage's Dodecahedral Gardens (champion tier): From the outside, the garden looks like a massive, stone dodecahedron. On the inside, it's a lush garden under a bright blue sky with no sun and scant clouds. The garden is composed of twelve distinct five-sided gardens, each with a large tent that can be shut against the light. The whole garden seems normal, but as you walk around, you can tell that the geography is jinxed. If you walk straight, you pass through several gardens and soon return to the one you started in. If you take right turns or lefts turns from one garden to the next, you end up back at your original garden after two turns instead of three. It's like you're inside a 12-sided die, except that it feels all flat instead of three-dimensional.

Imperial College of the Arcane, or College Arcane (champion tier): Visitors of any social standing might be staying here. The most important guests enjoy private quarters with comely simulacra as servants and sweeping views of the overworld. Those of lesser stature might bunk down in a storage room, now mostly empty. After a few recent, highly public arcane accidents at College Arcane, the demand for admittance has waned, and accommodations are ample.

Old Gorsby's Place (champion tier): Gorsby is a wealthy dilettante who invites exotic visitors and entertaining oddballs to share the hospitality of his estate. Many intrigues spill forth from his extravagant dinners.

Imperial Guesthouses (champion tier): While mainly for official Imperial travelers, the guesthouses are also available to well-connected worthies. This establishment is well-known as a respite from order and logic.

Gray Towers (champion tier): This inn is perhaps the liveliest place in the subcity outside Horizon proper. The cadre that runs it enjoys the inn's implicit challenge to Horizon, and some people say that the deals made here are the ones that really determine the destiny of the city.

Steer and Rooster (adventurer tier): On the main highway into Horizon are two large roadhouses on opposite sides of the thoroughfare. They used to be two competing roadhouses, but a single family now owns both. Drivers and vagabonds stop here to compete in telling the most outrageous stories, and locals term an implausible tale a "steer and rooster story." The accommodations are acceptable.

The Whirlpool (adventurer tier): Within a tall stone wall along a street near the docks is a bas relief of a whirlpool with a broad door in the middle. Inside is a rowdy sailors' inn with a bustling common room. Depending on the time and the day, you can find some combination of drinking, gambling, dancing, eating, and fighting going on inside. By edict of the Archmage, unpresentable and uncouth establishments such as the Whirlpool are to have inscrutable facades. There are plenty of similar establishments in Horizon.

Highhouse (adventurer tier): On street level, it looks like a modest, welcoming inn, but Highhouse towers above the adjacent buildings. It sleeps hundreds, and many visitors to Horizon board here at least once. Floors are accessed via a small chamber hidden behind sliding, double pocket doors. Inside the chamber, it merely appears that the doors shut for a while and then open again, but when they open, you're on the floor you want. Transit can be slow if several parties are all trying to get to the same floor at the same time. Fights have been known to break out among weary travelers due to this.

Black Brick and Hammer (adventurer tier): Adventurous parties of limited means may be directed to this boisterous inn located in the subcity. As to the accommodations, no assurances are given.

Thirteen Rumors About Horizon

1: If you meet the Archmage, you're really meeting his astral projection. The Archmage's mortal frame is too frail to serve as the vessel of a soul that is supercharged with arcane energy. His real body is secreted away within a pocket dimension. They say it's warped beyond recognition or humanity.

2: Unlike mortals, the Archmage reincarnates "in place." One Archmage replaces another in sequence and everyone has trouble remembering the previous incarnations.

3: There are six towers in Horizon that each feature a high balcony and a massive viewing lens, through which you can see specific areas of one of the other metropolises of the Empire.

4: Horizon features an underground bloodsport that pits specially trained mages against each other, dueling with their minds in one-on-one mental combat. The violent struggles knock loose waves of psychic bloodlust and agony, which wash over the crowd. Spectators thrill to feel the combatants' mental battle internally, almost as if they were involved themselves. Officially there's no word of such a sport, and most people don't know about it, but it's an open secret in certain quarters. That the Prince of Shadows is involved goes without saying. No really, you don't want to be caught saying that the Prince of Shadows is involved.

5: The Archmage is the real power behind the Empire. Think about it; he's the icon with the most all-encompassing perspective, whose power is most amenable to his own will rather than to tradition and ritual.

6: The Archmage has reached his personal limit in extending power to ward the Empire, especially after all the recent bad news. The one person with the durability to shoulder some of

Thirteen Uses for the Image of Horizon

Lee Moyer's inspired vision of Horizon is perfect for inspiring some creativity, particularly for people who want Horizon to be a "normal" fantasy city instead of a city made of flying urban islands connected by teleportcullises to each other and to the subcity. What does the painting of Horizon represent in your campaign?

- It's literally what Horizon looks like, right now.
- It's what Horizon looks like, but the interior of Horizon is as chaotic as the exterior is pristine.
- This is the permanent foundation and understructure of Horizon, but temporary structures have been built up over it just about everywhere. These temporary structures vary from month to month, erected and disassembled by crack dwarven engineers and students from the College of the Arcane. You never see the same Horizon twice.
- It's the way that Horizon looks as you pull into the harbor, but it's an illusion. Gradually, the image shimmers and shifts until the city takes its true form: a remarkable metropolis, but one capable of existing according to the mundane laws of physics, mostly on the ground. But the image that you first see is more than an illusion. It's a vision of how the city really looks, on a metaphysical level. From certain towers or plazas in Horizon, you can see the miraculous vision of the city again, this time from the inside. The city in its miraculous form is known to denizens as the Upper City, and all the top-level activity in Horizon takes place there.
- It's the way visitors remember Horizon, but the reality is more pedestrian. When you return to Horizon, you remember experiencing it in its pedestrian form, but as long as you are away from Horizon it appears miraculous in memory and imagination.
- This is what Horizon looked like when the first Archmage founded it, ages ago. With each age (or each end of an age), the city has deteriorated, while new structures have been built atop it. It takes some doing to discern the fallen islands in the massive heap that is Horizon.
- The great central walls are not only full of living space, city businesses, and portals, they also hold a giant reflecting pool that shows the city back to itself.
- The great central walls surrounding the pool aren't for normal citizens; instead they're full of the magical sigils and wards to levitate the flying islands.
- This is what Horizon will look like if the Archmage can merely finish a few remaining rituals. Creating this "New Horizon" will seal the Archmage's status as the greatest Archmage of the ages. The Archmage has created a dozen "seeing stones" that each allow the user to see this image of Horizon in their mind.
- This is how Horizon looked until a few years ago, when most of the floating islands sank slowly into the water. If anyone knows what happened, they're not saying.
- This is the platonic ideal of what Horizon looks like, so it's the real Horizon, as opposed to the messy one made of matter.
- When the Archmage makes his bid for cosmic dominance, setting himself up as the Omnipotent Eye, he will turn Horizon into this image.
- This is the mysterious vision of Horizon in the dreamscape.

this arcane burden is the Dwarf King. But he's going to let the Empire fall so there won't be anyone to resist when he takes his weapons back.

7: There's a fourteenth icon in Horizon. Some say it's the Grandfather of Assassins, the Grandmaster of Flowers, or the White. People aren't sure yet because the new icon hasn't fully manifested yet. In seven years there's going to be a Witching Moon, and that's probably when the new icon will appear.

8: My cousin knows this guy who aced the examinations and got into the College, and in three years he went from being the life of the party to being a weird little recluse. And when his family came to get him, he just died. And it turns out that happens to like a fifth of the students. They're using the examinations to draw in new victims. But that's just what I heard, and don't say I was the one that told you.

9: Horizon is safe because it exists on a parallel dimension where the Archmage has godlike powers. Each time you visit Horizon and return, you might return to a different reality, one very similar to the one you left, but not exactly the same. The Archmage moves souls from reality to reality, setting up his bid to take over the worlds. Don't trust anyone who just got back from Horizon. They might not be who they think they are.

10: It's one of the best places in the world to meet people you knew in past lives. Expect someone you meet "at random" to give you that eerie déjà vu feeling.

11: The city looks slightly different to each person, but not so different that anyone realizes it. The image of the city in a person's eyes apparently depends in part on the quality of their soul. If someone you're with talks about the city as if they're seeing something really different from you, they're a doppelgänger.

12: During the New Year celebration, a visitor to the city is chosen at random and secretly abducted, tortured, and killed.

13: Time moves a little bit faster in Horizon. The sun takes a little longer to cross the sky. People get more done here because they literally have more time each day. But they also age faster, so people who spend their lives in Horizon mature faster and die earlier.

Horizon and the Icons

Below are summaries of what's going on in Horizon from the perspective of each icon. These summaries are canonical to the extent that anything in this book is. This material spotlights particular people or scenes in Horizon without trying to define the city comprehensively. It's a starting point. In addition, each summary includes a "twist" or two, which is a campaign-defining development related to the icon in question. These are strictly optional; you wouldn't want to use more than two or three at most in any single campaign, and they're more about inspiring your own ideas anyway.

The Archmage and His Superiors

In Horizon, the Archmage is ever-present yet hard to find. It always feels as though he's right around the corner, maybe listening. If you catch sight of him, it's never a surprise. You knew he would be there. Mere mortals, however, are much more likely to come into contact with the Archmage through his intermediaries, the five Superiors who jointly manage the city. Officially the Superiors rule the city with harmonious wisdom, but unofficially they can be at odds with each other over seemingly trivial details of protocol.

Waiting for the Archmage: The Archmage feels ever-present, but it's been forever since anyone has actually seen him. When sought, word always seems to arrive that he's teleported away on some mission. Tracking him down may mean searching through alternate dimensions, pocket universes, or the overworld.

New Life for a New Age: The Archmage has developed "new life," the ultimate weapon to use against the Lich King. New life looks like a perfect middle between life, with its cares, and death, with its horrors. The "new living" people have the immortality and unshakability of vampires, while maintaining sanity and good will. They are largely immune to the powers of the grave, making them invincible warriors against the Lich King. True, "new life" is without joy, music, or children, but "you'll see that it's all for the best—once you've joined us."

The Crusader's Bullies

The Crusader has little to do with the Archmage and seemingly little reason to maintain a bastion within the Archmage's metropolis, but he does. Apparently he trusts the Archmage so little that he maintains this contingent in Horizon. The Crusader's local representatives tend to be the worst of the bunch: bullies, sadists, braggarts, and boors. These are the dark paladins who are most likely to be social liabilities to the Crusader. He stations them here where they won't damage relations with an icon he trusts. For their part, they resent their post and cause trouble out of boredom and spite.

Allies of Last Resort: As a last resort, the Archmage sometimes calls on these paladins to help take down diabolical cultists, but usually they are kept at staff's length. For their part, they have no patience for the protection that the Archmage extends to moderate cultists. They have been known to undertake rogue missions to find and destroy these cultists, but their results are poor enough that such ventures are few and far between.

Forced Alliance: The Diabolist corrupts the Archmage's wards and takes control of them, at which point she is able to shut them down at will. The corruption starts on the frontiers but spreads from one arcane power node to the next. The Crusader comes to Horizon to work with the Archmage, as the metropolis itself gradually metamorphoses into a hellhole.

The Diabolist's "Moderates"

The Archmage would love to see the cult of the Diabolist eliminated permanently from Horizon, but that doesn't look like it's going to happen any time soon. The lure of infernal knowledge is so powerful that arcane scholars are always going to fall prey to its temptation. The cult is strictly forbidden, and the people ascribe most every significant misfortune in the city to its inimical and occult labor. Witchfinders employ sometimes intrusive means to root out cultists. Unfortunately, those in the know understand that you can't keep the Diabolist cult under control if you don't have some rapprochement with the cult itself. The witchfinders have a tentative cease fire with several "moderate" cultists, who are willing to rat out their more insane and dangerous occult colleagues in exchange for protection. The geas placed on these cultists is unbreachable, but the moderates themselves are prone to being betrayed by diabolical cultists who consider them turncoats. The Diabolist, however, has never withdrawn her graces from them. In addition, the wizard colleges are known to consult diabolical wizards to perform arcane feats that would be impossible with the Archmage's magic alone.

Curse of the Worm: One sunny afternoon, over the course of a couple hours, the "moderate" cultists transform into giant, mindless, leprous worms. Without the diabolical insight provided by these informers, the Archmage is unable to stop the corruption of his defensive wards. In time, Horizon starts turning into a hellhole, and the Diabolist is sure to arrive soon to desecrate it.

The Dwarf King's Engineering Detail

The Archmage's magic built Horizon's wonders, but dwarf ingenuity keeps everything running. The dwarven contingent in Horizon is partly a diplomatic core but mostly they are the best maintenance crew in all the worlds. When buildings buckle under the force of the Archmage's magic, the dwarves are there to repair and reinforce the structure. Naturally, the unique challenges that arcane architecture presents serve double duty as an excellent opportunity for the Dwarf King, who sells the Archmage the finest metals and structural magic the underworld has to offer. The Dwarf King and the Archmage are both delighted with the arrangement.

Oddly enough, when ambassadors of the Dwarf King put down their tools and attend court, wood elves often accompany them. These elves feel so shut out of the Elf Queen's diplomatic contingent (all high elves) that they have started tagging along with the dwarves.

Staff of the Magi: Everyone knows that the Dwarf King secretly covets every magic item ever forged in the underworld, but fewer people know that there is one artifact forged by human hands that he greatly desires—the *Staff of the Magi*. This legendary artifact was created ages ago by a gifted Archmage, and it has only grown in power since. Sometimes an Archmage has it, and sometimes another powerful wizard wields it, but it goes into hiding when there is no worthy wielder. The current Dwarf King is learned in arcane secrets, and he's sure that the staff would unlock his wizardly potential. At first, the Dwarf King's interest is benign. More dwarves start showing up in Horizon, making nice with everyone and trading away their treasures on generous terms. But everyone knows that if the Dwarf King doesn't get what he wants the nice way, he'll use other options.

The Elf Queen's Distant Envoys

Back home in the Queen's court, it's common to slander the high elves who represent her in Horizon. They are courtiers of the Archmage first, it's said, and of the Queen second. While the Archmage could never truly be as close to an elf as their Queen is, it's true that high elves vie for a coveted post at the Archmage's city. They insinuate themselves into the Archmage's offices and colleges, joining in almost as if they did indeed report to him. An astute observer can discern approximately how long a high elf has been in Horizon by the state of their eyes. The more wondrously transformed the eyes are, the longer they've been there.

The silver folk are also present, although they cross paths with the high elves rarely, if at all. Their expertise with poisons and agony are in high demand among certain circles, and they are eager to learn all they can from the impressive arcane colleges of Horizon.

Wood elves find themselves shut out of the diplomatic staff and they are too out of place among the urban dwellers to make their way on their own. Oddly, they have taken to attending court with the dwarves. Elves are well practiced at forging peace pacts with dwarves, and in this case familiarity trumps hostility, unless there's some deeper reason for their actions.

A Union of Magic: The Elf Queen secretly proposes to be united with the Archmage in an "alchemical wedding." They say that the union would make each icon twice as strong. The epic ceremony consists of months of repeated arcane rituals as the two icons harmonize their powers and people.

The Emperor's Mighty Likeness

Every metropolis has an Imperial Court, but the one in Horizon is something special. Holding court over a grand chamber is a towering statue carved and painted in the likeness of the Dragon Emperor. The statue never animates, since that would be gauche. Nevertheless, to those nearby it feels uncannily as though the statue is the living Emperor himself. Ward wizards attend the statue in seven-hour shifts, devoting their workdays to a trancelike state in which they channel arcane power to protect the Emperor. Others may attend court on an invitation-only basis, and standing silently in the presence of the "Emperor" is considered a day well spent. While the Emperor doesn't have time to personally contact each courtier, those who attend court usually walk away with some sort of insight or intuition about what the Emperor wants of them. Presumably the Emperor is also gathering knowledge from the courtier's open mind.

Imperial functionaries and potentates are everywhere in Horizon. The Archmage's Imperial College of the Arcane spares no effort to accommodate the other Imperial representatives, making Horizon a favored post. Functionaries arrive early and postpone their returns to Axis. In fact, certain high-ranking officials are more easily found here than in their Imperial offices back home.

Crown of Legend: With the help of the Priestess and the Archmage, the Dragon Emperor is preparing to wear the legendary *Crown of Heavenson*, which was worn only once before by the most powerful Emperor in history. Donning the crown would be disastrous for anyone unworthy, so the Emperor prepares for the new coronation for a year and a day. During this time, the Priestess and the Archmage are more preoccupied than normal, as are their followers. Their respective organizations

resort to hiring more adventurers to handle delicate and dangerous missions. As the coronation comes closer, enemies of the Emperor are tempted to strike before the crown can be claimed. The less subtle enemies launch bold attacks, while more devious enemies try to sabotage the coronation to turn the event into a ruinous curse for the Empire.

The Great Gold Wyrm's Perfunctory Embassy

A modest but well-appointed embassy houses the Golden Order's representatives when they visit Horizon, but it's often in the hands of street-level functionaries. Not too long ago, the Great Gold Wyrm had no representation in Horizon at all. The story on the street is that the Golden Order and the Archmage had a falling out over evils perpetrated by certain diabolical cultists under the Archmage's protection. Insiders know the other side of the story—that it was the Order's attack on these cultists that caused the rift.

The Golden Menace: Golden Order paladins start showing up in Horizon in unusually large numbers. The Archmage's cultist allies are worried that they are going to be targets, which seems pretty likely. One day when the paladins launch brazen attacks on the cultists, with a gold dragon in the lead, paladins of the Crusader also appear and join in. Perhaps these new paladins are coordinating with the Golden Order, or perhaps the groups are competing for some tremendous resource the cultists are keeping. If the Prince of Shadows takes the opportunity to grab some choice loot too, no one would be surprised, if anyone notices him at all. For the Archmage, losing these cultists means losing a valuable resource. Fighting the paladins of the Gold Wyrm and the Crusader, however, would mean a loss on all sides. Whatever the outcome of the day's battles, relations among the Archmage, Great Gold Wyrm, and Crusader will never be the same.

The High Druid's Absence

While the High Druid has a sacred grove in the other metropolises, she has no official presence in Horizon. That is to say, her presence is clandestine. A few druids or allies attend official functions and serve as de facto agents of the High Druid. They have no standing to speak in an official capacity, however, or even to accept messages. They do their best, but make no promises. Anyone who understands politics among the icons is pretty sure that the High Druid has covert agents operating in the city as well, although insiders will tell you that the she has less influence here than anywhere else.

Greening of Horizon: The High Druid comes to see that defeating the Diabolist is more important than challenging civilization and allies herself with the Archmage. As a result, the city gradually becomes "greener"—more natural and alive. This transformation is to be expected, or is it part of the High Druid's plot?

The Lich King's Worst Nightmare

Horizon boasts Highspar Academy, an elite college of Lich-hating wizards. These are all "indoor wizards," but they have a department devoted solely to sponsoring adventurers on missions against the Lich King. While wizards are notorious for being socially awkward, the Highspar bunch is remarkably suave. They develop a regal manner and penetrating gaze, much like the mannerisms for which vampires are famous. They find themselves welcome at all manner of elite social engagements. While ignoramuses are likely to suspect them of vampirism, they are notorious for demonstrating their hot-bloodedness.

Dark Night of the Archmage: Trouble with the Lich King is heating up all across the world. Undead-hunters and adventurers stream into Horizon to join the counterstrikes against the icon, which include increasingly high-powered raids and battles. Eventually the Archmage sees only one option: to become a lich himself and wrest the power of undeath from the former Wizard King. The Archmage's vows of fealty to the Dragon Emperor are still binding, so that should help him maintain his sanity. If the Archmage can't control the undead power that he gains, his fellow icons should be able to use their personal knowledge of him to destroy him. Knock on wood.

The Orc Lord's Corpses

Every day or so, another copper dragon laden with baggage and bearing Imperial livery alights on the balcony of a great tower in Horizon. Everyone knows the baggage is orc corpses or other materials from the northern frontier. The Archmage is evidently using or analyzing them for some marvelous work of arcane power. Perhaps he intends to subvert the Orc Lord and turn him against the Diabolist or some such. Rumors that the Archmage's magic is powerless against the Orc Lord are just the sort of paranoid nonsense that you would expect to hear in a backward metropolis like Santa Cora, but those rumors have no place on the streets of Horizon.

Fall of the Wards: When the Orc Lord's armies arrive at the boundary of the Archmage's civilization-wide wards, something goes wrong. The orcs are somehow able to strain, wreck, or even consume the arcane energy maintaining the wards. In Horizon, the city trembles with the pulses of energy and feedback going back and forth across the Empire. Allies of the Archmage scramble, either to bolster his wards or to beat back the orcs and end the damage they are dealing to them.

The Neglected Temple of the Priestess

The Priestess has a beautifully appointed temple in Horizon, but it's largely neglected. It's been years since the Priestess and the Archmage met here. A naive visitor might conclude that the Priestess has little presence in the city, but in fact Horizon is blessed with a small, tightly-knit community of epic acolytes. What work they do goes largely unnoticed. With grit and commitment, these acolytes represent the Priestess as well or better than she is represented at other metropolises, Santa Cora included.

The Priestess' Assistance: As the strain of maintaining the wards becomes too great for the Archmage, the Priestess steps in. With the right thaumaturgical preparation, she will be able to replace the Archmage's arcane wards with her own divine protections. All it takes is a series of purifications, ritual realignments, and other magical works performed across the Empire. With the right artifacts, participants, and formulae, the plan should go off without a hitch. . . .

The Prince's Unbeatable Offers

Depending on how you see it, the Prince of Shadows has either enriched or impoverished the Archmage. The Archmage's inventory includes an array of precious and arcane items that have come his way via the Prince. So the Prince has enriched the Archmage. But none of those items—neither the *Chariot of Ruby Brilliance* nor the *Checkered Tunic of Serendipitous Reflection*—have come cheap. It seems that every so often someone shows up at Horizon with an epic magic item that the Archmage practically needs, making an offer from the Prince. The visitor, however, inevitably exacts a steep and secret price. So perhaps "impoverished" is right.

A Meeting of the Minds: In the criminal and arcane underworld of Horizon, two inestimable icons meet. The Archmage has untold ability to discover secrets and reveal the hidden, but the Prince of Shadows is the ultimate liar, deceiver, trickster, and thief. Has one of them duped the other? Are they locked in a mind-bending contest to discern and control reality? From the outside, it looks as though nothing's going on.

The Missing Tome: The Archmage's tome is gone and no magic can locate it, in this world or in the worlds beyond. Some say that part of the Archmage's soul is in that grimoire, while others claim that it holds all of his soul. No one but the Prince of Shadows could have filched this artifact, or the essence it supposedly holds, without assistance from powerful allies. Without his tome, the Archmage's wards will all crash unless someone, somewhere can find the tome.

The Three's Ambiguous Envoy

The official presence that the Three holds in Horizon comes in the form of a single youth of startling beauty, indeterminate gender, and uncertain pedigree. Officially, his gender is male, but there's reason to doubt that categorization, including a number of straight men that find themselves infatuated with "him." Rather than referring to him by name, people usually say "the Dragonsent." All by himself, he manages the Blue's affairs in Horizon. He is known to be her child, but the means of conception, incubation, and parturition are obscure and certainly unconventional. Thanks to his captivating charisma, the Dragonsent is always attended by hangers-on who include many of Horizon's elites. Nobles and heroes are known to cycle in and out of his circle of favor. If the Archmage doesn't hate the Dragonsent with an abiding passion, then it must be one of the Archmage's five Superiors who is constantly maneuvering against him. Everyone familiar with the Dragonsent knows his name to be **Salaybrius**.

Dragon Hunt: The Archmage develops magical collars that bring chromatic dragons under direct control, once the collar is welded around the dragon's neck. Adventuring bands set out to overpower and enslave dragons, bolstering the Empire's draconic wing with expendable firepower. Their pride wounded, the Three seethe with anger. Perhaps the Archmage can negotiate with the Three from a place of power, or perhaps the draconic passion for vengeance impels the Black and the Red to launch an ill-advised attack on the Archmage.

Icon Relationship Dice in Horizon

Here are some ideas for how to interpret relationship dice when the characters are in Horizon. Use either positive or negative results for conflicted relationships.

The Archmage

Positive 6: The character's knowledge of or experience with an uncanny phenomenon brings them to the attention of one or more of the Archmage's Superiors. Their functionaries are happy to lend assistance, but they expect that the character will be forthcoming with their unique insights about the phenomenon.

Positive 5: As 6, but the close association the character forms with these powerful agents of the Archmage opens the character's mind to the subtler mystic energies that swirl around Horizon. For the next few scenes in Horizon, the character is occasionally distracted by the intangible forces at play around them. The character might take penalties to skill checks, initiative, and possibly attack rolls with spells.

Negative 6: The character is familiar with the way the Archmage's wizards do business, and that familiarity lets them manipulate various functionaries into lending their assistance.

Negative 5: As 6, but the wizards the character is manipulating also find ways to get in the character's head and make it hard for them to resist the Archmage's lure. A nasty turn is in store before the character can shake free, if they ever can. Honestly, it's best not to roll a 5 on a negative Archmage relationship when you're in Horizon.

The Crusader

Positive 6: Dark paladins, frustrated with being assigned to Horizon and bored at being out of the action, are happy to help out an ally.

Positive 5: As 6, but those allies are so happy to lend assistance that they find all sorts of ways to "help out," involving themselves in the party's activities and bringing on unnecessary trouble.

Negative 6: A Superior could use some advice on dealing with unruly Crusader paladins, and they're happy to help the character out in exchange for some useful strategies.

Negative 5: Taking sides against the Crusader paladins wins the character support from the Archmage's people, but word gets out and other folks who are tacitly allies of the Crusader make the character's life harder.

OR

Negative 5: The help that the character earns comes from cultists rather than from a Superior, and trucking with the cultists has its own complications.

The Diabolist

Positive 6: The Superiors are eager to ascertain the character's connection to the Diabolist and to verify that they aren't a threat to law and order in the city. The character can ask for assistance and get it, provided they check out.

Positive 5: The character finds that one potential ally is unwilling to help or support them, thanks to their connection to the Diabolist. The gain that the character achieves through this connection is partially balanced by the loss of support from another quarter.

Negative 6: One or more Superiors are eager to ascertain the character's connection to the Diabolist, with a special eye to verifying that the character isn't a threat to the uneasy peace that the Superiors have with the Diabolist's local cultists. They offer the character assistance as a gesture of good will toward that relationship.

Negative 5: Suspicious of the character and the possibility that they will disrupt the status quo, a Superior and allied cultists of the Diabolist secretly track the character's movements. If the character does something that could prove troublesome, arrangements are made to take care of the "problem."

The Dwarf King

Positive 6: The local dwarves don't get many visitors, and they're happy to extend a welcome to the character, especially if they bring gossip from distant dwarf enclaves.

Positive 5: The local dwarves are well off the path of dwarven orthodox behavior, having fallen under the influence of humans and wizards. They help the character out, but exposure to these dwarves challenges the character's sense of dwarven identity or the perspective that they have about the Dwarf King's policies.

Negative 6: One of the local dwarves is actually an exile from Anvil, someone with an axe to grind. The dwarf responds warmly to the character and aids them out of a sense of camaraderie (or vengeance).

Negative 5: The character's presence opens up a conflict among the local dwarves, one that had been thought smoothed over. Some of the dwarves will help the character, but others will go out of their way to complicate life for the "one who stirred things up."

The Elf Queen

Positive 6: Local high elves take pride in helping the character, almost as if to crowd out the human wizards and to presume to take the role of host in the Archmage's territory.

Positive 5: As 6, but local drow also take note of the character, and they maneuver to put the character in a tight spot, where the drow will be able to wrangle some sort of concession from them in exchange for the assistance.

Negative 6: Human wizards ply the character with offers of aid, hoping to win them to their side. Once the character is in good with these wizards, they hope to use the connection to one-up the high elves with whom they are competing for status.

Negative 5: As 6, but the wizards are using the character as a pawn in a political confrontation with the high elves, hoping to provoke the elves into an overreaction that will make them lose status.

The Emperor

Positive 6: The character is allowed a special audience with the mighty statue of the Emperor. In a courtyard near the court, the character has the opportunity to rub elbows with distinguished dignitaries and gain the assistance being sought.

Positive 5: The character's visit to the Imperial court brings the party under increased scrutiny from many factions, and the authorities see fit to trail, investigate, or harass the character or their allies.

Negative 6: The character's history with the Emperor endears them to an eccentric wizard, whose own political history is checkered. The wizard is willing to help out, especially if the character will listen to long-winded stories about past slights, wrongs, and miscarriages of justice.

Negative 5: The eccentric wizard's advice and help are both useful, although there's a complicating factor that the wizard failed to appreciate. . . .

The Great Gold Wyrm

Positive 6: The local representatives of the Golden Order have access to potions, wards, and/or other magical resources that no one has been using, and they're willing to share.

Positive 5: As 6, but the blessings called down on the party have an unforeseen result. They attract the attention of a demonic spirit, which tails the character. At an opportune time, such as when the hero enters combat or some other precarious scene, the demon possesses a human or animal bystander and attacks.

Negative 6: Hard-living devotees of the Crusader befriend the character and help them in an effort to show the Crusader's superiority over the Wyrm.

Negative 5: As 6, but the trouble-making ways of the Crusader's folk bring scrutiny and cause problems for the party.

The High Druid

Positive 6: A scholarly old wizard with an unusual affection for the High Druid takes an interest in the character and is willing to pull strings in the character's favor. Others in the city who are related to the High Druid have had enough of this old coot, so the character is a welcome new opportunity for the wizard to learn more about the High Druid.

Positive 5: As 6, but fraternizing with this wizard marks the character as an enemy of the local friends of the High Druid, and they spy on or harass the party as a result.

Negative 6: The ghost of an ancient enemy of the High Druid is the companion of an idiosyncratic professor at the College. She takes a liking to the character and can pull some strings in their favor.

Negative 5: As 6, but having a ghost companion makes certain social situations awkward or dangerous.

The Lich King

Positive 6: The character recognizes the significance of the ancient runes carved into a column because those runes date back to the Wizard King's time, and they have inside knowledge.

Positive 5: The Highspar Academy catches wind of the character and identifies them as a threat to the Academy's social and academic standing. If high-born ladies get a little thrill out of inviting the character to their social function, as they do when they invite Highspar wizards, that's definitely going to mean trouble.

Negative 6: The political enemy or romantic rival (or both) of a Highspar wizard provides the character with assistance as a way to raise their profile and make the Highspar wizard relatively less important. This assistance gives the character enough prominence to get the gifts, attention, or assistance they need.

Negative 5: As 6, but the bested Highspar wizard indulges in spiteful sabotage of the character and the group's mission.

The Orc Lord

Positive 6: The character is confronted by mysterious wizards who need to know whatever the character does about the Orc Lord, especially his diet. Although the wizards declare no formal authority, the favors they are able to deliver indicate that they are close to one or more of the Archmage's Superiors.

Positive 5: As 6, but as part of their investigation the wizards go so far as to magically access the character's memories, expertise, or personal resources related to the Orc Lord. The character suffers some minor debilitation until the next full heal-up.

Negative 6: Like "positive 6," but more polite.

Negative 5: Like "positive 5," although the debilitation is less likely to be intentional.

The Priestess

Positive 6: Unbeknownst to most, an agent of the Priestess has been working behind the scenes in social or political circles related to the issue at hand. This agent sees to it that the character and their allies receive the aid they need.

Positive 5: As 6, but the character is also sworn to secrecy by the Priestess's agent, and soon enough the Archmage's authorities insist that the character reveal what they know about the agent.

Negative 6: A defamed former acolyte of the Priestess, now an arcane assistant at an eccentric academy, provides aid to the character, especially aid that involves sketchy wizards that have been hitting the magic dust a little too hard.

Negative 5: The presence of the characters gives the former acolyte the encouragement she needs to take some ill-advised action against the Priestess's oft-neglected temple. Rumors of the character's involvement swirl.

The Prince of Shadows

Positive 6: The character finds a fist-sized glass globe in their backpack. Looking at the magical globe is like looking through a distorting window at a miniature garden filled with sprawling, surging, grasping flora. Along with the globe is a scrap of parchment with the names of a wizard and a street written on it in one of the Prince's codes. The named wizard will help the party in return for the marvelous globe. Or the character can keep the globe. The character also finds some clue indicating the deed that they did to earn the Prince's assistance, perhaps a token of some kind, a written note, or a telltale symbol.

Positive 5: As 6, but the globe distorts the character's mystic aura, and their magic items get grumpy. A certain weapon or implement, in particular, may be so put out that it ceases to function at its full capacity.

Negative 6: The character uses their special insight or knowledge to spot the work of the Prince, and they bring this knowledge to the attention of the Archmage's people. The character is told that the information was wrong and of no use to the Archmage, but navigating the Archmage's hierarchy is suddenly a lot easier for the whole party. Perhaps these insights were too valuable for the authorities to acknowledge openly.

Negative 5: As 6, but the authorities press the character for extra details about the Prince, possibly details the character doesn't know or that the character has reason to hide. Getting stuff done in Horizon might become more difficult if the character won't come across with the information.

The Three

Positive 6: The people who have what the party needs are willing to part with it, provided they can gain an audience with the Dragonsent by tagging along with this character. The character has met the Dragonsent before in other circumstances and therefore has the connection needed to land an audience.

Positive 5: The audience with the Dragonsent gets the party the support they want, but another figure in the Dragonsent's circle begins to give the party trouble.

Negative 6: The character's opposition to the Three is directly related to some special nature, history, or magic that the character has, and the Archmage's wizards want to know more. If the wizards would be allowed to draw minute quantities of the character's bodily humors, they would be happy to oblige the party with assistance. It won't hurt a bit.

Negative 5: As 6, but after the wizards' fluid-collection is accomplished, it has unexpected ramifications. Somehow the magic worked on those humors ends up interfering with the character's magic or charisma—although it might also intermittently help the character as well.

Horizon the Grotesque

Typically, Horizon is the epitome of order, but maybe the Horizon in your campaign is baroque instead. In this case, Horizon presents the viewer with an uncertain skyline and an ambiguous visage. Jumbled together are towers, buildings, arches, plazas, and elevated roads. These structures would look improbable on their own, but juxtaposed against each other they seem impossible. Most of these disparate architectural elements hail from ages past, each representing some part of the city that was so well constructed that it has survived the ages intact. Horizon is the only city with so many major architectural elements that have survived so long.

Santa Cora, City of Temples

We're presenting a few different views of Santa Cora. We suspect they're not all part of the same campaign.

First we have three Santa Cora visions from Lee, two of them maps of a sort and one of them a card of unclear antiquity. Our thoughts are that the map from The Triumphant Order is how the Crusader would *like* to rebuild Santa Cora if he could conquer it. The amount of distribution this woefully inaccurate map receives could be a form of extended make-it-so ritual, but the followers of the Priestess aren't concerned.

The aetheric map is more in tune with the spirit of the city. As an artifact shown to players, perhaps it will help the characters navigate the Cathedral?

Second, there's a vision of Santa Cora from Jonathan that embraces the inspired works of the spirit. It is an essentially positive view, but it talks about how easily what is positive can be distorted, and people who are inclined to hate Santa Cora will find sustenance. Love it? Hate it? You might have to do both.

We have scattered excerpts from Kullis' little-known *Hymn of Bitter Mirth: Four Days and Three Nights in Santa Cora* throughout the text. Kullis is one of the people who simply hates Santa Cora and he doesn't think he should be in the minority. As always with Kullis, he may know what he's talking about, but he may also be trying to squeeze a few imperials out of the fact that he keeps an obsessive journal while having miserable non-adventures.

Lastly, we'll briefly touch on options for tuning that vision to campaigns that don't want that particular aspect of spirit-touched behavior mixed up in their fantasy rpg religion.

Santa Cora, City of the Spirit

As with every other metropolis, there are plenty of reasons to go to Santa Cora, and may the gods bless you if you do. From a distance, Santa Cora sounds like a utopia where the Priestess has unified the priests, mystics, and sages of all the gods. Up close, however, the city can be something very different indeed. When you arrive, the streets throng with holy men, wise women, and songs of devotion. When you leave, you may be saying good riddance to a city of shysters and fanatics.

First and foremost, Santa Cora is the home of the Priestess and the site of her miraculous Cathedral. From across the Empire and beyond, spiritual seekers wend their ways to the city. Some report being changed to the soul by merely laying eyes on the Cathedral. Pilgrims and converts of all descriptions press onto Santa Cora's streets, sometimes even including repentant monsters. Many of these visitors are looking for something more practical than spiritual elevation. They may hope for miraculous healing, divine omens, or the lifting of a curse. Renegades, fugitives, outlaws, and people who have crossed the wrong crime lords come here to seek sanctuary in the Cathedral or in a major temple. Finally, Santa Cora attracts those who seek the gods for knowledge, favor, or power. One thing hasn't changed—that the mysteries of the gods may be sought in the holy city. In Santa Cora, even the prostitutes ennoble their work with prayers and rituals, treating their business as a ministry of sorts.

> *Pay a small bit of attention to our mighty wizard/lord/overseers and you'll understand that the 13th Age is a perilous time. The worst time. The age that could end it all. And we're supposed to be happy about the fact that the blessed Priestess has never been seen before and comes only in this terrible time of thirteen icons? Thank you so much, Priestess. You could have left it at twelve.*
>
> *—Kullis the Cynic*

Down through the ages, Santa Cora has always been the City of Temples. Today the city boasts countless temples to various gods and pantheons, but the Priestess has unified them. Where priests of different temples once competed for territory and privileges, they now join in shared rituals. Priests even borrow from their contemporaries' liturgies, symbols, and hymns, creating syncretic worship that old-school champions of the faith would not recognize or approve of. The streets have a buzz about them, as fresh ideas inspire ancient rites and sacred artifacts once locked away are paraded through broad daylight.

> *A crooked priest from a corrupt temple isn't a scary thing; it's a normal thing. Visionary priests from an all-singing all-dancing radiant Cathedral, they're the ones who are going to get us all killed.*

the Midland Sea
Sea District
River District
the Cathedral of the Priestess
the Hand
the Heart
West Village
East Village
South District
Welcome to the Shining City of Santa Cora

This map of Sandah Corrah (sic) at left is thought to indicate the flows of aetheric energy throughout the city, but its maker remains as unknown as the map's purpose, and a key to it has yet to be discovered.

Is the card below part of an ancient treasure that uncannily prophecies the emergence of the Priestess in the 13th Age? Or is it a trinket created for pilgrims, or a badge carried by those who can travel anywhere within the Cathedral? You can decide for your campaign. . . .

MAPS of SANTA CORA

It's said that the Priestess laughs still...

This city plan (left) was originally created by the Triumphant Order to demonstrate the guild's vision in remaking the sprawling, anarchic, and organic city of Santa Cora. Despite being completely unworkable (and wildly inaccurate), the map of this plan continues to be sold to gullible travelers in ports from Axis to Drakkenhall.

The building diagram shown in the background represents a small fraction of the Cathedral's original structure. Which part of the current building it was is still the subject of some debate, because so much occluding architecture has been added to the building since the plans were originally drafted.

It would be naïve, however, to suppose that religious functionaries have given up jockeying for status and privilege. The competition has instead become more subtle but further reaching. Now a high priest can gain status by cunningly incorporating the best elements of other temples' sacred rituals. Devotees compete to be the most open-minded, the most well-versed in other temples' rites, and the least attached to any particular way of worshiping the gods. Temples swell attendance at their ceremonies by downplaying their ancient secrets and by putting on a great show. Music and dance are popular, as are rituals that require no previous knowledge or spiritual maturity on the part of the audience. If anything, the constant struggles for status are worse now that the Priestess has united the priesthoods. Now everyone is competing on the same field, and the newfound unity means that personal ambition can take a lucky few schemers to ever higher levels. The veneer of sacred unity and divine selflessness provides convenient cover for shameless acts of self-promotion.

I don't find it charming that penitents from the Cathedral use petty magics to disguise themselves as beggars to seek perspective in the streets. When I kick a beggar out of the way, I want them to stay kicked, not grip my ankle in a dragonclaw-hold and lecture me for half an hour on the importance of caring for the less fortunate.

Lay people, meanwhile, are also competing to see who can best embody the enlightening power of the Priestess. Would-be holy men and women flock to the city, demonstrating the power of their faith through various ostentatious displays, including speaking in tongues, dance crazes, stigmata, and ingesting mind-bending substances.

Speaking in tongues is common; it sometimes bubbles up during religious ceremonies but also conspicuously strikes people as they walk down the street or buy bread. Those who are inspired by the gods will suddenly start babbling enthusiastically, often while convulsing, jerking, or dancing. A loud and violent episode of tongues impresses bystanders with the holiness of the speaker's soul. Such a display can be faked easily, a fact not lost on certain enterprising individuals.

Similar to speaking in tongues is the phenomenon of dancing frenzies. In a dancing frenzy, an individual starts dancing more or less spasmodically, in the grips of a holy compulsion. If the spirit is strong, in no time bystanders have joined in, and an impromptu procession begins. Musicians join in because dancers have been known to dance themselves to death if they don't have music to soothe them. The dance progresses through the city, sometimes growing and even splitting into separate mobs. Dance crazes can unite different people who would normally not rub elbows, such as slaves (if your version of Santa Cora even allows slavery), nobles, youths, sages, penitent monsters, and potentates. Some dances have gone on for days, with exhausted dancers dropping out even as new subjects of the spirit replace them. As with speaking in tongues, a dance frenzy is considered good fortune, and the gods are closer than ever to the world during a frenzy. It confirms the Priestess' vision of unity when you see a people from all walks of life dancing together.

I don't go to cities to talk with people. I go to cities to be alone. And Santa Cora will not stay out of your business. You could be a hermit on a rock and there'd be a spirit popping in to find out if you'd had enough air to breathe.

Another startling spiritual phenomenon frequently reported in Santa Cora is stigmata, when someone spontaneously displays wounds reminiscent of a sacrificial animal or a martyred saint. Some inspired individuals bear wounds across the throat as if they're lambs sacrificed on an altar. These wounds bleed only intermittently, but they never heal. Others develop similar wounds on their chests, mimicking the wounds of an animal whose heart is cut out. Down the ages, various saints have met grisly ends, and the wounds they had in death sometimes appear on the otherwise healthy bodies of devotees today. Devotees with stigmata make everyone else's faith look cheap in comparison, and they enjoy celebrity status in Santa Cora.

Certain holy seekers achieve the status of "holy fool" by eating, drinking, or smoking various fungi, tinctures, and herbs. While reports vary widely, these substances generally help mortals transcend their corporeal limits, allowing them to access higher planes of light and truth, and sometimes to walk through the cities of the gods themselves. These seekers are eager to share their insights and visions with others, and sometimes go to great lengths to do so. The only people who can really appreciate these stories, however, are fellow travelers who have been to such realms themselves. The wide-eyed proponents of these spiritual quests have tried various divine substances, and they will be eager to try the next one that makes its appearance in Santa Cora.

I have had it with cities that can't be bothered to keep to a street plan. Drakkenhall, Horizon, Santa Cora. Bah. Random-walk mysteries that force every visitor to inhale deeply from a vision-pipe. Axis, Glitterhaegen: I still hate you. But I'm coming home.

If you know anything about people, you have guessed that Santa Cora is just the place for snake-handlers, fortune-tellers, and other charlatans. It's hard to tell who's who, but you can count on there being some shysters among the true believers. The Priestess has lifted people up out of their traditions and their taboos, inspiring them to listen for the gods with their own

hearts. It's a nice idea, but charlatans know that people who are thinking for themselves are the easiest marks.

Which Santa Cora will you find if you go there? Will it be the uplifting metropolis and its spiritual Cathedral, drawing you ever higher above the everyday and toward the realm of the gods? Will it be a miraculous city where even your fishmonger can be touched by holy spirits? Or will you find a city of disingenuous priests, maniacal devotees, and sweet-sounding tricksters? Perhaps it depends on the state of your soul, with only the deserving finding their way past the distractions of the outer world to the sacred transcendence of the inner soul.

City or Cathedral?

Some campaigns may prefer a more generic or baseline approach to the City of Temples. If the strange and marvelous version of Santa Cora mentioned above doesn't work for you because you'd like a more straightforward city, something closer to traditional fantasy tropes, push the flowing spirit wonders into the Cathedral. It's clear that the Cathedral's many gods are cross-pollinating with all sorts of powerful rituals and energies. Perhaps the vision above is what Santa Cora is going to become during the campaign rather than the vision of how it starts.

CHAPTER 4

MONSTERS

For the basic introductory rules for monsters, you'll want to look back at chapter 8 of the core rulebook on page 199. We're not duplicating much of that text in *13 True Ways*, aside from reprinting the ever-handy Building Battles table.

Before we dive into the alphabetical list of monsters, let's go over two new monster types, a quick guide to leveling existing monsters, and an update on customizing your own monsters.

NEW TYPES

Two new monster types—DEVIL and ELEMENTAL—join the list of monster types established on page 203 of the core rulebook.

Devil: Depending on how you phrase devils in your campaign (see chapter 5), you may decide that devils and demons are interchangeable. We're not making that assumption as the default, so it's up to you if you'd like holy things that work well against demons to also work well against devils.

Elemental: As you'll see, elemental tiles embed Archmage-style geometric shapes in the High Druid's stone. We could have given them extremely different mechanics when associated with different icons, but we went a simpler route.

LEVELING UP A "BOOK" MONSTER

It's easy to level up monsters with stats in this book or in the core rulebook, and it's easy to give a "from scratch" monster a little personality with a few stat adjustments.

Here's a quick guide to raising a core book monster one or more levels.

1: Raise its attack bonuses and defenses by 1 per added level.

2: For damage and hit points (and any related special abilities, such as healing), multiply the original stats by the number listed on the Hit Point and Damage Multiplier table above.

Hit Point and Damage Multiplier

Levels Added	Multiplier
+1 level	x 1.25
+2 levels	x 1.6
+3 levels	x 2.0
+4 levels	x 2.5
+5 levels	x 3.2
+6 levels	x 4.0

The "Level-Based Monster-Stat Adjustments" on p. 253 of the core rulebook are on the extreme side, sometimes too extreme for reliable fun at the table. In particular, I hear that much blood and tears have been spilled when GMs level up a monster by giving it +6 on its attacks. I don't lose much sleep over players getting their asses unexpectedly handed to them, but in the spirit of fair play, we'll present some more modest adjustments for your monsters.

CUSTOMIZING A DIY MONSTER

If you're creating a monster from scratch, determine its base stats according to the tables on pp. 254–255 of the core rulebook, and then consider using one of the six types of adjustments spelled out below. These are the same adjustments on p. 253 of the rulebook, but with adjustments reconfigured as ranges. The big adjustments in the rulebook (such as +3 attack, –3 defenses) are best for creatures that you're inventing on the fly without much time to individualize them. If the monster has other interesting features, and especially if it's one that the characters will meet repeatedly, then more modest adjustments are plenty (like 1 or 2 points).

Scrapper—Sharp but thin: attacks +1 to +3, hp –10% to –30%

Offensive—Soft but strong: defenses –1 to –3, attacks +1 to +3

Oaf—Tough but clumsy: AC +1 to +3, attacks –1 to –3

Defensive—Tough but weak: AC +1 to +3, hp –10% to –30%

Lunk—Big and squishy: hp +15% to +40%, defenses –1 to –3

Brittle—Tough but thin: +1 to +3 AC, hp –10% to –30%

ANIMAL/CRITTER

Here are some higher-level critters than those found in the core rulebook. Both the dire boar and the dire tiger have at least one dire feature.

Dire Features (d6)

1: *Armor plates*—Add +2 to the dire animal's AC, and add +1 to its PD.

2: *Spiky bits*—Whenever an enemy hits the dire animal with a melee attack, deal damage equal to twice the animal's level to that attacker.

3: *Carnage*—The dire animal's attacks that miss deal damage equal to its level. When staggered, its missed attacks deal damage equal to double its level.

4: *Poison*—The dire animal's main attack also deals 5 ongoing poison damage per tier (5 ongoing poison at levels 1–4, 10 at 5–7, etc.).

5: *Dire regeneration*—When the escalation die is even, this animal heals damage equal to triple its level at the start of its turn.

6: *Fury*—While staggered, the dire animal gains a +2 attack bonus and deals +4 damage, but at the end of each of its turns it takes 2d6 damage.

Dire Boar

Dire boars are cunning, resourceful, flexible, tough, quick to learn, slow to forget, and likely to find a way to get wherever you least want them to be. Sound familiar, human? Dire boars are at their very worst when driven to blood frenzy by wereboars or demonic influence, and they're at their second worst the rest of the time.

Large 5th level troop [BEAST]
Initiative: +6

Battle-hardened tusks +13 vs. AC—22 damage
Natural 16+: The dire boar can make a *bash* attack against a different target as a free action.

[Special trigger] **Bash +10 vs. PD**—The target is weakened (–4 to attacks and defenses) until the end of the boar's next turn

Bestial durability: When an enemy's attack has an effect on the dire boar other than damage, the boar can roll an immediate hard save (16+); on a success, it negates that effect.

Last stand: The boar doesn't die until it reaches –60 hp. While at 0 hp or below but more than –60 hp, it must roll a normal save at the end of each of its turns; on a failure it dies. (Fighting dire boars always presents a choice for the PCs: pile on damage to drop it to –60 hp, or trust the save roll to go their way.)

One random dire feature: Use the dire features table or add something spicy.

Nastier Specials

Furious streak: When the dire boar can make a *bash* attack, if it isn't engaged with a different enemy, as a free action it can pop free of the enemy engaged with it and move to a nearby enemy to make that *bash* attack.

AC 18
PD 16 **HP 180**
MD 12

Dire Tiger

Tigers are known to eat human flesh, and dire tigers are known to relish it. Fraternizing with weretigers can bring out a dire tiger's mean streak.

Large 6th level troop [BEAST]
Initiative: +9

Crushing jaws and shredding claws +11 vs. AC (2 attacks)—17 damage

[Special trigger] **Pounce +13 vs. AC**—38 damage, and the target is hampered while it's engaged with the tiger

Pouncing opportunity: When an enemy moves to engage the dire tiger while it's unengaged, it can meet that enemy halfway and make a *pounce* attack as an interrupt action before the target's attack.

Springing attack: If the dire tiger is unengaged and moves to engage an enemy (with a springing leap), it can make a *pounce* attack as a standard action.

One random dire feature: Use the dire features table or add something striped.

AC 20
PD 19 **HP 160**
MD 15

Giant Praying Mantis

Why does the mantis look like it's praying before it attacks? Because it's polite to say grace before dinner.

Large 8th level blocker [BEAST]
Initiative: +14

Jagged claws +13 vs. AC (2 attacks)—30 damage, and if the target's initiative bonus is +10 or less, the target is grabbed until it disengages or until the mantis makes a *jagged claws* attack against a different target

Close fighting: When an enemy fails a disengage check against the dire mantis, the mantis can make an opportunity attack against it.

Big but brittle: While the dire mantis might rate as a huge monster in terms of size, its stats are based on those for a large monster.

One random dire feature: Because why not.

Nastier Specials

Clacking mandibles: When the dire mantis starts its turn grabbing an enemy, it can make a *chomp* attack against that enemy as a free action.

Chomp +15 vs. AC—40 damage

AC 25
PD 21
MD 17

HP 320

Icons

The High Druid claims rulership over all dire beasts, although such rule is more often theoretical than practical. The cultists of the Diabolist have a special fondness for dire boars, a fondness that is more or less returned.

AZER

Azers are a lot like dwarves, except that they are on fire and they don't have an ages-long history of making truces with the Elf Queen or anyone else.

This Dwarf's on Fire

You've got a choice with the azer. So far as we can tell, the history of the azer in our gaming tradition is that they're pretty much flaming dwarves. Maybe they're from an elemental plane of fire, maybe not. So option A is go with tradition. It's been enough until now. Maybe azers don't need an interesting or weird story. Maybe a dwarf-that's-on-fire is enough.

Option B is a path we experiment with a lot, especially in the *13th Age Bestiary*. Maybe there's some fertile story reason azers are on fire. Maybe the azers have a compelling story to bring into the campaign, even if the PCs won't know it at first. We're not going to write a huge list of possibilities, since the fun part of this might be what you decide to improvise. But since it's our book and this is a game that cares about its icons, here are a couple icon-related ideas to get you started. They might fit together, or they might not.

Mining technology: Azers started as a fairly normal part of dwarven society, volunteers who underwent lengthy rituals in order to submerge into volcanoes in search of precious elements and ores that otherwise couldn't be obtained. Perhaps azer culture diverged as they developed a life of their own, far different than the "cold ones" above. Or maybe the dwarven retreat from the deep underworld forced azers to get by on their own, cut off from the power of the Dwarf King and therefore carving their own way. Maybe the biggest coup for a dwarf hero would be to reunite the peoples.

Homage to a fallen king: The azers are from a time when the Dwarf King fell, destroyed by an enemy who set the king ablaze and all the dwarves who were with him. Somehow some of those dwarves survived. They may be angry at whoever they say burned their ancient king, and perhaps they blame the Diabolist or the Red. They may be angry that no one else seems to remember the incident. And just maybe the other dwarves don't talk about it much because that Dwarf King was apparently a terrible traitor and he was actually set on fire by the Great Gold Wyrm.

Azer Soldier

4th level troop [DWARF]
Initiative: +7

Red-hot hammer +9 vs. AC—8 damage
Natural even hit or miss: 4 ongoing fire damage.

R: Throwing axe +9 vs. AC—7 damage

Blistering heat: When an enemy engaged with the azer attacks it, that enemy takes 2 fire damage.

Fighting surge: Once per battle when an attack crits the azer but doesn't kill it, the azer can heal 4d6 hp.

Cold haters: The azer adds the escalation die to its attacks against a target that is capable of dealing cold damage with a spell, attack, or magic item.

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

AC 20
PD 17
MD 14
HP 50

Azer Allies

Various domesticated war beasts, subjugated sentients, and mechanical constructs live in the hot zones with the azers. These creatures join azer raids and colonies in the underworld or inevitably get loose and roam around on their own.

Use base stats for bears, goblins, ankhegs, ogres, and other likely creatures. Then add a little fire damage to melee attacks and give them each a *blistering heat* attack that deals half their level in fire damage (rounded up).

Here are a few such allies.

Fire Bat

The heightened senses that help fire bats track mineral veins for their masters also echo-locate underworld intruders.

3rd level mook [BEAST]
Initiative: +9

Burning claws +8 vs. AC—2 damage, and 2 fire damage

Fiery flier: An unengaged fire bat can move, make a *burning contrail* attack, and move away from the target as a standard action without taking an opportunity attack from the target.
Burning contrail +7 vs. PD—5 fire damage

Blistering heat: When an enemy engaged with the fire bat attacks it, that enemy takes 2 fire damage.

Fire resistance 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.

Flight: Fire bats are agile fliers, especially when riding hot air currents. They slow down a bit away from warmth.

AC 18
PD 16 **HP 10 (mook)**
MD 11

Mook: Kill one fire bat mook for every 10 damage you deal to the mob.

Magma Brute

Crafted from black iron through azer skill and magic, the interior of one of these laborer constructs is filled with ever-surging molten rock.

3rd level wrecker [CONSTRUCT]
Initiative: +4
Vulnerability: cold

Blazing-hot iron fists +8 vs. AC (2 attacks)—6 damage
Natural 16+: The target takes 6 extra fire damage.

C: Molten spray +7 vs. PD (1d2 + 1 enemies engaged with the brute)—8 fire damage, and the brute loses 12 hit points.
Limited use: 1/battle, only while the brute is staggered.

Blistering heat: When an enemy engaged with the brute attacks it, that enemy takes 2 fire damage.

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

AC 19
PD 18 **HP 46**
MD 12

GAMEMASTER

Azer Lava Pool Terrain: Azers often live or camp near bubbling lava pools, with which they have an intuitive, mystic connection. When the azers are threatened, their lava pools have been known to come to their aid.

Lava defender: Each time an attack hits an azer during the battle, the lava pool becomes more agitated. After every three attacks that hit any azers in the battle, the pool makes a *lava shot* attack as a free action. The pool is full of molten rock but not actually a monster, so it can't be killed normally. There might be other ways to cool it down though. Anyone who ends up in the lava takes 4d8 fire damage per round until they leave the pool.

Lava shot +9 vs. PD (one random nearby enemy of the azers)—10 fire damage, and 10 ongoing fire damage
Miss: 5 fire damage, and 5 ongoing fire damage.

Icons

As indicated in the story ideas above, the azer's relationships could vary hugely. If you're using the default dwarves-from-a-fiery-plane story, they're most likely to ally with the Dwarf King. Since the Dwarf King often wants the same gem mines that the azers want, these alliances are often strained to the point at which they resemble war. The Elf Queen, on the other hand, is known among most azers as the Mother of Poison. Unless you have new tricks in store, the Elf Queen and her dark elves are probably the azers' sworn enemies. For a full color example of that enmity, see the credits page of this book.

The monster tile associating azers with the Diabolist comes from the Diabolist's dreams. She'd love to use azers as a way of undermining the Dwarf King. So far her efforts have only recruited a handful, but they're a dangerous handful, and they're probably the handful that create trouble for the PCs.

BAT DEMON, AKA SQUISHIES

It's not clear whether the Diabolist bred these creatures to defend underground hellholes or whether they're a supernatural consequence of demonic infestation. Other demons treat them like cave scum but the bat demons don't seem to notice.

6th level mook [DEMON]
Initiative: +14

Scrabbling claws +11 vs. AC—10 damage
Miss: 3 damage.

Flight: Bat demons are indifferent flyers, better suited to gliding between stalactites and clinging to walls than to skillful flying.

Murder-pile At the start of each of the bat demon mob's turns, choose one random nearby conscious enemy. All bat demons in the battle attempt to attack that enemy this turn, moving to it without disengaging and relying on their *shifty* ability to protect them. They keep attacking their target that turn even if it drops to 0 hp or below.

Shifty: Bat demons gain a +5 AC bonus against opportunity attacks. In addition, they have *resist damage 18+* against opportunity attacks (half damage if the natural attack roll isn't 18+).

AC 20
PD 19 **HP 22 (mook)**
MD 16

Mook: Kill one bat demon mook for every 22 damage you deal to the mob.

Icons

No one but the Diabolist has any handle on these creatures. They've been a particular thorn in the side of the Crusader's forces because they don't always register as demons on defensive wards. For now everyone but the Diabolist is happy that bat demons are a problem that only has to be dealt with in the underworld.

The nickname "squishies" came from dwarf caravan guards on the Undermarch. If they think they have the time, dwarves make a game of aiming hammer blows at bat demons' already squashed facial features.

CLOUD GIANT

Cloud giants strike visitors as civilized and sometimes elegant, but they have no compunction about eating people who climbed the wrong beanstalk to the overworld.

CLOUD GIANT THANE

Huge 7th level wrecker [GIANT]
Initiative: +11

Cloud-forged morningstar +12 vs. AC—60 damage
Natural even hit: The target loses any *flight* abilities and can't gain *flight* in any way (save ends).
Natural odd hit or miss: The thane can make a *chains and shrapnel* attack as a free action.

C: Chains and shrapnel +12 vs. AC (1d4 random nearby creatures)—20 damage

Strike with advantage: A cloud giant gains a +4 attack bonus against any enemy taking ongoing damage or that has an ongoing condition (dazed, for instance).

AC	**22**	
PD	21	**HP 290**
MD	21	

CLOUD GIANT WARRIOR

Huge 7th level troop [GIANT]
Initiative: +10

Sword or spear +12 vs. AC (up to 2 enemies)—40 damage
Natural 16+: The target is dazed (save ends).

R: Hurled spear +12 vs. AC (up to 3 enemies in a group with a single spear)—20 damage

Strike with advantage: A cloud giant gains a +4 attack bonus against any enemy taking ongoing damage or that has an ongoing condition (dazed, for instance).

AC	**22**	
PD	22	**HP 300**
MD	18	

CLOUD GIANT MAGICIAN

Huge 7th level caster [GIANT]
Initiative: +12

Staff +10 vs. AC (2 attacks)—40 damage

R: Sleep, little ones +12 vs. MD (one nearby enemy, or 1d3 nearby enemies in a group if the escalation die is 3+)—20 psychic damage, and if the target has 50 hp or fewer after the attack, it falls unconscious (hard save ends, 16+; it also ends if the target takes 10 or more damage)

R: Zzzzzotttttttttt! +12 vs. PD—35 force damage, and 35 ongoing lightning damage
Miss: 20 force damage, and 20 ongoing lightning damage.

Strike with advantage: A cloud giant gains a +4 attack bonus against any enemy taking ongoing damage or that has an ongoing condition (unconscious sleep, for instance).

AC	**21**	
PD	19	**HP 280**
MD	22	

Icons

At the moment, some of the most important cloud giant queens and chieftains have cloud-realm magical research agreements with the Archmage. As a rule, cloud giants are therefore staying out of the other giants' grudge against the Empire.

But there are plenty of cloud giants, most with independent streaks, so you never know what they will get up to. They don't take smaller people all that seriously, even the icons. You can hope for consistency of word and deed from cloud giant allies or enemies but good luck finding it.

DEVIL

Chapter 5: Deviltry twice-over details thirteen methods of bringing devils into the story of your campaign. The stats and discussion that follow can apply in most any campaign, though as you'll see many of the elements are open to your adjustments.

Although devils vary between campaigns, they need to retain certain key elements to feel like they fit the name. Some of these derive from mythology, while others come from time-honored fantasy gaming tradition. Devils:

- Come from somewhere unearthly.
- Embody evil, or at least one particular flavor of it.
- Act through stealth, calculation, and guile.
- Covertly interfere in mortal affairs.
- Respect power and hierarchy—theirs, if no one else's.
- Are clearly distinguishable from demons. Or are at least arguably distinct. Or could at least have that argument made by a determined grognard.
- Have horns.

Devil Abilities

As a new array of monsters, devils pack some surprises for the players. The mechanical surprises come in two main flavors: *devil's dues* and *devil special abilities*.

Devil's Dues

Player characters that attack a devil don't automatically get to use the escalation die. If you want to add the escalation die to your attack, you have to decide before rolling the attack to give the devil its due. Each type of devil (except for a couple with the *weakling* ability) will specify what it gets when you give it its due. Note that an attack that targets more than one devil would require multiple devil's due decisions and trade-offs.

In story terms, there's something about devils that leeches heroism. The devils want to show you that you're not the protagonist, you're just a bit player. They'd love to get you worrying about whether or not you'll act heroic.

Devil Special Abilities

While demons have random special abilities, devils have the special abilities you pick for them, to help you portray them as you like . . . and to use your personal knowledge of the PCs to screw them!

The point of these abilities is to assure that the devils have staying power so that players will have time to appreciate how awesome and scary devils are. Some *13th Age* games might be overwhelmed by the devils' existing abilities and *devil's dues*. Depending on how generally kick-ass your PCs are, pick between 0 and 2 special abilities for each type of devil, assigned anyway you like . . . or if you're comfortable with occasional cumbersome lists of abilities, choose more.

Some of these special abilities might be conditional. For example, devils might get a bonus special ability only while they're in the Sanctum of Bone and Blood, or only while a boss devil is commanding them.

Alternative element: Devils are traditionally associated with fire and secondarily with ice. Maybe your devils (or some of them) are wreathed in lightning instead of flame, or drip acid. Change the *resist fire 13+* ability we gave every devil to the element that fits your campaign best.

Beast form: This rare special ability lets a devil pass unnoticed through populated areas. Typically the beast has a tell-tale sign that it's preternatural, such as a big cat that looks normal except for its forked tongue. Changing forms is usually a move action.

Devilish resilience: The devil gains a +4 bonus to saves. It's hard to keep a devil down. Combining this ability with *resist non-damage effects* will make devils extremely hard to kill (and we suggest avoiding it most of the time).

Fear: A *fear aura* reinforces how unearthly devils are, whether in appearance or in their knowledge about a PC.

Final-gasp strike: Sometimes a devil can get one last strike in before dying. When the devil drops to 0 hp, it stays up until its turn, at which point it can take one last standard action before dropping. The devil will drop without getting that last action if it takes enough damage to reduce its hit points to negative 25% of its starting hp.

Humanoid form: This rare special ability lets the heroes meet a pit fiend over dinner and not know it until too late. Changing forms is usually a move action.

Resist non-damage effects: The devil resists the effects (but not the damage) of attacks with a natural attack roll of 12 or less. Ongoing damage isn't affected by this ability. If the attack deals energy damage that the devil is resistant to (like fire), that damage is halved as normal. This ability is tied to a devil's energy resistance number, so if you increase that number for a devil with this ability, the non-damage range also increases.

Summon other devils: This classic feature is better set up as a conditional feature of a particular battle than as a standard special ability. On the first round of battle, a group of devils keens eerily, and everyone knows they're summoning something, but no one knows exactly what, or when it will show up. Well, as GM, you might know, and that's represented by the battle you built. Or you can keep your options open and be surprised too.

True seeing, see invisible: Powerful devils might have the ability to see through simple ruses and illusions.

Unearthly toughness: If a devil takes X damage or less, negate that damage. Bigger blows have full effect, but petty blows are beneath the devil's notice. Set X at the devil's level + 1. It will be immune to normal miss damage from enemies that are its level or lower. Or set X at 5% of its starting hit points to have the value scale up faster at higher levels.

Summoning Devils

Devils need a way to get from the Pit to where they are going to meet the PCs and break their winning streak. Classically, summoning fulfills this function. Use summoning circles, portals to the Pit, and other means to get devils where you need them. Treat this more as a way to build battles than a fixed and spelled-out feature of devil ecology.

Devil Corpses

When killed outside of the Pit, devils dissolve into foul-smelling smoke. For devils operating covertly in civilization, this feature means that they are hard to pin down even when dead. If they chose to wear, wield, or carry items from the world, their worldly belongings generally stay behind, but not always.

Free-form Abilities

The four covert devils in this book each have a free-form ability, such as the honey devil's *slimy*. This ability tells the GM what that devil is good at in general and how hard it is for the PCs to overcome the devil's strengths. The lowly lemures get a free-form ability of their own, one designed to turn them into a menacing terrain feature, like a lava flow. GMs, use these free-form abilities as creative guides rather than as hard and fast mechanics.

Covert Devils

The fantasy gaming canon offers a rich panoply of fighting devils to battle in ruined temples and underground lairs. The calculating, scheming devils of lore, who prowl urban streets and undermine royal courts, could stand some fleshing out. With that in mind, we've added four new types: the hooded devil, honey devil (aka slime devil), skin devil, and smoke devil. These covert devils are best employed as plot elements—manipulators and pivot points instead of straight combat antagonists. They can fight their own battles but prefer not to.

Building Battles

Have the adventurers first encounter a new devil whose level is higher than theirs. That way the players will develop the proper respect for the denizens of the Pit, and they'll feel powerful later when they gain in power and are able to kill those types of devils easily.

The barbed devil is a caster and the bearded devil is a blocker, so group those monsters with other combatants (possibly with each other) for good effect. Also feel free to recruit non-devil monsters and re-skin them as devils, thereby providing more options for rounding out battles (such as a caster for the bearded devils to protect or blockers to protect a barbed devil).

Two of the devils—the skin devil and honey devil—have an ability called *weakling* that indicates that they are not meant to hold their own in a battle. They count as half a monster, and that doesn't mean they should be encountered in greater numbers, it means they are either fighting alongside allies or encountered in situations other than standard full-party battle. For example, sometimes the heroes are hunting down a lone devil, and if they manage to corner it, the battle is fast. Either the weakling manages to escape or the party deep sixes it. Sometimes the characters are split up in a city, each pursuing a different line of investigation or preparation. In these cases, a lone weakling devil might ambush one of them, making its escape if the fight goes against it. If you want a big battle that includes a *weakling* monster, give them mortal allies or monsters to serve as the meat of the fight.

Additional Devils and Denizens of the Pit

In addition to the devils described here, there are any number of other devilish creatures that live in the Pit, possibly as slaves and war beasts. Many monster stat blocks would serve well as devil stat blocks, at least once you add fire resistance and maybe another devilish feature. The stats of a fire giant, for example, work fine for a new, simple devil. Describe it as a monstrous, flaming insectoid with a pincer attack instead of a sword (and no javelin attack) and the players will never know.

Icons

It all depends on the role that devils play in your campaign (see **Devilish Story Options** on page 210).

GAMEMASTER

We designed devils to "bedevil" the PCs. Their attacks and powers are meant to provoke dread and consternation at your table. These devils screw with the players' heads, such as by suppressing healing. Players should hate them the way fans of wrestling hate bad-boy wrestlers. Give the players hell, and make them earn their cathartic victory over the Pit.

Skin Devil

The bloodhounds of the Pit, skin devils hunt for mortal weakness, so they can feed off it, amplify it, and finally alert the hierarchy to its presence.

Skin devils manifest as undifferentiated skin tissue arranged into crude humanoid shape. At rest they take on a flattened, nearly two-dimensional aspect. Gaping black ovals appear where their eyes and mouths should be. As needed, they can puff themselves out to approximate ordinary humanoid shape, or can flatten themselves even further to ooze through narrow openings.

They sense shame in the air like a hunting dog smells the spoor of a deer. Having detected the presence of forbidden passion or hypocritically indulged vice, they flow toward it. The skin devil follows the target, observing it, studying its habits, cataloging its weaknesses. It forms a psychic bond with the target, drawing unholy spiritual sustenance. This connection in turn intensifies the pleasure the subject gets from their greasy behavior of choice, and thus the time and effort spent pursuing it. The skin devil strikes against any force that threatens its target, or worse, tries to return it to the straight and narrow.

This modus operandi inspires the lore of possessing devils who lure the innocent into sin and consign their souls to hell. In truth, one can sometimes free an unsuspecting victim from a spiral of self-destruction by breaking the bond between that person and the skin devil that has latched onto them.

Eventually the subject reaches a stable state of depravity, at which point the bond breaks and the skin devil gains nothing more from it. With sad nostalgia, it passes the now perfectly seasoned victim along to a honey devil, who approaches it with the offer of a long-term deal.

Free-form covert ability—Unnoticed: For a mass of undifferentiated tissue, the skin devil has remarkable skill, luck, or mojo when it comes to not being noticed. It's routinely able to pass through civilized areas without alerting dogs, bouncers, city guards, or passersby. Sometimes people see it but take it for human and disregard it. If the thing attacks, that's when you notice that it's not a human but a monstrous pile of flesh. In addition to passing unnoticed in crowds, it uses its fluid shape to sneak through hidden places, and it doesn't make much noise unless it wants to. Assume that PCs looking for the devil won't find it unless they have some special information or advantage, and even then it's a ridiculously hard check (DC 25). Normally when PCs think they have the devil cornered, it escapes through a tight exit that it had previously identified.

This unworthy opponent fights desperately when forced to, but it will attempt to flee an altercation before it comes to a fight. It has a frustrating and frankly disgusting ability to ooze its shapeless skin into its minor wounds to heal them, but serious wounds are too much for it to handle.

2nd level troop [DEVIL]
Initiative: +6

Fleshy limb +7 vs. AC—6 damage

Stay whole: At the start of its turn, a skin devil heals 8 hp. If it doesn't heal up to its maximum hit points, it loses its ability to heal from this ability until the end of the battle.

Structural collapse: While the skin devil is staggered, when an enemy damages it, it loses an additional 4 hp as the hapless thing fails to hold its boneless, bulky mass together.

Weakling: When building battles using this monster, it only counts as half a normal monster.

AC 17
PD 16
MD 16

HP 28

Lemure

These devils are the mindless masses that infest the Pit. Technically, they are individual creatures, but in practice they seem more like a force of nature: a murderous avalanche of unholy flesh.

Free-form ability—Mass: Heedless of each other's safety or their own, lemures use sheer numbers to press through locked doors, climb walls, or dog pile on defenders. They aren't bright, but sometimes a lot of mass is enough to solve a problem.

3rd level mook [DEVIL]
Initiative: +3

Heedless claws +8 vs. AC—6 damage

Devil's due (Squirm): When you choose to add the escalation die to an attack against a lemure, another lemure in the mob somehow ends up in an unwanted place in the battle, though it's hard to say how exactly. They don't seem to teleport, but there are so many of the things squirming around it just happens. (It's best to add the escalation die against the last members of the mob!).

Living wave: When three or more lemures engage an enemy, they can pick it up and move it along with them as they please without taking opportunity attacks. The enemy getting moved around pops free of any other enemies engaged with it.

Nobody home: When a lemure is targeted by an attack against MD, it ignores any effects of the attack and only takes damage from it. In addition, lemures fight in a straightforward way, without tactics. They never disengage willingly, and they're not coordinated enough to concentrate attacks on a vulnerable target. But they do like bunching up and carrying someone around as a wave, usually into a bad situation for the target.

Resist fire 13+: When a fire attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.

Nastier Specials

Too dumb to die: At the start of the lemure mob's turn, roll a d6 for each lemure in the mob that's dropped this battle. For each 6, one of them reassembles its horrid self and stumbles back into the melee that turn (add 13 hit points to the mob's hp total). To make sure a downed lemure is truly dead, an attacker can spend an additional 7 damage of the total dealt to finish the job instead of carrying that damage over to another lemure in the mob. Expending the right sort of limited-use power, such as a daily spell, might also keep a number of downed lemures totally dead. Once the last member of the mob drops, stop rolling to see if lemures rise up.

AC 17
PD 15 **HP 13 (mook)**
MD 17

Mook: Kill one lemure mook for every 13 damage you deal to the mob.

Devilish Teamwork

Devils enjoy a key advantage over their demonic counterparts: a propensity for tight cooperation.

Here's one example of how they work together to build a network of mortal dupes.

- Skin devils scout out prospects, sniffing out the weak, the hypocritical, and the vice-ridden.
- They alert honey devils, who approach them, cultivate them, and finally propose an arrangement. Using the favors at their disposal, the honey devils build them up. As the most promising prospects rise to high position, the honey devils hand them off to teams of hooded devils.
- On orders from their superiors in the Pit, the hooded devils advise and protect these top pawns.
- When honey devils or hooded devils need to know something, or require the quiet, efficient extermination of a wayward cat's-paw or annoying obstacle, they call on a smoke devil to make it happen.

Hell Imp

A hell imp resembles a pit fiend in general terms: humanoid, with bat wings and a menacing tail. The hell imp, however, is cat-sized and cursed with features that have been exaggerated or parodied to comic effect, as if these creatures were failed attempts at creating a pit fiend. The result is a goofy-looking creature with a piercing black glare that betrays the utter evil of its heart.

Free-form ability—Provoke: Hell imps are as capable as you might expect at handling social situations, sneaking, noticing spies, and the like. Their special talent is provocation. They can talk their associates into all sorts of extreme emotions and imprudent behavior. Likewise, they can probably goad PCs into losing their cool.

4th level spoiler [DEVIL]
Initiative: +9

Needling taunt +9 vs. MD—8 psychic damage, and the target is hampered until the end of its next turn

[Special trigger] **Stinging tail +9 vs. PD**—8 ongoing poison damage and the target is weakened (save ends both)
Limited use: As a free action, when an enemy engaged with the hell imp misses it with an attack.

Devil's due (Mwhahahah!): When you choose to add the escalation die to an attack against a hell imp, the imp automatically hits with its next *needling taunt* attack this battle, and the target takes 2d6 extra psychic damage.

Flight: Hell imps are capable of impressive feats of aerial agility, but only when their lives depend on it.

Resist fire 13+: When a fire attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.

Vanish: Once per battle as a move action, a hell imp can become invisible, pop free from all enemies engaged with it, move away somewhere nearby, and then reappear.

Nastier Specials

Potent venom: The *stinging tail* attack deals 3 extra ongoing poison damage (11 total), but the target must succeed on two saves (one for ongoing and one for weakened).

AC 20
PD 18
MD 18

HP 50

Honey Devil, aka Slime Devil

Honey devils act as the dealmakers of the Pit, fanning out through mortal societies to make allies and suborn foes.

They appear as corpulent, anemic members of the common mortal races: some slime devils look like humans, others like halflings, dwarves, elves, and so on. Hairless, or nearly so, they may disguise themselves with wigs, false eyebrows, or pasted-on facial hair. When nervous or pressured, they perspire droplets of a slimy glop that appears to be the sweetest of honeys to those incapable of penetrating illusions. Observers capable of perceiving the honey's true horror will also see horns jutting up from the devil's brows.

Eloquent and soothing, honey devils offer their prospective cat's-paws power, riches, pleasure, or fame, in exchange for promises of obedience. They seal these arrangements either with a contract signing, or by touching a droplet of their intoxicating "honey" to the subject's tongue. Their slime tangs with such supernal sweetness that some mortal minions sign on just to taste it. We said mortal minions on purpose: heroes connected to the icons are by definition made of stronger stuff.

Slime devils stay in one place until exposed, posing as ordinary mortals. They manipulate networks of contracted servitors. These in effect become secret societies, their members unknown to one another. The devil uses each of them to reward and advance the others, drawing on other devils as needed. By this means it gathers the favors required to keep each member loyally advancing the cause. When a signatory steps out of line, the devil invokes the deal's penalty clauses. Threats at the devil's disposal range from exposure to a visit from the Pit's fiercer denizens.

If your devils collect souls, honey devils serve as the roving sales force making contacts, negotiating terms, and closing deals.

Free-form covert ability—Slimy: In any non-combat struggles with a honey devil, it excels at being too slippery for the PCs, both personally and through its underground network of minions. In an indirect contest, the PCs might try to talk sense to one of the devil's dupes or to discern suspicious activity while staking out the devil's secret network. The honey devil is an expert at what it does, so use DC 25 for any such skill checks. Assume that the devil is competent at slipping its influence through the network unnoticed. Failure might mean that the PC has succeeded in gaining information, which in turn sends them down a dead end or into a trap. In a direct confrontation, the devil is likewise hard to pin down, see through, or otherwise get the better of.

A slime devil seems unremarkable and innocuous, so downplay its significance whenever describing it, especially when it has company. When mortals actually decide to attack or capture a honey devil, it's probably slippery enough to escape at the last minute, maybe through a hidden exit. It might be classy to have its fallen wig left behind in the rush. If the devil slips away from the PCs once or twice, the players will really enjoy finally wringing its neck.

Honey devils fight only when they have no other option. If heroes corner a honey devil and force it to fight, they're already halfway to winning.

4th level troop [DEVIL]
Initiative: +6

Hidden dagger +9 vs. AC—6 damage
The target has MD 15 or lower: The honey devil can make a disengage check this turn as a free action.

Desperate plea: When the honey devil is staggered by an attack, it makes a *confusing plea* attack against the attacker as a free action after the attack.
Confusing plea +9 vs. MD—The target is confused (save ends).

Glamour of innocence: This creature seems innocent, not someone a hero should hurt. At worst, it's ugly, but is that a crime? When an enemy rolls a natural odd attack roll against a honey devil, the attack misses and has no effect.

Resist fire 13+: When a fire attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.

Weakling: When building battles using this monster, it only counts as half a normal monster.

AC 18
PD 17
MD 18

HP 35

Smoke Devil

Smoke devils waft through the world as the Pit's spies and assassins. They purloin letters, plant evidence, and poison kings. When a devil's pawn advances in temporal power, it's often as a beneficiary of underhandedness commissioned by a hooded or honey devil, and executed by a smoke devil.

A smoke devil appears as a swirling mass of choking pollutant collected into roughly humanoid form, supplemented by a compact pair of curved horns.

Smoke devils understand speech but never talk themselves. As beings of pure, eye-burning obedience, they don't question their orders. They merely carry them out with a determination that can't be dispersed. Once assigned a task, they abandon it only when countermanded by the devil who commissioned it, or by a superior in the established chain of command. Otherwise, reasoning with a smoke devil is like trying to bribe a forest fire.

Free-form covert ability—Insinuate: Smoke devils have a preternatural ability to get to their chosen victims. Arcane wards, sharp-eyed guardians, security checks, astral patrols, aetheric nets, and even air-elemental-powered shield walls have failed to do more than slow the devils down. If the PCs are guarding a target, good luck to them and gods bless. GMs, trying to protect an NPC from smoke devils is a good opportunity for the players to fail hard without getting killed in the bargain. Keeping the smoke devil out is a hard, champion-tier challenge (DC 25).

Smoke devils specialize in getting where they're not supposed to be and murdering people who are supposed to be safe.

5th level troop [DEVIL]
Initiative: +8

Dire embrace +10 vs. PD—15 poison damage
Full embrace: If the target is the only creature engaged with the smoke devil, the attack deals 30 poison damage instead.
Miss: 7 poison damage.

Ember of hate: Each time the smoke devil hits an enemy, the embers floating in the center of its body glow more brightly. Once per battle as a free action during its turn, the devil can make an *ember burst* attack. It also makes this attack as an interrupt action when it drops to 0 hp.

Ember burst +10 vs. PD (each enemy engaged with the devil)—The target takes 5 fire damage for each creature hit by the smoke devil earlier in the battle (max 15 damage; remember to track this).

Devil's due (Formless): When you choose to add the escalation die to an attack against a smoke devil, it gains *resist damage 16+* against the attack.

Flight: Smoke devils drift and eddy as if blown by an evil wind.

Resist fire 13+: When a fire attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.

Nastier Specials

Smokey retreat: A smoke devil can "take 12" on disengage checks, taking a natural result of 12 instead of rolling (which normally would allow it to disengage automatically from up to two enemies).

AC 19
PD 19
MD 19

HP 90

Bearded Devil (Barbazu)

These disgusting creatures are the most common guards in the Pit. They resemble giant, reptilian humanoids with human-like faces and long, filthy beards that undulate and stretch with life of their own.

Large 6th level blocker [DEVIL]
Initiative: +8

Wicked halberd +11 vs. AC—30 damage
Natural 16+: The bearded devil gains a +4 bonus to all defenses until the start of its next turn.

Supernaturally filthy beard +11 vs. PD—The target is weakened until the end of its next turn (–4 attacks and defenses)

Bearded defense: When an enemy engaged with the bearded devil misses it with an attack, the devil can make a *filthy beard* attack against that enemy as a free action.

Devil's due (Solidity): When you choose to add the escalation die to an attack against a bearded devil, the devil or one of its nearby allies can roll a save against a save ends effect.

Opportunistic beard: When the bearded devil makes an opportunity attack, it can also make a *filthy beard* attack against the same target as a free action.

Skilled interceptor: A bearded devil can intercept an enemy while engaged with other enemies. As a free action, it can either make a disengage check to try to move to intercept the enemy, or move to intercept the enemy and only take half damage from opportunity attacks.

Resist fire 13+: When a fire attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.

Nastier Specials
Toxic beard: The target of the bearded devil's *filthy beard* attack now takes 10 ongoing poison damage and is weakened (save ends both) instead.

AC 23
PD 20
MD 20

HP 200

Hooded Devil

Hooded devils stride on whispering, clawed feet through power's back corridors. As the political operators and spiritual advisers of the devil hierarchy, they guide the actions of the Pit's highest-ranked mortal pawns.

They manifest as bald, lithely muscled members of the various mortal races, surveying the world through pitiless ice-blue eyes. Sigils of ancient power writhe across every surface of their taut flesh. They appear to wear monastic robes, including the hoods that give them their name. On close inspection, these outfits turn out to be mantles of flesh, as much a part of their bodies as their bony fists and sinewy limbs. They speak in the low, ominous tones of sinister certitude. No longer needing to insinuate or ingratiate, they issue their edicts with cool authority. Hooded devils make themselves known only to the suborned. A king, merchant prince, or wizardly official who answers to them meets with the uninitiated in public, then withdraws to a back room to receive marching orders from his coterie of hooded string-pullers.

Free-form covert ability—Master: A hooded devil instinctively masters everything around it: the furniture, terrain, conversations, and people. If the PCs attempt to overcome a hooded devil through skill checks, the check is DC 30. Good luck if you need to win an argument, get to an exit first, use terrain to your advantage, or pressure one of the devil's thugs to rat it out. The name of this ability is a verb.

Hooded devils prefer not to fight, and they punish those who force them to do so. Physically, they master whatever environment they inhabit. Mentally, they batter their opponents with telepathic condemnation.

7th level troop [DEVIL]
Initiative: +14

Crushing punch or kick +12 vs. AC—18 damage
Natural 16+: If this is the devil's first attack during its turn, it can make a *telepathic harry* attack as a free action.

C: Telepathic harry +12 vs. MD (one nearby enemy)—The target takes 30 psychic damage each time it makes a nonbasic attack (save ends). The target silently hears a terribly hurtful statement, in the voice of the person who would hurt them the most by saying it.
Natural 16+: If this is the devil's first attack during its turn, it can make a *crushing punch or kick* attack as a free action.

Devil's due (Mastery): When you choose to add the escalation die to an attack against a hooded devil, it adds the escalation die to its attacks until the end of the battle and no other attacks against it can use the escalation die.

Resist fire 13+: When a fire attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.

Restoration: At the start of a hooded devil's turn, it can roll a save against each save ends effect affecting it if it doesn't attack that turn (so it could successfully save against confused or stunned conditions and still move that turn, for example.)

AC 23
PD 22
MD 22

HP 90

GAMEMASTER

You have a narrative opportunity when a hooded or honey devil tries to mess with a hero's head and fails. When a PC fights off a devil's powerful psychic power, what inner virtue or inspiring hope lets them resist? Ask the player to improvise an answer, especially if it's a dramatic moment. A missed roll on your part can invite character development on the player's part. On the other hand, if a PC succumbs to the hooded devil's attack against their ego, everyone at the table might be curious to know what horrible things that PC is hearing in their head.

Fury Devil (Erinyes)

Erinyes rise from the Pit, hellbent on delivering payback to one or more enemies. Their blades only hurt; what kills is the condemnation that drips like poison off those blades.

Hellbent

Fury devils become hellbent against a creature for story reasons outside the scope of a single battle. PCs could give devils ample reason to hate them. Or a succession of 5s as relationship dice with icon interactions that involve the devils might suffice to make the fury devil hellbent. More often than not, it won't be one of the PCs who is the target, but getting in the way of hellbent furies is a problem. They will try to bypass defenders, however, to concentrate on killing their target or targets.

Typically, a single fury devil leaves the Pit to exact retribution. If heroes manage to beat that erinyes back, then three new fury devils rise up to try to finish the mission that the first one failed at, and whoever killed the first erinyes is on their hit list, too. If those devils fail, five erinyes come next, with another hero added to their list. If stout-hearted heroes defeat all five fury devils, they're safe. Maybe.

Fury devils look like large red-skinned humans with great, eagle-like wings who are naked or draped in barbaric furs or spiked harnesses. No one mistakes them for angels, humans, or anyone else it might be nice to have met.

8th level wrecker [DEVIL]
Initiative: +13

Stout, sharp dagger +13 vs. AC—24 damage
Any hit while hellbent: The target also takes 8 psychic damage and 8 ongoing psychic damage (that feels like a terminal case of guilt).
Miss while hellbent: 4 psychic damage.

R: Word of rebuke +13 vs. MD—15 psychic damage
Any hit while hellbent: The target takes 30 psychic damage instead.

Defense against the inconsequential: Attacks against a fury devil take a –4 penalty unless the devil is hellbent against that attacker.

Devil's due (Fury): When you choose to add the escalation die to an attack against a fury devil, the fury devil deals 1d10 extra damage with its next attack this battle, hit or miss.

Flight: Fury devils fly from place to place but fight on their feet.

Menacing charge: When an enemy intercepts the fury devil, the next attack this battle the devil makes against that enemy that hits is a critical hit instead.

Resist fire 13+: When a fire attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.

AC	**23**	
PD	22	**HP 120**
MD	22	

Bone Devil (Osyluth)

Bone devils look freaky, act freakier, and understand exactly how that enhances their impact. They particularly enjoy screwing with wizards and anyone else who they think might conceivably know magic that could be used to somehow summon them. Taunt them about this phobia for an experience you'll never be able to duplicate.

Large 9th level troop [DEVIL]
Initiative: +12

Bone claw +14 vs. AC—80 damage, and the bone devil can make a *doom venom sting* attack as a free action.

Doom venom sting +14 vs. PD—20 damage, and the target can't use recoveries, even involuntarily (save ends)

R: Bone javelin +14 vs. AC—50 damage

Devil's due (Free!): When you choose to add the escalation die to an attack against a bone devil, one bone devil in the battle can teleport to a nearby location it can see as a move action once later this battle. Multiple attacks accumulate into multiple possible move action teleports for any bone devils in the battle.

Resist fire 13+: When a fire attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.

Nastier Specials

Mana venom: The devil's *doom venom sting* attack also negates one spell effect created by the target until the target is able to use recoveries again. (The effect isn't canceled, only suppressed until the target saves.)

AC 26
PD 23 **HP 320**
MD 23

Barbed Devil (Hamatula)

Barbed devils soften their foes up with hellfire, then blur into melee, occasionally pausing in the middle of combat to yank a tasty and half-cooked morsel that used to be part of an enemy off one of the hundreds of spikes that cover their bodies. Mmm. Barbecue.

10th level caster [DEVIL]
Initiative: +16

Glistening claws +15 vs. AC (2 attacks)
—12 damage
Natural 16+: The barbed devil can make a *whirling barbs* attack as a free action.
Miss: 6 damage.

[Special trigger] **Whirling barbs +15 vs. PD**—9 damage

R: Ball of hellfire +15 vs. PD (1d3 nearby enemies in a group)—30 fire damage
Natural 16+: The target also takes 20 poison damage and is hampered until the end of its next turn as it chokes on sulphurous fumes.

Barbs everywhere: When an enemy engages the devil, the barbed devil can make a *whirling barbs* attack against it as a free action.

Devil's due (Loot): When you choose to add the escalation die to an attack against a barbed devil, you must expend one of your unused true magic item powers as the item gets a close encounter with the barbed devil's "soul." If you can't expend such a power, no escalation die for you.

Slashing dodge: While engaged with a single enemy, the barbed devil can "take 11" on a disengage check, taking a natural result of 11 instead of rolling. When it does so and successfully disengages, it can make a *whirling barbs* attack against that enemy as part of the move action.

Resist fire 13+: When a fire attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.

AC 24
PD 24 **HP 175**
MD 24

Ice Devil (Gelugon)

When you get close to an ice devil, it becomes apparent that its size is partly an illusion thanks to layers of supernatural ice. Of course, when you get that close to an ice devil, you're probably busy getting trapped in ice and seeing your screaming face reflected in the devil's hundred compound eyes.

11th level leader [DEVIL]
Initiative: +15

Wicked glaive +16 vs. AC (2 attacks)—25 damage
Natural even hit: As a free action, one of the ice devil's nearby allies of its level or lower can make a basic attack as the ice devil sets the battlefield. That attack only deals half damage.
Natural odd hit: The target is stuck (save ends).
Miss: 10 damage.

Devil's due (Rime): When you choose to add the escalation die to an attack against an ice devil, you are stuck (save ends).

Shattering counsel: When a lower level nearby ally of the ice devil attacks a creature that's stuck, the crit range of that attack expands by the escalation die.

Resist cold 13+: When a cold attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.

AC	**26**	
PD	24	**HP 270**
MD	24	

Horned Devil (Cornugon)

Horned devils are experts in inflicting pain, and they enjoy learning the weaknesses of each new enemy. Typically, one wields a trident-like two-pronged fork. When these devils stab you with their forks, they can taste your mortality, and you can feel it.

Large 12th level troop [DEVIL]
Initiative: +15

Barbed fork +17 vs. AC—150 damage, and until the end of the battle against the target, the devil gains a +1 bonus to attacks and its crit range expands by 1 (cumulative)
Natural even hit: The horned devil can make a *slicing tail* attack against a different target as a free action.
Natural even miss: The horned devil can make a *slicing tail* attack as a free action.

Slicing tail +17 vs. PD—35 ongoing damage from a bleeding wound

R: Flaming dart +17 vs. AC—60 damage, and 30 fire damage
Natural 16+: The target also takes 30 ongoing fire damage.

Devil's due (Weakness): When you choose to add the escalation die to an attack against a horned devil, you are weakened until the end of your next turn after you make the attack.

Flight: Horned devils are clumsy but determined fliers.

Resist fire 13+: When a fire attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.

AC	**28**	
PD	26	**HP 700**
MD	26	

Pit Fiend

A pit fiend is a gigantic, bat-winged monster bristling with stiff hair and licked by flames. It fights with two weapons, each of which is a unique design featuring blades, spikes, possibly chains, and certainly pain. They consider themselves the superiors of all, and anyone hit by a pit fiend can feel their own inferiority in their very bones. They command fire, a capacity they use to attack enemies at a distance.

Huge 14th level wrecker [DEVIL]
Initiative: +19

Fiendish weapon +19 vs. AC (2 attacks)—140 damage, and until the end of the battle the target takes a –2 penalty to attacks, defenses, and level-based d20 rolls. Hit points, feats, weapon damage, and other level-based benefits don't change. (The penalty isn't cumulative.)
Natural 11+: The pit fiend can make an *entangling tail* attack against a different target as a free action.
Both attacks hit: The pit fiend can use *fiendish vigor* as a free action.

Entangling tail +19 vs. PD—40 damage, and the target is hampered until the end of its next turn or until the pit fiend makes another *entangling tail* attack.

R: Burst of hellfire +19 vs. PD (up to 3 nearby or far away enemies in a group)—120 fire damage
Miss: Half damage.

C: Black utterance of denial +19 vs. MD (each enemy engaged with the pit fiend)—The target is hampered until the end of its next turn
Limited use: 1/battle, as a quick action.

Devil's due (Menace): When you choose to add the escalation die to an attack against a pit fiend, the escalation die does not increase at the start of the next round. Special circumstances and PC powers can still increase it.

Fiendish vigor: As a standard action, the pit fiend can heal 300 hp and roll a save against each ongoing effect on it. It can use *fiendish vigor* up to five times per battle.

Flight: Amidst wind and flames, a pit fiend can fly with surprising agility.

Resist fire 13+: When a fire attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.

Nastier Specials
Cloak of fire: When a creature is engaged with the pit fiend at the start of its turn, that creature takes 20 fire damage.

AC 29
PD 27
MD 27

HP 1600

DEVIL OF THE FANGS

A self-made devil owes nothing to the Pit.

For every hierarchy there is an apostate. The devils have the Devil of the Fangs. No matter how you combine the options in the *Deviltry* chapter with your own campaign's implementation of devils, the Devil of the Fangs can stand as a singular exception. The goals, motives, and hierarchy of the rest of the devils simply don't matter to the Devil of the Fangs. It makes no common cause with devils, preferring instead to suborn creatures that would ordinarily work for the Diabolist: sahuagin, demons, and even heavily deluded cultists.

The Devil of the Fangs entered history when the Blessed Emperor expelled the monsters of the Midland Sea. Most of the terrible giants of the deeps swam out into the Iron Sea. But some of the great krakens moved onto land. They converted their deep magic into river magic and became river demons—armored squid-like monstrosities capable of heaving themselves from one river to the next, always avoiding their ancient home.

After centuries, the very worst of the river demons was no longer content to be a demon, dancing to the Diabolist's whims. This creature made deals and destroyed ancient pacts. It couldn't push itself back into the Midland Sea, but it did transform itself from a demon into a devil. Along the way it sacrificed or slew all the other river demons.

The Devil of the Fangs is a singular creature. There are no more river demons, just this one great supernatural monster, torpedoing through the river networks like a giant squid before heaving itself onto land with tentacles and taloned arms.

Stories say that it has been killed more than once, but as the heroes may discover, simply killing the Devil of the Fangs isn't conclusive.

The first time the heroes encounter the Devil of the Fangs, it should be a 7th level monster. If the PCs slay the Devil anywhere near water, you could describe a scene in which several of its great tentacles detach from its giant body and swim away. Or not. It's up to you whether you want to foreshadow that the Devil will be back as a multiplicity of 10th level river devils. By multiplicity we mean that the number of new river devils is up to you. You could make a campaign storyline out of the need to hunt down and kill three 10th level river devils, or you could say that they are nearly as numerous as sahuagin and put all the cities of the Empire at risk. Whichever option you choose, this could be the time to show the heroes the Possession card on page 181, an ancient warning from the Deck of Dread.

In the 13th Age, threats don't necessarily die the first time you deal with them. In the case of the Devil of the Fangs, it's a localized

threat within one river at a time at 7th level. When it becomes a multiplying group of 10th level creatures, it could spread out around the coast of the Midland Sea, wreaking havoc wherever the campaign requires it.

Finally, if the campaign has had powerful stories hinging on the confrontations with the Devil and the river devils, you can bring out the Final Devil of the Fangs and its river devil mooks. You don't have to go the whole distance. Some campaigns will have solved the river devil problem in a way that indicates there's no point bringing back the Devil for another encore. If you do choose to take the Devil of the Fangs to the full conclusion, look at the Final Devil's nastier special ability and decide whether that's something you want in your campaign.

We haven't bothered repeating the fact in the stats below, but all these devils swim as well as anything in the Empire.

Devil of the Fangs

On the bright side, it can only occupy one river at a time.

Huge 7th level spoiler [DEVIL]
Initiative: +13

Mighty tentacles +12 vs. PD (2 attacks; can target nearby enemies)—20 damage
Natural even hit: The target pops free from each enemy and moves next to the Devil, which engages and grabs it. (The Devil can grab any number of enemies simultaneously.) If it has quick actions left, it will use its *devil's beak* and *cutting talon* attacks.
Miss: 10 damage.

Cutting talon +12 (+16 against a grabbed enemy) vs. AC—40 damage
Natural even hit: The target also takes 20 ongoing damage.
Natural odd miss: 20 ongoing damage.
Quick use: This ability only requires a quick action (once per round) to use.

[Special trigger] **Devil's beak +16 vs. AC (one enemy it's grabbing; includes +4 grab bonus)**—30 damage
Miss: 15 damage.
Quick use: This ability only requires a quick action (once per round) to use.

Devil's due (Trouble): When you choose to add the escalation die to an attack against the Devil of the Fangs, you are hampered until the end of your next turn after you make the attack.

Resist energy 13+: When an energy attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.

AC 22
PD 22
MD 22

HP 360

River Devil

What was dominance is now possession. The river devils own the Fangs.

10th level wrecker [DEVIL]
Initiative: +18

Cutting talons +15 vs. AC (2 attacks)—20 damage
Natural even hit: The target also takes 10 ongoing damage.
Natural odd miss: 10 ongoing damage.

Ripping tentacle +15 vs. AC—10 damage
Natural even hit: The target is hampered until the end of its next turn.
Quick use: This ability only requires a quick action (once per round) to use.

Devil's due (Foreshadowed weakness): When you choose to add the escalation die to an attack against a river devil, you only heal half the normal hit points the next time you heal using a recovery this battle. The effect is cumulative (so the second time you heal, the third time, etc.) if you pay the *devil's due* more than once before using a recovery.

Resist energy 13+: When an energy attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.

AC 25
PD 25
MD 25

HP 230

The Final Devil

What are the two constants? Death and the icons. The Final Devil fears neither.

Huge 13th level leader [DEVIL]
Initiative: +20

Mighty tentacles +18 vs. PD (3 attacks; can target nearby enemies)—50 damage
Natural even hit: The target pops free from each enemy and moves next to the Devil, which engages and grabs it. (The Devil can grab any number of enemies simultaneously.) If it has quick actions left, it will use its *devil's beak* and *cutting talon* attacks.
Miss: 30 damage.

Cutting talon +18 (+22 against a grabbed enemy) vs. AC—100 damage
Natural even hit: The target also takes 50 ongoing damage.
Natural odd miss: 50 ongoing damage.
Quick use: This ability only requires a quick action (once per round) to use.

[Special trigger] **Devil's beak +22 vs. AC (one enemy it's grabbing; includes +4 grab bonus)**—50 damage
Miss: 30 damage.
Quick use: This ability only requires a quick action (once per round) to use.

Devil's due (Destiny): When you choose to add the escalation die to an attack against the Final Devil, one of the Final Devil's nearby allies can make an attack as an interrupt action before your attack.

Resist energy 13+: When an energy attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.

Nastier Specials

The icons are speechless: Icon relationship dice don't provide any help in a battle (or even an adventure) that involves the Final Devil. The Devil broke the icons' hold on it, and it's up to pure mortals to solve this problem, because the icons can't cope.

Lord of the waters: If the Final Devil is fighting in a sea or river, when a nearby enemy rolls a normal save, it's a hard save (16+) instead. The same goes for easy saves; they're normal saves instead.

AC	**28**	
PD	28	**HP 1300**
MD	28	

River Devil Minion

13th level mook [DEVIL]
Initiative: +24

Tentacles and talons—60 damage
Natural even hit: The target also takes 20 ongoing damage.
Natural odd hit: The target is vulnerable (save ends).

POSSESSION

Devil's due (Obsession): When you choose to add the escalation die to an attack against a river devil minion, you must only attack river devil minions until the end of the battle or until all river devil minion mobs have dropped to 0 hp.

AC	**27**	
PD	25	**HP 100 (mook)**
MD	25	

Mook: Kill one river devil minion mook for every 100 damage you deal to the mob.

Icons

The Devil of the Fangs defines itself as opposed to the icons. It's particularly hated by the Emperor and the Diabolist. The Emperor's blessed ancestor failed to kill the creature that became the Devil and the Empire still pays the price. The Diabolist appears to have been cheated by a creature, which was once a demon.

If there were an icon that was all about raising the oceans to destroy the land, it might ally with the Devil of the Fangs. In our campaigns there isn't.

DRAGON, METALLIC

Warning shot: Campaigns that want to avoid ending as TPKs use metallic dragons as NPCs more often than they use metallic dragons as monsters.

That said, metallic dragons make great monsters. Here are the goods. Use them with relish.

Types of Metallic Dragons

All metallic dragons are not created equal. The rare gold dragons are the acknowledged kings and queens among the metallic race of wyrms. Below them are silver dragons, accorded a noble rank. Next down the dragons' rank hierarchy is the copper dragon, the weakest member that still represents a pure metal color rather than an alloy. They are aristocrats, as a mere glance will attest. Below the copper are the two dragon types represented by alloys of pure metals: the bronze and the brass. Each of these dragon types embodies one half of draconic virtue, but not the other. Bronze dragons are nearly as powerful as copper dragons, but they lack the sophisticated souls of their pure metallic brethren. Brass dragons are as sophisticated as the pure metal dragons, but they lack the grit, resolve, and composure of their pure metallic peers and are considered the least of their kind.

Life Cycles and Frequency of Metallic Dragons

Metallic dragons grow as they age, but each individual dragon grows at a different rate, and each plateaus at a different size. A metallic dragon's growth is tied to how well the dragon expresses draconic virtues, and only a small number of metallics reach the pinnacle of size and power. Within each type of metallic dragon breed, therefore, the larger dragons are those that have achieved the greatest heights of wisdom, courage, honor, excellence, taste, and virtue. Most dragons are big (with size Large stats) and probably still growing, albeit slowly. Smaller dragons (size Normal stats) are either young ones on their way to being big or older dragons that failed to progress. The mightiest metallic dragons (size Huge stats) are both old and true to their draconic nature.

The higher a dragon type is ranked, the rarer it is to encounter members of its breed. There are only a handful of gold dragons that the Dragon Empire knows of, a dozen or so silver dragons, a score or two of copper dragons, dozens of bronze dragons, and far more brass dragons. Doubtless there are more such dragons around the world and many more in the overworld.

Metallic Dragons in the Dragon Empire

Gold dragons cooperate with the Emperor and with the Golden Order, although each dragon has its own agenda, and it's really up to others to cooperate with them. Some silver dragons work in the Imperial forces, serving as elite mounts for commanders. Most silver dragons are independent, willing to help civilization when they can, but they also have their own intellectual, spiritual, or artistic pursuits. Copper dragons and their riders sometimes serve as scouts or other specialists in the Imperial forces, but most of them are too high-spirited to work according to someone else's schedule. Bronze dragons are the stalwarts of the Imperial forces, making up the bulk of the draconic wing. Most bronze dragons are officially associated with the Empire in some way. Brass dragons are too flighty for official service. Most of them are scattered on the outskirts of civilization, where they can find people to talk to and trade with, but also where they are free to go their own way.

People feel a powerful sense of awe in the presence of a metallic dragon, especially the larger and higher-ranking ones. Being next to a massive, iron-hard, scaly dragon tends to make you feel small, squishy, and edible. (See the *metallic awe* special ability, below.)

All metallic dragons can speak humanoid languages. Some of the pure metal dragons can also take humanoid form. Larger and higher-ranking dragons are more likely to do so. It's hard to say how common this ability actually is, although it's quite common in popular stories about dragons.

GAMEMASTER

For obvious reasons, dragons deserve special status in *13th Age*, as do dungeons. In systems past, a dragon's fear effect was the way to communicate how mighty dragons were compared to humans, but for NPC dragons you'll want to use narrative. If dragons are simply people who are bigger, stronger, smarter, and possessed of draconic powers, one might wonder why they aren't running things. Dragons are inhuman. They are emotionally and intellectually distant from people. Encounters with dragons should reinforce their superiority, but not long enough or mundane enough for players to get used to dragon NPCs and take them for granted. Humans have an instinct for awe in the face of majestic works of nature and of high-status individuals, and a dragon is both. If you don't want to tell players, "You feel small and frail compared to the dragon," you can at least say, "Any normal person would feel small and frail while standing this close to this dragon. How do you react?" Use dragon NPCs sparingly as familiarity breeds contempt. And eventually the heroes might deserve a chance to earn the grudging respect of a mighty dragon NPC, a rare honor.

Ambiguous and Evil Metallic Dragons

Metallic dragons are generally considered to be on the side of good, but they're no goodie-two-shoes. For one thing, they have an innate and accurate sense of their own superiority. The pride known among chromatic dragons is present in metallic dragons as well, making them unsentimental about humanoid lives. They are also fiercely devoted to whatever ideals or pursuit they are currently devoted to. Combine that fierce devotion with a sense of superiority, and even a "good" dragon may kill "good" humanoid beings, especially when suddenly provoked. Pride leads to rage, and rage leads to homicide and property damage. A metallic dragon can be merciless to those who have crossed the wrong line, violated the wrong rule, or belittled its honor. Like the Dwarf King or Elf Queen, a metallic dragon can have an ambiguous demeanor, between heroic and villainous.

Rarely, a metallic actually turns evil, in which case its heart becomes the blackest of black. These rare conversions to evil generally occur only as a result of epic-level curses or the influence of villainous icons. Typically the conversion entails some increase in personal power, which means that the dragon might be encountered wielding surprising, new magic or other extraordinary weaponry. No reliable accounts have ever reported of metallic dragons becoming corrupted by demonic forces, but there's a first time for everything. Devils would probably have a better chance at it. It's rare to encounter a metallic dragon turned to evil ways, although PCs seem to do so the most.

Crimes committed by metallic dragons are prosecuted in a privileged draconic court, the Council of Scale and Sky, where metallic defendants are systematically favored over humanoid plaintiffs. In theory, metallic dragons found guilty of crimes are subject to the same penalties as people, including execution. In practice, exile is the harshest punishment that the Council hands out, and that's rare. Dragons are powerful, popular, and charismatic enough to get away with crimes that would mark mere humanoids as outlaws. Certain malcontents grumble about the unfair treatment allowed to the metallic dragons, but there will always be grumblers. The Council of Scale and Sky, however, makes no allowances or accommodations for treachery or outright villainy among their metallic brethren.

Standard Dragon Abilities

All metallic dragons have the following two abilities:

Escalator: A dragon adds the escalation die to its attack rolls.

Flight: A dragon flies reasonably well, powerful and fast in a straight line though not as maneuverable as more agile flyers.

Metallic Awe

The largest and most advanced metallic dragons inspire debilitating awe in their enemies. The *inspire awe* ability is similar to *fear*, but it's not fear, so its effect can combine with the dazed condition. Enemies at a hit point threshold or lower take a –4 penalty to limited attacks (attacks that aren't basic or at-will) against the dragon—the enemy's confidence in their own heroism/puissance is shaken.

Metallic Dragon Breath Weapons

Each metallic dragon has a damaging breath weapon that is an at-will attack, albeit with a delay between one *breath weapon* attack and the next. Some wyrms also exhale smoke or other gasses as attacks, but these aren't termed breath weapons.

Variable breath weapon: When a metallic dragon makes a *breath weapon* attack, use the natural result of the first attack roll to determine how long the dragon must wait before it can use the breath weapon again.

1–5: The dragon can use its breath weapon again next turn.

6–10: The dragon must wait one turn before it can use its breath weapon.

11+: After waiting one turn, the dragon rolls a normal save at the start of its next turn. If it succeeds, it can use its breath weapon that turn. Otherwise, it keeps rolling a save at the start of each turn until it regains its breath weapon attack. Once it uses its breath again, use the attack roll again to determine its next *breath weapon* attack.

Random Dragon Abilities

Metallic dragons might act more consistently than most chromatic dragons, but they're still unique personalities that are hard to predict. Some medium metallic dragons have a random dragon ability. Most large metallic dragons have at least one random ability. Some huge metallic dragons have two. PCs who fight metallic dragons usually find out what the abilities are the hard way, unless reputation, reconnaissance, or super-ridiculous skill checks give it away.

Roll a d20 on the table below if you don't feel that the story of the dragon's abilities are already clear. The table has a lot in common with the table used for the evil chromatic dragons but it's not identical.

Random Dragon Abilities table (d20)

1: *True seeing*—The dragon is immune to invisibility and ignores illusions.

2: *Whipping tail*—When an enemy engaged with the dragon rolls a natural 1 or 2 with an attack roll, the dragon can make an opportunity attack against that creature as a free action. The attack is set up by the dragon's whipping tail but delivered by the dragon's usual melee attack.

3: *Tough hide*—The dragon has a +1 bonus to AC.

4: *Fortress mind*—The dragon has a +2 bonus to MD.

5: *Nimble*—The dragon has a +2 bonus to PD.

6: *Murderous*—The crit range of the dragon's melee attacks expands by 2.

7: *Now I'm mad!*—The first time the dragon is staggered each battle, it uses its *breath weapon* attack as a free action that does not count against the normal uses of its breath.

8: *Serious threat*—Disengage checks against the dragon take a –5 penalty. When a creature fails to disengage from the dragon, it takes damage equal to double the dragon's level.

9: *PC-style racial power*—The dragon has one of the racial powers of a player character race. If the dragon's story suggests a specific power, choose that. If you'd like the most common expression per color, here's our take: brass (gnome, halfling); bronze (dark elf, dwarf, half-orc, human); copper (dwarf, human, wood elf); silver (forgeborn, wood elf); gold (high elf, holy one, human, wood elf).

10: *Raw power*—Until it's staggered, the dragon rolls 2d20 with its melee attacks and uses the higher roll.

11: *Damage aura*—When an enemy starts its turn engaged with the dragon, it takes damage equal to the dragon's level (adventurer tier), double the level (champion tier), or triple the level (epic tier). The damage type is the same as the dragon's breath weapon.

12: *More breath*—The dragon gains a +5 bonus to saves to regain its breath weapon.

13: *Spellbreaker*—When the dragon hits a creature with an attack, one spell effect that creature created is negated (hard save ends, 16+). Once the creature saves, the effect returns.

14: *Shake off*—At the start of each of its turns, the dragon can roll a save against one save ends effect on it.

15: *Free to flee*—Like the PCs, the dragon can escape at any time by giving up what amounts for it to a campaign loss. If the PCs are the ones to benefit from this, they should experience this as a major victory. But the dragon is still out there.

16: *Air supremacy*—The crit range of the dragon's attacks against flying creatures expands by an amount equal to the escalation die.

17: *Denial*—If a PC or other creature uses a attack against the dragon that is related to an icon that the dragon also has a relationship with, the dragon gains a +5 bonus to all defenses against that attack, and it only takes damage from the attack without suffering any of its effects.

18: *Survivor*—Each time the dragon drops to 0 hit points, it can roll a save. The first save in a battle is easy (6+), the second normal, the third and subsequent saves are hard (16+). If it succeeds, the dragon stays conscious and takes no damage from the attack or effect that would have dropped it.

19: *Humanoid form*—The dragon is capable of shapechanging into a humanoid form, usually of a warrior or spellcaster appropriate to its nature and usually not obviously draconic, registering as a normal human or elf or whatever. This ability is best used for long-term dragon characters that make it worth the GM's time to create a double- or triple-strength humanoid monster to represent the shapechanged form. The dragon has the PC-style racial power of their humanoid form, but only while in shapechanged form. Shapechanging is a move action.

20: *Some unique thing*—The dragon has an entirely unique characteristic, something akin to a player character's one unique thing except that the dragon's version may be relevant to combat. GM, if you don't feel like making something up, choose an ability from the list above.

Medium Brass Dragon

Brass dragons are talkative and flighty. They will flee at the first sign that a fight isn't going their way, although they frequently return to harry their enemies with their fiery breath.

2nd level troop [DRAGON]
Initiative: +10

Flurry of claws +6 vs. AC—5 damage
Natural 11+: The dragon can make a *babble* attack as a free action.
Miss: 3 damage.

[Special trigger] **C: Babble +7 vs. MD (each enemy engaged with the dragon)**—The target is dazed (save ends)

C: Fiery breath +6 vs. PD (1d3 nearby enemies in a group)—5 fire damage, or 7 fire damage against a dazed, weakened, or stunned target
Natural 6+: The dragon can pop free from the target.
Miss: Half damage.

Resist fire 12+: When a fire attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.

AC	**18**	
PD	12	**HP 31**
MD	16	

Medium Bronze Dragon

Bronze dragons are simple by metallic standards, but they're tough. They are also the most comfortable of their kind among people.

3rd level wrecker [DRAGON]
Initiative: +6

Crushing bite +8 vs. AC—11 damage
Natural 11+: The dragon can pop free from one enemy engaged with it.

C: Lightning breath +8 vs. PD (1d6 nearby or far away enemies in a rough line)—8 lightning damage, and the closest target hit is dazed (save ends)
Miss: Half damage.

Resist lightning 12+: When a lightning attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.

Rugged defenses: When a creature attacks the dragon, if it used another action this turn before the attack, the dragon gains a +4 bonus to all defenses against the attack.

AC	**19**	
PD	17	**HP 50**
MD	13	

Large Brass Dragon

Large 3rd level troop [DRAGON]
Initiative: +11

Flurry of claws +7 vs. AC—15 damage
Natural 11+: The dragon can make a *babble* attack as a free action.

[Special trigger] **C: Babble +8 vs. MD (each enemy engaged with the dragon)**—The target is dazed (save ends)

C: Fiery breath +7 vs. PD (1d3 nearby enemies)—15 fire damage, or 20 fire damage against a dazed, weakened, or stunned target
Natural 6+: The dragon can pop free from the target.
Miss: Half damage.

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.

AC	**18**	
PD	13	**HP 80**
MD	17	

MEDIUM COPPER DRAGON

Swift and agile, they make good mounts for those with the courage and charm to negotiate an "understanding" with them. Those who can't don't last long.

4th level spoiler [DRAGON]
Initiative: +9

Needle-sharp claws and teeth +8 vs. AC (2 attacks)—7 damage
First natural 11+ each turn: The dragon can make an *acrid smoke* attack as a free action.

[Special trigger] **C: Acrid smoke +9 vs. PD (up to 3 enemies engaged with the dragon)**—The target is hampered until the end of its next turn

C: Acid breath +9 vs. PD (1d4 nearby enemies)—4 acid damage, and 4 ongoing acid damage
Miss: 2 ongoing acid damage.

Out-think: Once per battle as a free action when an enemy rolls a natural even hit against the dragon, the dragon negates the attack (no damage or effects).

Resist fire 12+: When a fire attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.

Swift mind: Once per battle as a free action when an attack targets the dragon's MD, it can force the attacker to reroll the attack.

AC	**19**	
PD	14	**HP 44**
MD	18	

HUGE BRASS DRAGON

Huge 4th level troop [DRAGON]
Initiative: +12

Flurry of claws +8 vs. AC—25 damage
Natural 11+: The dragon can make a *mind-bending babble* attack as a free action.

[Special trigger] **C: Mind-bending babble +9 vs. MD (each enemy engaged with the dragon)**—The target is dazed (save ends)
Natural 18+: The target is confused instead of dazed (save ends).

C: Fiery breath +8 vs. PD (1d3 nearby enemies)—25 fire damage, or 30 fire damage against a dazed, weakened, or stunned target
Natural 6+: The dragon can pop free from the target.
Miss: Half damage.

Inspire awe: While an enemy has 24 hp or fewer, it takes a –4 penalty to limited attacks against the dragon.

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

AC	**19**	
PD	14	**HP 145**
MD	18	

MEDIUM SILVER DRAGON

Silver dragons are a noble breed, displaying good taste in art, music, architecture, philosophy, and friends. They never get angry, but they're good at getting even.

6th level spoiler [DRAGON]
Initiative: +11

Swift, keen claws +10 vs. AC—15 damage
Natural 6+: The dragon can make a *paralyzing smoke* attack as a free action.

[Special trigger] **C: Paralyzing smoke +11 vs. MD (1d3 enemies engaged with the dragon)**—The target must roll an immediate save. On a failure, the target can't take any actions and is helpless until the start of the dragon's next turn as its limbs become paralyzed. On a success, the target is dazed until the end of its next turn.

C: Ice breath +11 vs. PD (1d4 nearby enemies in a group)—10 cold damage, and the closest target hit is dazed until the start of the dragon's next turn
Miss: Half damage.

Evasive turn: Once per battle as a free action when an attack targets the dragon, it can force the attacker to reroll the attack and has *resist damage 12+* against that attack.

Resist cold 12+: When a cold attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.

AC	**21**	
PD	17	**HP 90**
MD	21	

LARGE BRONZE DRAGON

Large 6th level wrecker [DRAGON]
Initiative: +9

Crushing bite +11 vs. AC—45 damage
Natural 11+: The dragon can pop free from one enemy engaged with it.

C: Lightning breath +11 vs. PD (1d6 nearby or far away enemies in a rough line)—32 lightning damage, and the closest target hit is dazed (save ends)
Miss: Half damage.

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

Rugged defenses: When a creature attacks the dragon, if it used another action this turn before the attack, the dragon gains a +4 bonus to all defenses against the attack.

AC	**22**	
PD	20	**HP 200**
MD	16	

Medium Gold Dragon

The demeanor of gold dragons surpasses regal and approaches divine. While they're not exactly cold, they often seem unapproachable, possibly too perfect. Sometimes this trait gets them into "misunderstandings."

7th level caster [DRAGON]
Initiative: +12

Ferocious bite +13 vs. AC—20 damage
Natural 11+: The dragon can make a *stultifying smoke* attack as a free action.

[Special trigger] **C: Stultifying smoke +13 vs. MD (one enemy engaged with the dragon)**—The target is stunned until the start of the dragon's next turn

C: Fiery breath +13 vs. PD (up to 5 nearby enemies in a group)—14 fire damage
Miss: Half damage.

Spiral of golden flame: Once per battle as a quick action while the escalation die is 3+, the dragon can fly into the air, popping free from all enemies engaged with it, and make a *fiery breath* attack against each enemy that was engaged with it.

Indomitability: Once per battle as a free action at the start of its turn, the dragon can cancel all effects and conditions on it, including ongoing damage. It can cancel these effects even if it's prevented from taking actions, such as by being stunned.

Resist fire 12+: When a fire attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.

AC	**22**	
PD	18	**HP 85**
MD	22	

Large Copper Dragon

Large 9th level spoiler [DRAGON]
Initiative: +14

Needle-sharp claws and teeth +13 vs. AC (2 attacks)—50 damage
First natural 11+ each turn: The dragon can make an *acrid smoke* attack as a free action.

[Special trigger] **C: Acrid smoke +14 vs. PD (up to 3 enemies engaged with the dragon)**—The target is hampered until the end of its next turn

C: Acid breath +14 vs. PD (1d4 nearby enemies in a group)—25 acid damage, and 25 ongoing acid damage
Miss: 10 ongoing acid damage.

Out-think: Once per battle as a free action when an enemy rolls a natural even attack against the dragon, the dragon negates the attack (no damage or effects).

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.

Swift mind: Once per battle as a free action when an attack targets the dragon's MD, it can force the attacker to reroll the attack.

AC	**24**	
PD	19	**HP 290**
MD	23	

Huge Bronze Dragon

Huge 9th level wrecker [DRAGON]
Initiative: +12

Crushing bite +14 vs. AC—170 damage
Natural 11+: The dragon can pop free from one enemy engaged with it.

C: Lightning breath +14 vs. PD (1d6 nearby or far away enemies in a rough line)—120 lightning damage, and the closest target hit is dazed (save ends)
Miss: Half damage.

Inspire awe: While an enemy has 72 hp or fewer, it takes a –4 penalty to limited attacks against the dragon.

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

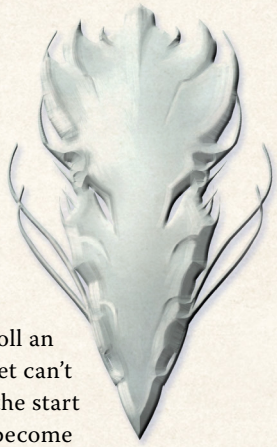
Retributive lightning: Once per battle as an interrupt action when an enemy targets it with an attack, the dragon can make a *lightning breath* against that attacker (and yes, if the dragon hits, the interrupted attack takes the –4 penalty due to dazed).

aRugged defenses: When a creature attacks the dragon, if it used another action this turn before the attack, the dragon gains a +4 bonus to all defenses against the attack.

AC 25
PD 23 **HP 600**
MD 19

Large Silver Dragon

Large 10th level spoiler [DRAGON]
Initiative: +14



Swift, keen claws +14 vs. AC
—95 damage
Natural 6+: The dragon can make a *paralyzing smoke* attack as a free action.

[Special trigger] **C: Paralyzing smoke +15 vs. MD (1d3 enemies engaged with the dragon)**—The target must roll an immediate save. On a failure, the target can't take any actions and is helpless until the start of the dragon's next turn as its limbs become paralyzed. On a success, the target is dazed until the end of its next turn.

C: Ice breath +14 vs. PD (1d4 nearby enemies in a group)—60 cold damage, and the closest target hit is dazed until the start of the dragon's next turn
Miss: Half damage.

Evasive turn: Once per battle as a free action when an attack targets the dragon, it can force the attacker to reroll the attack and has *resist damage 16+* against that attack.

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

AC 25
PD 21 **HP 430**
MD 25

Large Gold Dragon

Large 11th level caster [DRAGON]
Initiative: +15

Ferocious bite +16 vs. AC—100 damage
Natural 11+: The dragon can make a *stultifying smoke* attack as a free action.

[Special trigger] **C: Stultifying smoke +16 vs. MD (one enemy engaged with the dragon)**—The target is stunned until the start of the dragon's next turn

C: Fiery breath +16 vs. PD (up to 5 nearby enemies in a group)—70 fire damage
Miss: Half damage.

Spiral of golden flame: Once per battle as a quick action while the escalation die is 3+, the dragon can fly into the air, popping free from all enemies engaged with it, and make a *fiery breath* attack against each enemy that was engaged with it.

Indomitability: Once per battle as a free action at the start of its turn, the dragon can cancel all effects and conditions on it, including ongoing damage. It can cancel these effects even if it's prevented from taking actions, such as by being stunned.

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.

AC 26
PD 22 **HP 460**
MD 26

Huge Copper Dragon

Huge 11th level spoiler [DRAGON]
Initiative: +16

Needle-sharp claws and teeth +15 vs. AC (2 attacks)
—70 damage
First natural 11+ each turn: The dragon can make an *acrid smoke* attack as a free action.

[Special trigger] **C: Acrid smoke +16 vs. PD (up to 3 enemies engaged with the dragon)**—The target is hampered until the end of its next turn

C: Acid breath +16 vs. PD (1d4 nearby enemies in a group)
—35 acid damage, and 35 ongoing acid damage
Miss: 15 ongoing acid damage.

Inspire awe: While an enemy has 120 hp or fewer, it takes a –4 penalty to limited attacks against the dragon.

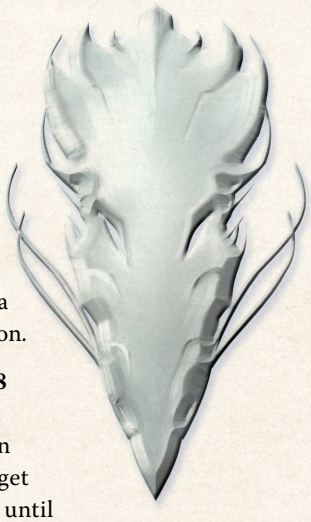
Resist fire 18+: When a fire attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.

Supreme Out-think: Once per battle as a free action when an enemy rolls a natural even attack against the dragon, the dragon negates the attack (no damage or effects). In addition, this effect against natural even attacks lasts against the dragon's enemies until the start of the dragon's next turn.

Swift mind: Once per battle as a free action when an attack targets the dragon's MD, it can force the attacker to reroll the attack.

AC 26
PD 21 **HP 700**
MD 25

Huge Silver Dragon



Huge 13th level spoiler [DRAGON]
Initiative: +16

Swift, keen claws +17 vs. AC
—230 damage
Natural 6+: The dragon can make a *paralyzing smoke* attack as a free action.

[Special trigger] **Paralyzing smoke +18 vs. MD (1d3 enemies engaged with the dragon)**—The target must roll an immediate save. On a failure, the target can't take any actions and is helpless until the start of the dragon's next turn as its limbs become paralyzed. On a success, the target is dazed until the end of its next turn.

C: Ice breath +18 vs. PD (1d4 enemies in a group)—160 cold damage, and the closest target hit is dazed until the start of the dragon's next turn
Miss: Half damage.

Evasive riposte: Once per battle as a free action when an attack targets the dragon, it can force the attacker to reroll the attack and has *resist damage 18+* against that attack. If the attack misses, the dragon can make a *paralyzing smoke* attack as free action.

Inspire awe: While an enemy has 192 hp or fewer, it takes a –4 penalty to limited attacks against the dragon.

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

AC 28
PD 24 **HP 1300**
MD 28

Huge Gold Dragon

Large 14th level caster [DRAGON]
Initiative: +15

Ferocious bite +19 vs. AC—240 damage
Natural 11+: The dragon can make a *stultifying smoke* attack as a free action.
Miss: 120 damage.

[Special trigger] **Stultifying smoke +19 vs. MD (one enemy engaged with the dragon)**—The target is stunned until the start of the dragon's next turn

C: Fiery breath +19 vs. PD (up to 5 enemies in a group)—200 fire damage
Natural even hit: The target takes 40 ongoing fire damage and is dazed (save ends both).
Miss: Half damage.

Inspire awe: While an enemy has 240 hp or fewer, it takes a –4 penalty to limited attacks against the dragon.

Spiral of golden flame: Once per battle as a quick action while the escalation die is 3+, the dragon can fly into the air, popping free from all enemies engaged with it, and make a *fiery breath* attack against each enemy that was engaged with it.

Indomitability: Once per battle as a free action at the start of its turn, the dragon can heal 300 hp and cancel all effects and conditions on it, including ongoing damage. It can heal and cancel these effects even if it's prevented from taking actions, such as by being stunned.

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

AC 29
PD 25 **HP 1400**
MD 29

My next campaign is going to use the idea that metallic dragons shed metal when they sleep. It's not the type of thing that feels like it should always be true, but there are campaigns, or dragons, or dungeons, for which it makes sense, so run with this idea if you wish.

Metallic dragons shed metal when they sleep. It doesn't happen when they're awake. If you break off a gold dragon's scale, it's not made of gold, it's a scale. But when that gold dragon relaxes and falls into full draconic slumber, it sloughs off gold, in pebbles, filmy trills, scales, and even shapes like squashed coins. Dragon metal isn't precisely the same as metal mined from the earth. Experts can tell the difference. But for all non-magical purposes it's exactly the same and for some magical purposes it's even better.

Although this trope clearly has implications for adventurers rumbling into dragon's lairs, that's not the main reason I'm interested. I'm intrigued because it sets the Emperor up with a source of treasure that does not come from the earth. The Dwarf King has no claim on dragon metal. There's a new set of conflicts implied here, where dragon allies wield economic as well as military power, and the words "Dragon Empire" mean something quite different than in other campaigns.

ELEMENTAL

People who say that these creatures are composed of the fundamental constituents of reality seem to be arguing that reality is noisy, fighty, and prone to explode into deadly rages. Fair enough.

There are two well-respected perspectives on the nature of elementals. Followers of the Archmage say that elementals are summoned to this world from purer planes. The free elementals flitting through the air and careening through the earth are therefore descendants of original much greater forms brought into the world by arcane magic.

Followers of the High Druid say that wizards flatter themselves thinking that their magic created creatures that are the actual source of magic, life, and reality.

The argument circles in on itself and fails to account for the circumstance of the 13th Age: many of the elementals currently loose in the world arrived via living dungeons and show no respect for druids, wizards, and other mortals that can be slammed, burned, or whirled to death.

In game mechanics terms, elementals function the same whether they are creatures of the Archmage, the High Druid, or monsters set free by other forces. Elementals working for the Archmage tend to take somewhat humanoid forms, with arms and legs and a head or even a face of sorts, especially earth elementals. Elementals working for the High Druid usually don't bother, manifesting a mouth of sorts only when they wish to speak.

Small Air Elemental

3rd level wrecker [ELEMENTAL]
Initiative: +9

Slam +8 vs. AC—5 damage

C: Swirling winds +8 vs. PD (1d3 random conscious nearby enemies)—5 damage
Natural even hit: The target pops free from the elemental.

Flight: It's quick and lively.

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

AC 18
PD 17 **HP 34**
MD 13

Small Earth Elemental

3rd level troop [ELEMENTAL]
Initiative: +5

Rocky fists +7 vs. AC (2 attacks)—7 damage
Miss: 2 damage.

Repair damage 10 and below: When the earth elemental is targeted by a natural attack roll of 10 or less, the elemental heals 1d6 damage before taking any damage from the attack.

Nastier Specials for all earth elementals

Burrow (High Druid): Not all earth elementals burrow. It seems like they should be able to, but those not connected to the High Druid apparently can't be bothered.

AC 19
PD 18 **HP 40**
MD 13

Small Fire Elemental

3rd level troop [ELEMENTAL]
Initiative: +8

Whipping flames +8 vs. PD—8 fire damage, and 4 ongoing fire damage to a random nearby enemy (including an unconscious one)

Melee burn: When an enemy makes a natural odd melee attack roll against the fire elemental, that attacker takes 1d8 fire damage.

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

AC 19
PD 18 **HP 38**
MD 15

Small Water Elemental

3rd level blocker [ELEMENTAL]
Initiative: +7

Surge +7 vs. AC (up to 2 enemies)—8 damage
Miss: The elemental heals 3 hp.

Liquid empowerment: The water elemental gains a +2 bonus to attacks and all defenses while it's in contact with a body of water, or while it's nearby a sizeable body of water. A bucket or a bathtub of liquid doesn't count; it must be at least a pond, creek, or maybe a large fountain. If the water elemental moves far away from the body of water the empowerment ends.

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

AC 18
PD 16 **HP 40**
MD 12

Air Elemental

5th level wrecker [ELEMENTAL]
Initiative: +11

Slam +10 vs. AC—12 damage

C: Swirling winds +10 vs. PD (1d3 random nearby conscious enemies)—14 damage
Natural even hit: The target pops free from the elemental.

Flight: It's quick and lively.

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

Whirlwind transformation: Roll a d10 at the start of each of the air elemental's turns. If you roll less than or equal to the escalation die, it shifts into whirlwind form until the end of the battle. While in this form it gains the following improved attack (and you stop rolling *whirlwind transformation* checks):
Elemental whirlwind +10 vs. PD (each enemy engaged with it *and* one nearby enemy)—14 damage
Miss: Half damage.

AC 20
PD 19
MD 15
HP 52

Earth Elemental

5th level blocker [ELEMENTAL]
Initiative: +7

Rocky fists +9 vs. AC (2 attacks)—11 damage
Miss: 4 damage.

Boulder up: Roll a d10 at the start of each of the earth elemental's turns. If you roll less than or equal to the escalation die, it shifts into boulder guardian form until the end of the battle. While in this form, it gains a +2 bonus to AC and the *relentless pursuit* ability (and you stop rolling *boulder up* checks).

Relentless pursuit: The elemental must be in boulder guardian form to use this ability. Staggered enemies can't disengage from the earth elemental. (They can pop free, but they can't roll disengage checks.)

Repair damage 10 and below: When the earth elemental is targeted by a natural attack roll of 10 or less, the elemental heals 1d12 damage before taking any damage from the attack.

AC 21
PD 20
MD 15
HP 66

Fire Elemental

5th level wrecker [ELEMENTAL]
Initiative: +10

Whipping flames +10 vs. PD—14 fire damage, and 7 ongoing fire damage to a random nearby enemy (including an unconscious one)

Melee burn: When an enemy makes a natural odd melee attack roll against the fire elemental, that attacker takes 1d12 fire damage.

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

Wildfire transformation: Roll a d10 at the start of each of the fire elemental's turns. If you roll less than or equal to the escalation die, it shifts into wildfire form until the end of the battle. While in this form, it gains the following improved attack (and you stop rolling *wildfire transformation* checks):
C: Elemental wildfire +10 vs. PD (one nearby enemy OR each nearby enemy taking ongoing fire damage)—20 fire damage, and 7 ongoing fire damage
Miss: 7 ongoing fire damage.

AC 21
PD 20
MD 17
HP 64

Water Elemental

5th level blocker [ELEMENTAL]
Initiative: +9

Surge +9 vs. AC (up to 2 enemies)—14 damage
Miss: The elemental heals 6 hp.

Great wave transformation: Roll a d10 at the start of each of the water elemental's turns. If you roll less than or equal to the escalation die, it shifts into great wave form until the end of the battle. While in this form, each enemy engaged with the elemental is hampered (and you stop rolling *great wave transformation* checks).

Liquid empowerment: The water elemental gains a +2 bonus to attacks and all defenses while it's in contact with a body of water, or while it's nearby a sizeable body of water. A bucket or a bathtub of liquid doesn't count; it must be at least a pond, creek, or maybe a large fountain. If the water elemental moves far away from the body of water the empowerment ends.

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

AC 20
PD 18
MD 14
HP 66

Big Air Elemental

7th level wrecker [ELEMENTAL]
Initiative: +14

Slam +13 vs. AC—20 damage

C: Swirling winds +13 vs. PD (1d3 random conscious nearby enemies)—22 damage
Natural even hit: The target pops free from the elemental.

Flight: It's quick and direct.

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

Whirlwind transformation: Roll a d8 at the start of each of the air elemental's turns. If you roll less than or equal to the escalation die, it shifts into whirlwind form until the end of the battle. While in this form it gains the following improved attack (and you stop rolling *whirlwind transformation* checks):
Elemental whirlwind +13 vs. PD (each enemy engaged with it *and* one nearby enemy)—22 damage
Miss: Half damage.

AC 22
PD 21 **HP 88**
MD 17

Big Earth Elemental

7th level blocker [ELEMENTAL]
Initiative: +9

Rocky fists +11 vs. AC (2 attacks)—16 damage
Miss: 7 damage.

Boulder up: Roll a d8 at the start of each of the earth elemental's turns. If you roll less than or equal to the escalation die, it shifts into boulder guardian form until the end of the battle. While in this form, it gains a +2 bonus to AC and the *relentless pursuit* ability (and you stop rolling *boulder up* checks).

Relentless pursuit: The elemental must be in boulder guardian form to use this ability. Staggered enemies can't disengage from the earth elemental. (They can pop free, but they can't roll disengage checks.)

Repair damage 10 and below: When the earth elemental is targeted by a natural attack roll of 10 or less, the elemental heals 3d6 damage before taking any damage from the attack.

AC 23
PD 22 **HP 94**
MD 17

Big Fire Elemental

7th level wrecker [ELEMENTAL]
Initiative: +13

Whipping flames +12 vs. PD—22 fire damage, and 11 ongoing fire damage to a random nearby enemy (including an unconscious one)

Melee burn: When an enemy makes a natural odd melee attack roll against the fire elemental, that attacker takes 2d12 fire damage.

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

Wildfire transformation: Roll a d8 at the start of each of the fire elemental's turns. If you roll less than or equal to the escalation die, it shifts into wildfire form until the end of the battle. While in this form, it gains the following improved attack (and you stop rolling *wildfire transformation* checks):
C: Elemental wildfire +12 vs. PD (one nearby enemy OR each nearby enemy taking ongoing fire damage)—30 fire damage, and 11 ongoing fire damage
Miss: 11 ongoing fire damage.

AC 23
PD 22 **HP 92**
MD 19

Big Water Elemental

7th level blocker [ELEMENTAL]
Initiative: +11

Surge +11 vs. AC (up to 2 enemies)—22 damage
Miss: The elemental heals 9 hp.

Great wave transformation: Roll a d8 at the start of each of the water elemental's turns. If you roll less than or equal to the escalation die, it shifts into great wave form until the end of the battle. While in this form, each enemy engaged with the elemental is hampered (and you stop rolling *great wave transformation* checks).

Liquid empowerment: The water elemental gains a +2 bonus to attacks and all defenses while it's in contact with a body of water, or while it's nearby a sizeable body of water. A bucket or a bathtub of liquid doesn't count; it must be at least a pond, creek, or maybe a large fountain. If the water elemental moves far away from the body of water the empowerment ends.

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

AC 22
PD 20 **HP 100**
MD 16

Epic Air Elemental

9th level wrecker [elemental]
Initiative: +16

Slam +15 vs. AC—40 damage

C: Swirling winds +15 vs. PD (1d3 random conscious nearby enemies)—40 damage
Natural even hit: The target pops free from the elemental.

Flight: It's quick and forceful.

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

Whirlwind transformation: Roll a d6 at the start of each of the air elemental's turns. If you roll less than or equal to the escalation die, it shifts into whirlwind form until the end of the battle. While in this form it gains the following improved attack (and you stop rolling *whirlwind transformation* checks):
Elemental whirlwind +15 vs. PD (each enemy engaged with it *and* one nearby enemy)—40 damage
Miss: Half damage.

Nastier Specials

R: Gale force jets +15 vs. PD (one nearby or far away enemy)—40 damage
Natural even hit: The target is dazed until the end of its next turn.
Natural even miss: Half damage.

AC	**24**	
PD	23	**HP 140**
MD	19	

Epic Earth Elemental

9th level blocker [elemental]
Initiative: +12

Rocky fists +13 vs. AC (2 attacks)—28 damage
Miss: 14 damage.

Boulder up: Roll a d6 at the start of each of the earth elemental's turns. If you roll less than or equal to the escalation die, it shifts into boulder guardian form until the end of the battle. While in this form, it gains a +2 bonus to AC and the *relentless pursuit* ability (and you stop rolling *boulder up* checks).

Relentless pursuit: The elemental must be in boulder guardian form to use this ability. Staggered enemies can't disengage from the earth elemental. (They can pop free, but they can't roll disengage checks.)

Repair damage 10 and below: When the earth elemental is targeted by a natural attack roll of 10 or less, the elemental heals 5d6 damage before taking any damage from the attack.

Nastier Specials

Endless vitality (High Druid): When an enemy engaged with the epic earth elemental heals using one or more recoveries, the elemental heals 5d6 hit points.

AC	**25**	
PD	24	**HP 170**
MD	19	

Epic Fire Elemental

9th level wrecker [ELEMENTAL]
Initiative: +15

Whipping flames +14 vs. PD—40 fire damage, and 20 ongoing fire damage to a random nearby enemy (including an unconscious one)

Melee burn: When an enemy makes a natural odd melee attack roll against the fire elemental, that attacker takes 3d12 fire damage.

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

Wildfire transformation: Roll a d6 at the start of each of the fire elemental's turns. If you roll less than or equal to the escalation die, it shifts into wildfire form until the end of the battle. While in this form, it gains the following improved attack (and you stop rolling *wildfire transformation* checks):

C: Elemental wildfire +14 vs. PD (one nearby enemy OR each nearby enemy taking ongoing fire damage)—55 fire damage, and 20 ongoing fire damage
Miss: 20 ongoing fire damage.

Nastier Specials

Flight (Archmage): Fire elementals that can fly are rare. This one can, and it only touches the ground to set something ablaze.

AC 24
PD 24 **HP 166**
MD 21

Epic Water Elemental

9th level blocker [ELEMENTAL]
Initiative: +14

Surge +13 vs. AC (up to 2 enemies)—22 damage
Miss: The elemental heals 9 hp.

Great wave transformation: Roll a d6 at the start of each of the water elemental's turns. If you roll less than or equal to the escalation die, it shifts into great wave form until the end of the battle. While in this form, each enemy engaged with the elemental is hampered (and you stop rolling *great wave transformation* checks).

Liquid empowerment: The water elemental gains a +2 bonus to attacks and all defenses while it's in contact with a body of water, or while it's nearby a sizeable body of water. A bucket or a bathtub of liquid doesn't count; it must be at least a pond, creek, or maybe a large fountain. If the water elemental moves far away from the body of water the empowerment ends.

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

AC 24
PD 22 **HP 170**
MD 18

Icons

Icons other than the High Druid think of elementals as tools. The Archmage and Elf Queen make frequent use of these tools, but the Diabolist, Crusader, and the Three do so less often.

In past ages, the Emperor's troops seldom summoned elementals. The success of druids fighting alongside elementals in the Blood Wood has made the Empire reconsider the tactic. Wizards capable of summoning elementals are being recruited for duty along the Sea Wall, facing the Iron Sea rather than the druids of the wood.

Elementals end up in strange ecologies with other supernatural beings in living dungeons. They often manifest odd devotion to evil icons that aren't themselves committed to elemental forces. The phenomenon is increasing, particularly in dungeons related to Omen. There may be meat to those old legends about temples of elemental evil.

FLOWER OF UNLIFE

What's been growing in the Wild Garden? Nothing the Empire can afford.

Depending on how you want to use the story of the Wild Garden (page 251) in your campaign, the flowers of unlife may be a threat that's contained within a single flying realm or a widely seeded unlife-cycle catastrophe.

The strikingly attractive huge flowers blossom out of great tangles of unnatural vegetation. Each flower-creature takes up about as much space as a small human.

The flowers of unlife are listed as double-strength monsters because they tougher than normal monsters and because they have a strange lifecycle—they always return to life in a new state the round after they are dropped to 0 hit points! The undead flowers come back to life as one of the two living plants, and the living plants resurge as one of the two undead flowers. The first time PCs fight the flowers, don't telegraph what's about to occur. At 0 hit points, the flower drops and "dies," but during its next turn it regrows supernaturally quickly and attacks in its new form. Choose the new form randomly or according to what seems most dramatic. The revived flower is free of any conditions or effects that were affecting it in its previous form.

Yes, this transformative resurrection is nasty, but it's not an infinite loop. The resurgent flowers come back lacking the ability that lets them restore themselves, so they don't return to their starting form. Of course, some unusual magical events might lead to a flower having more uses of its resurrection ability than the PCs were expecting. . . .

Nastier Specials for all flowers of unlife

Iconic energy drain: When a character with an icon relationship with the High Druid or the Lich King rolls a natural 1–5 with an attack against the flower, the attacker takes 2d6 damage and the flower heals that many hit points.

Death Blossom

Huge black flowers on twitchy undead stalks. They look brittle but if you know anything about necromancy you can see through that lie.

Double-strength 6th level caster [UNDEAD]
Initiative: +10
Vulnerability: holy

Sapping touch +11 vs. AC—16 negative energy damage
Natural 4, 8, 12, 16, or 20: The target is weakened (save ends).

R: Unlife ray +11 vs. PD—24 negative energy damage
Natural odd hit: The target takes 1d6 extra negative energy damage for each unexpended recovery it has.
Natural odd miss: If the target currently has less than its maximum recoveries, it gains a recovery! Gaining a recovery is not healing, but it can use that recovery later to heal as normal.

Red-yellow resurrection: When the death blossom drops to 0 hit points, it's destroyed until the start of its next turn. At the start of its next turn, it returns to life as a blood rose or poison dandelion that lacks the *black-gray resurgence* ability but is otherwise undamaged and whole.

AC 21
PD 19 **HP 100**
MD 17

Lich Flower

The Lich King's followers didn't name these soft, gray petaled monsters and the Lich King probably doesn't appreciate the comparison.

Double-strength 6th level blocker [UNDEAD]
Initiative: +10
Vulnerability: holy

Contact dust +11 vs. PD—14 poison damage
Natural 4, 8, 12, 16, or 20: The target is stuck (save ends).

Strange vapors: While engaged with the lich flower, non-undead and non-plant creatures are dazed (–4 attacks).

Red-yellow resurrection: When the lich flower drops to 0 hit points, it's destroyed until the start of its next turn. At the start of its next turn, it returns to life as a blood rose or poison dandelion that lacks the *black-gray resurgence* ability but is otherwise undamaged and whole.

AC 21
PD 17 **HP 100**
MD 19

Blood Rose

This glorious twining red rose tangle glows even brighter as it feeds.

Double-strength 6th level wrecker [PLANT]
Initiative: +10
Vulnerability: fire

Fangs in the blossoms +11 vs. AC—20 damage
Natural odd hit: The target takes 10 ongoing damage.
Natural odd miss: 5 ongoing damage.

Bristling thorns: When a creature makes a melee attack against the blood rose, that creature takes damage equal to its natural attack roll.

Black-gray resurgence: When the blood rose drops to 0 hit points, it is destroyed until the start of its next turn. At the start of its next turn, it returns to life as a death blossom or lich flower that lacks the *red-yellow resurrection* ability but is otherwise undamaged and whole.

AC 22
PD 20 **HP 110**
MD 20

Poison Dandelion

The Wild Garden has a dandelion problem: mobile dandelion tangles with sword-point leaves and hyperactive giant flowers that blur as they change from searing yellow blossoms to poisonous spinning seeds in seconds.

Double-strength 6th level spoiler [PLANT]
Initiative: +10
Vulnerability: fire

Green spikes +11 vs. AC (2 attacks)—15 damage
Natural odd hit: The target takes 10 ongoing poison damage.

C: Whirling seeds +11 vs. AC (each nearby non-plant or non-undead creature)—15 ongoing poison damage, and undead creatures and plant creatures in the battle add the escalation die to their attacks against the target (save ends both)
Limited use: The poison dandelion can only use this attack when the escalation die is odd.

Black-gray resurgence: When the poison dandelion drops to 0 hit points, it's destroyed until the start of its next turn. At the start of its next turn, it returns to life as a death blossom or lich flower that lacks the *red-yellow resurrection* ability but is otherwise undamaged and whole.

AC 24
PD 19 **HP 110**
MD 19

GNOLLS

Originally trained and outfitted to protect the Diabolist's high-ranking servitors, these elite gnolls have spread throughout the world to wreak havoc. Sometimes the Diabolist is renting the gnolls out for a fee, but other times they've gone rogue and found new masters for themselves.

Gnoll Shredder

Gnoll shredders love close-in fighting and viciously strike down enemies that try to flee. They also know to keep their heads down when the fiendfletch bows begin to creak with the sound of death.

7th level blocker [HUMANOID]
Initiative: +9

Diabolical axe +12 vs. AC—25 damage, and one of the shredder's allies engaged with the target can pop free

Battle lock: Gnoll shredders gain a +2 bonus to opportunity attacks, and enemies take a –8 penalty to disengage checks against them.

Legion fighting: When the escalation die increases, if there are more gnolls in the battle than their enemies, one gnoll shredder in the battle can make a melee attack as a free action.

Nastier Specials

Spoiling strike: When the shredder hits with an opportunity attack, it can make a *spoiling strike* attack against that enemy as a free action.

Spoiling strike +17 vs. PD (one enemy it hits with an opportunity attack)—The target loses the rest of its actions that turn (and stops moving if it was moving).

Vicious in-fighting: When an enemy would pop free from the shredder, it must roll a disengage check as a free action instead. If it fails, the shredder can make a *diabolical axe* attack against that enemy as a free action.

AC 27
PD 19 **HP 95**
MD 15

Gnoll Fiendfletch

Pack bloodlust has been harnessed into disciplined ranks of archers.

7th level archer [HUMANOID]
Initiative: +11

Infernal mace +12 vs. AC—18 damage

Natural 16+: The fiendfletch can make a disengage check as a free action this turn after the attack.

R: Hellbent bow +13 vs. AC—30 damage

Natural 16+: The target is dazed until the end of its next turn as it suffers debilitating pain from a hellish arrow.

Close-quarters archery: While making a ranged attack, the fiendfletch gains a +4 bonus to AC against opportunity attacks.

Nastier Specials

Duck and cover: While the fiendfletch has at least one blocker, troop, or wrecker ally (like a shredder) between it and an enemy, it gains a +4 bonus to all defenses against ranged and close-quarters attacks from that enemy.

Living arrows: When the fiendfletch rolls a natural 16+ with a *hellbent bow* attack and hits, the target is weakened (save ends) instead of dazed.

AC 23
PD 19 **HP 75**
MD 15

Icons

While these gnolls owe their training and superior gear to the Diabolist, they are not above serving other villainous icons.

Building Battles

The elite gnolls are designed to work together, with the shredders serving as the front line defenders and the fiendfletches as the ranged attackers. Shredders also work well as guardians for evil casters. If given a choice of employer, these gnolls opt for the one who can afford siege engines.

MUMMY

In theory, a mummy might have enough humanity left that living souls could appeal to it and perhaps reach some sort of accord. In practice, it's mummy rot for all those who tamper with the mighty who refuse to die.

Down through the ages, powerful magicians have endeavored to preserve their own lives, escaping both the mystery of death and the horror of undeath. The secrets by which they preserve themselves at the end of their mortal lives are lost, but someone always finds or recreates those secrets. Ideally, these carefully preserved mummies live on in a sort of passive false life of the mind, dreaming endlessly in their sarcophagi but never passing on into death itself. It's good work if you can get it. The problem is that the Lich King is dead set against letting anyone enjoy such a happy ending. When his servitors discover mummies, they invariably animate them and turn them into proper undead minions.

As those who have unnaturally extended their lives, mummies make exceptionally dangerous undead. The most powerful mummies reanimate as masterminds who take charge of those around them, while the lesser ones submit to their new masters' commands. In any event, these unnatural creatures, trapped between life and death, are among the most spine-chilling of the Lich King's minions.

Double-strength 8th level wrecker [UNDEAD]
Initiative: +9
Vulnerability: fire

Unholy grasp +11 vs. PD—40 ongoing negative energy damage and the target is affected by *mummy rot* (save ends both)
Each failed save (mummy rot): The target's flesh begins to rot and the ongoing damage increases by +40 (cumulative). Saves granted by special powers don't increase this damage if they fail, only end of turn failures.
Natural 16+: The target also takes 20 damage.

C: Sepulchral glare +11 vs. MD (one nearby enemy)—The target is hampered until the start of the mummy's next turn
Crit: If the target is already affected by *mummy rot*, increase the ongoing negative energy damage by 40. If the target isn't affected by *mummy rot* already, it takes 40 ongoing negative energy damage and is affected by *mummy rot* (save ends both)
Limited use: 1/round, as a quick action.

Mortal terror: The presence of a mummy unnerves opponents, giving it an unusual *fear aura*. While engaged with this creature, enemies that have 200 hp or fewer are dazed (–4 attack) and do not add the escalation die to their attacks. Each time an enemy with 200 hp or fewer attacks the mummy, hit or miss, it must roll a save. On a success, it's no longer affected by the *fear aura* effects of any mummy in the battle.

Spiritual grit: When the mummy takes 20 damage or less from a non-fire attack, it takes no damage instead.

Nastier Specials
Blessing of preservation: The mummy has a +4 bonus to all defenses until it takes damage.
Bone-chilling cry: Once per battle as a quick action, the mummy can issue a bone-chilling cry that seems to echo from some unseen tomb or portal and it makes a *call of the sarcophagus* attack.
C: Call of the sarcophagus +11 vs. MD (each nearby enemy suffering *mummy rot*)—The target is hampered until the end of its next turn

AC 21
PD 17 **HP 350**
MD 22

Icons

The mummies that adventurers encounter are the ones that the servitors of the Lich King have animated. They are always subject to the Lich King's rule. If you ever find preserved mummies that haven't been turned into monsters and are still happily dreaming in their sarcophaguses, don't let the Lich King know.

PIXIE

These tiny, flying, woodland beings are just as playful and generous as you might expect, provided it's with each other. They generally distrust "ground people." They favor magical woods and other enchanted places, and they're at least as territorial as anyone else. Pixie hotheads sometimes prowl the edges of cultivated land, shooting peasants and spooking livestock.

For all pixies

Glamour: Pixies have gnomes beat when it comes to illusions. The archetypal pixie illusion is to make something look like something else. The gold coins that a peasant boy steals from them always turn out to be stones. A magnificent hall deep in the woods may be nothing more than a stand of trees, with mossy rocks serving as the furniture. They can also call music and lights out of thin air. Visiting pixies on good terms can be quite the pleasant experience.

Pixies can create complex illusions at will outside of battle. Outside of combat, it's usually a normal or hard skill check to sort out what's real—have fun figuring out whether a PC's backgrounds can help them pierce the veils!

Pixie Warrior

You can probably beat a pixie in a fair fight, so they never fight fair. They'd rather harass you than confront you, and they love to team up with woodland beasts to add some muscle to their side. Their weapons glitter with glowing faerie sprinkles—the kind that kill your brain.

3rd level spoiler [HUMANOID]
Initiative: +12

Diminutive sparkly sword +8 vs. PD—5 psychic damage

Natural 16+: The pixie warrior can make a *madness* attack against the target as a free action.

R: Enchanted bowshot +8 vs. PD—4 psychic damage, and the pixie warrior can make a *madness* attack against the target as a free action.

[Special trigger] **Madness +8 vs. MD**—The target is maddened until the end of the pixie's next turn. The first thing the creature does on its turn is use a standard action to make a display of power that has no practical benefit. The GM chooses the attack, spell, or other power, which should be the most powerful one the character has, preferably a daily. The target expends the power in a great show of prowess, aimed for display rather than effect. Wizards cast their fireballs into the sky, monks demonstrate flawless form while shadow-boxing, and clerics bless the very stones underfoot instead of allies.

The target is also likely to proclaim its own greatness in the grandiose manner of the mad. Allies may be curious to hear what comes out of the target's mouth when it has been pixie-struck. When the madness effect gets old, substitute any of the following effects, by choice or at random:

1: You love pixies and hate those who threaten them. The target is confused until the end of the pixie's next turn.
2: Brains knocked loose. The target takes 4 psychic damage each time it takes an action (save ends; yes that could be 3 times per round or more).
3: Reality bender. The target takes 5 ongoing psychic damage. Each time the target fails the save, the ongoing damage increases by 5, cumulative.
4: Massive attack on the unconscious mind. The target chooses one: either let the onslaught slam its mind (take 15 psychic damage), or steel its mind against the onslaught (stunned until the end of the pixie's next turn).
5: Compulsion to dance. The target takes 5 ongoing psychic damage (no save) until it spends a standard action to dance maniacally. Dancing ends all such ongoing damage, even if the target has been hit multiple times with this effect.
6: Pacifism. The target can't attack until the end of the pixie's next turn.

Dazzling lights: During battle, pixies fill the air with the light and sound of countless flashy illusions. The effects are disorienting enough that the PCs don't get to add the escalation die to their attacks.

Flight: Pixies make flying look like a lot of fun.

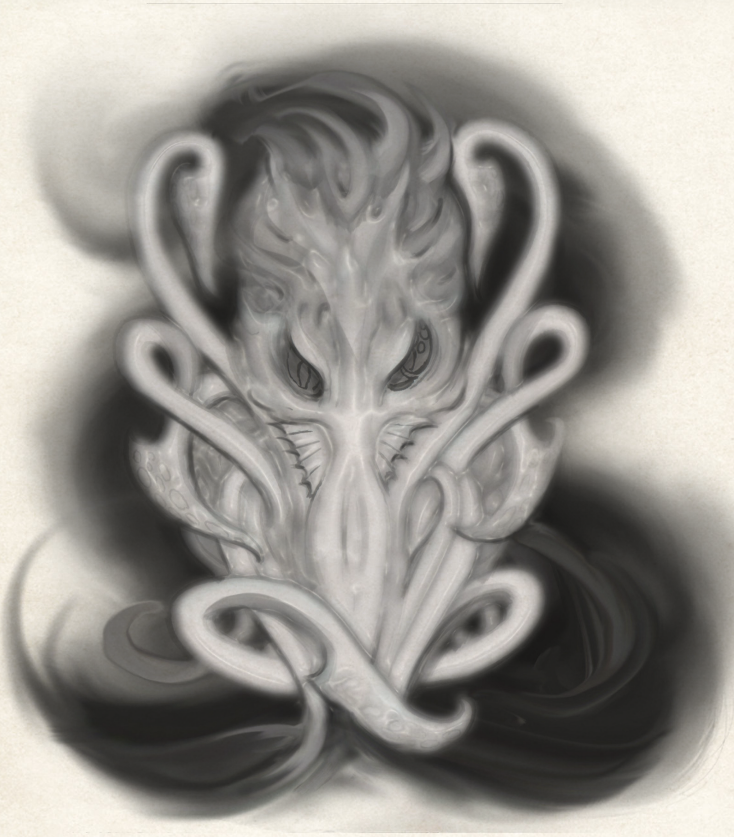
Invisibility: When an enemy attacks a pixie and misses, the pixie turns invisible until the start of its next turn (even if it makes opportunity attacks). A pixie can also turn invisible as a standard action, in which case the invisibility still lasts until the start of its next turn.

AC 20
PD 13 **HP 24**
MD 17

Icons

The pixies have an official truce with the Elf Queen, but neither side has proven entirely trustworthy. Pixies are found both following the High Druid and resisting her. They seem to hold the Archmage in awe, but they would probably destroy him if they ever could.

The pixies' humiliating madness effect is probably the worst thing Rob will ever let me do to your PCs, and he only allowed it in when I assured him that a group of adventurers would fight pixies only rarely. We mean them as a change of pace. Since pixies are rare and mysterious, they could actually be just about any level. Feel free to scale them up as needed to give the players at least one chance to tangle with pixies.



SOUL FLENSER

No one suffers from the delusion that the underworld is a safe place. But no one bargained for this.

The full story of the soul flensers appears in the *Underkraken* section starting on page 249.

Soul flensers fight with different goals that most monsters. When encountered away from their home underkraken, soul flensers don't fight to the death like most other underworld monsters. Each soul flenser fights until it has *flensed* one or more powers away from its enemies. Provided the soul flenser thinks it can get away safely, it will spend a turn setting up its *underkraken teleport* ability, then teleport away during its next turn.

Although most PCs won't know it, the powers soul flensers steal are stronger for the underkraken's oversoul while the creatures the powers have been stolen from are still alive! Hence soul flensers aren't that interested in fighting to the death. They will if they have to, obviously, but they'd rather teleport away and let their flensed victims live or die as their diminished powers allow.

A PC that has a spell or a power connected to a talent or some other limited power that gets flensed away loses the ability to use the specific power or spell that was taken (or a single use of that power if it had a certain number of uses per day or battle). The PC also uses the spell or power slot that was occupied by the element they lost. For example, if you have a 7th level *fireball* spell flensed away, you lose the ability to cast fireball and you lose that 7th level spell slot; you don't get to just choose a different spell.

The power that gets flensed away could be one the PC has already used or one that has not been expended yet this battle or day. It's random. Unless you're ambitiously precise about such things, don't spend too much time trying to be perfectly fair about the randomness: maybe choose four abilities that could be flensed, a range from minor to important, and roll a d4 to choose one.

PCs that have powers flensed away have a chance of regaining those powers when they kill a soul flenser or one of the Flensed, the soulless mooks that cluster around the underkrakens. Unfortunately, soul flensers are hard to find when you *want* vengeance, and you can't find the Flensed away from the underkrakens. So if you've been well and truly flensed, you may need to hit an underkraken head on to have a chance of regaining your power.

A story that suggested alternate ways of regaining flensed abilities would be a powerful story indeed, and one that would certainly require other great sacrifices and heroic exertions, of course.

Soul Flenser

Surviving a flensing seems like a lucky break, at first. Then the nightmares start. Always the same. Part of your soul is being swallowed by a great tentacled being deep below the world. It thinks you're tasty. The tentacle reaches up . . . and you wake screaming.

9th level spoiler [ABERRATION]
Initiative: +15

Soul flensing tentacles +14 vs. PD—30 damage
Natural even hit, or any hit against a weakened, stunned, or confused target: Randomly select one of the target's limited-use powers or spells. The soul flenser flenses it away, removing it from the target until that creature regains it via a *Connection to the Oversoul* success (see below).
Natural 3, 6, or 9: The target is confused (save ends).

C: Soul blast +14 vs. MD (1d4 nearby enemies in a group)—35 psychic damage
Natural even hit: The target is weakened (save ends).
Natural odd hit: If the target is already weakened, it's also stunned until end of its next turn.
Natural 3, 6, or 9: The target is confused (save ends).

Connection to the Oversoul: When a creature slays a soul flenser, it can roll a hard save (16+). If it succeeds, the creature regains one power it has had *flensed* away.

Intellect fortress: When an enemy misses the soul flenser with an attack against MD, that attacker takes half the miss damage, if any.

Underkraken teleport: A soul flenser that has successfully flensed at least once can (and usually will, provided some of its enemies are confused, weakened, or stunned) use a standard action to prepare itself to teleport. Once it does this, during its next turn it can use a move action to teleport back to its home underkraken, no matter how distant, leaving the battle behind. Soul flensers fighting beside or within their underkraken can't use this ability; they're already home.

Nastier Specials

Flensing escalator: The soul flenser gains an attack bonus equal to the escalation die against creatures that have had one or more powers flensed away.

Oversoul control: While confused by a soul flenser's effect, a creature that has had a power flensed away can use and re-use that limited power against their erstwhile allies, if the GM sees how to use the power in a useful way.

AC 25
PD 21 **HP 180**
MD 23

The Flensed

This is what's left when you've stripped away everything that makes a person, monster, or hero uniquely themselves. It moves, it follows the soul flensers' orders, and it fights, but you can't really remember its shape, its features, or even whether it's attacking you with a club or a claw.

9th level mook [ABERRATION]
Initiative: +12

Fists, claws, or shoddy weapons +13 vs. AC—20 damage, or 40 damage against a target that currently has one more powers *flensed* away.

Connection to the Oversoul: When a creature slays the Flensed, it can roll a hard save (16+). If it succeeds, the creature regains one power it has had *flensed* away.

Flensing escalator: The Flensed gains an attack bonus equal to the escalation die against creatures that have had one or more powers flensed away.

AC 22
PD 20 **HP 60 (mook)**
MD 22

Mook: Kill one the Flensed mook for every 60 damage you deal to the mob.

Icons

They may not be willing to admit it to each other yet, but both the Dwarf King and the dark elves are a bit freaked out at the ease with which the underkrakens crashed through the deep underworld.

As explained in the underkraken section, positive connections between the icons and the soul flensers are possible but unlikely. The underkrakens and the soul flensers are a wild card few of the icons seem poised to take advantage of.

The obvious exception could be the Prince of Shadows. If the soul flensers weren't aware of the Prince's power before, they'll probably find out soon now that they're messing with his domain—stealing qualities no one thought could be taken is the Prince's bread and huckleberry jam. Would it be so unthinkable for a couple of soul flensers to take a bit longer to return to their underkraken, and to go rogue for a time, pursuing their own individual agendas in this fascinating and vulnerable world? Rhetorical question.

Jonathan teases me about being too soft on the players. In his terms, that's probably true. But I can make exceptions. Soul flensers are the very scary exception.

SPECTER

At first a specter is an indistinct ghostly form. As it drains your life it glows, becoming the hollow, glowing outline of a person, the mortal form of someone long dead. It might resemble a high priest in elaborate ritual regalia, a richly adorned noble, a crazed hermit, or any lost soul. Undeath comes for all.

Gamemasters, the specter was designed to give you a ghostly monster that can make players wet themselves a little. A monster like this should play a custom role in your campaign, so there's no specific flavor spelled out. Make the best use out of them, possibly as one-off enemies, and don't forget the nastier specials. A specter could be the guardian of a dark gate, the ghost of an ancient icon, a viceroy under the Lich King, the spawn of a unholy ritual, a necromantic mastermind, the ghost of the infernal machine that the PCs just wrecked, a hero's undead twin, or your own better idea.

Nastier Specials for all specters

Aura of loss: The first time during a battle the specter is staggered, a wave of loss rolls out from it in all directions. Each nearby enemy with 30 hp or fewer is hampered until the end of the specter's next turn. (9th level dread specter affects enemies with 60 hp or fewer.)

Healing drain: When an enemy engaged with a specter heals, it heals only half the normal hit points, and the specter heals the other half (round down).

Spectral evasion: Once per battle as a free action when an enemy attacks the specter, it can force the attacker to reroll the attack and use the result the specter prefers.

SPECTER

Double-strength 6th level wrecker [UNDEAD]
Initiative: +9

Icy, life-draining touch +10 vs. PD—30 negative energy damage
Natural even hit or miss: Each enemy engaged with the specter (including the target) takes 4 negative energy damage.

R: Deathly stare +10 vs. MD—20 negative energy damage

Punishing aura: When an enemy attacks the specter and misses, it takes 8 negative energy damage.

Wrack and ruin: While a specter is in the battle, the PCs don't add the escalation die to attack rolls, but it does. In the presence of a specter, mortals feel as though they are about to die, and they're generally right.

AC 19
PD 15 **HP 160**
MD 19

DREAD SPECTER

Triple-strength 9th level wrecker [UNDEAD]
Initiative: +12

Icy, life-draining touch +12 vs. PD—110 negative energy damage
Natural even hit or miss: Each enemy engaged with the specter (including the target) takes 20 negative energy damage.

R: Deathly stare +12 vs. MD (up to 2 nearby enemies)—75 negative energy damage

Phantom movement: As a move action when the escalation die is odd, the specter can teleport anywhere nearby, dematerializing from its location to materialize in another.

Punishing aura: When an enemy attacks the specter and misses, it takes 24 negative energy damage.

Wrack and ruin: While a specter is in the battle, the PCs don't add the escalation die to attack rolls, but it does. In the presence of a specter, mortals feel as though they are about to die, and they're generally right.

Nastier Specials

Death grasp: At the start of each of the specter's turns, if any enemy in the battle has 60 hp or fewer, the specter can make a *death grasp* attack against one of those enemies as a free action. Be sure to let players see this one coming.
C: Death grasp +14 vs. MD (one nearby enemy with 60 hp or fewer)—60 negative energy damage

AC 22
PD 18 **HP 550**
MD 22

Icons

A powerful ghost like the specter must have some sort of connection to the Lich King, though it might not be a positive one. Each specter has a terrible tale behind its creation.

Treant

Children love stories of gentle talking trees who adopt a parental attitude toward little ones. Adventurers who have tangled with treants know better.

Trees Aren't People

These secretive creatures are not rapacious, but neither are they particularly merciful to those who get in their way. In good years, the treants mind their own affairs deep in the magical woods found all around the Empire. Explorers unwittingly pass them by, mistaking them for normal trees. In bad years, something gets the treants riled up, and they leave their treasured homes to deal with whatever disturbed them.

With the arrival of an aggressive High Druid, treants have more often been seen traveling far from their homes. Treants are reasonable enough that adventurers can hope to win them over with careful words, but they shouldn't count on it.

Waking the Sleepers

Treants can waken trees from their slumber, so that they stride along beside them. They are usually smallish trees, still young enough to wake to the treant's call. Once damaged sufficiently, the awakened tree is "knocked unconscious," returning to its normal tree state.

Each treant can usually awaken a few trees, and perhaps even several, at one time. It can direct them for the most part, but they have limited minds of their own. When awakened trees under a treant's command are killed, it takes about a day for the treant to gather the energy necessary to awaken replacements.

For all treants (but not awakened trees)

Free-form ability—Demolish: Given time, treants are capable of pulling apart just about anything that's been put together. Their roots squeeze into spaces between paving stones, slowly pulling them up and out of place. Their branches can likewise worm their way into spaces in walls, doors, and gates, and with steady pressure they can pull down most human-made structures. This slow-motion destruction takes minutes for the simplest efforts and hours for major demolition.

Awakened Trees

Awakened trees can cause mayhem, but they don't have the knack for demolition, the twisting grasp, or the fierce intelligence of the treant.

4th level mook [PLANT]
Initiative: +5
Vulnerability: fire

Lashing branches +9 vs. AC—7 damage

Hardwood resistance: This creature has *resist damage 12+* to all damage except fire damage and melee weapon damage, which damages it normally.

AC 22
PD 20 **HP 13 (mook)**
MD 14

Mook: Kill one awakened tree mook for every 13 damage you deal to the mob.

Common Treant

Deep in the Wild Wood, they really are common.

5th level spoiler [PLANT]
Initiative: +4
Vulnerability: fire

Grasping branches +10 vs. AC—9 damage, and the treant grabs the target. When the treant starts its turn grabbing an enemy, it can make a *twist and snap* attack against that target as a standard action that turn.

[Special trigger] **Twist and snap +14 (includes +4 grab bonus) vs. PD**—27 damage

Fire fire fire!: When the treant takes 15 or more fire damage from a single attack, it releases all grabbed creatures.

Hardwood resistance: This creature has *resist damage 12+* to all damage except fire damage and melee weapon damage, which damages it normally.

Nastier Specials

Toxic haze: The treant exudes a toxic cloud of pollen. When an enemy engages the treant or starts its turn engaged with the treant, it takes 4 poison damage.

AC 23
PD 21 **HP 65**
MD 15

Treant Titan

Almost nothing can disturb their slumber, but once awakened the titans are the ones doing most of the disturbing. The treant titan is not merely an organism but a manifestation of the power of the forest. When one is destroyed, it regenerates in a magic forest somewhere in the world. No one knows for sure how long this process takes.

Large 10th level spoiler [PLANT]
Initiative: +9
Vulnerability: fire

Grasping branches +15 vs. AC (2 attacks)—30 damage, and the treant grabs the target. When the treant starts its turn grabbing an enemy, it can make a *twist and snap* attack against that target as a standard action that turn.

[Special trigger] **Twist and snap +19 (includes +4 grab bonus) vs. PD**—80 damage, and the target is dazed (save ends). If the treant starts its turn grabbing a dazed enemy, it can make a *titanic rend* attack against that target as a standard action that turn.
Miss: 40 damage.

[Special trigger] **Titanic rend +19 (includes +4 grab bonus) vs. PD**—160 damage, and the treant titan can continue making *titanic rend* attacks against the target until it escapes the grab, at which point the treant will have to use a *grasping branches* attack against it again.
Miss: 60 damage.

Fire fire fire!: When the treant takes 35 or more fire damage from a single attack, it releases all grabbed creatures.

Hardwood resistance: This creature has *resist damage 18+* to all damage except fire damage and melee weapon damage, which damages it normally.

Nastier Specials

Coffin of living wood: When the treant titan hits with a *titanic rend* attack, the target is pulled into a hollow chamber within the treant. While grabbed by the treant this way, the target can't be the target of its allies' powers or spells.

Gauntlet of branches: Countless smaller branches whip through the air around the treant titan. When a creature engaged with the treant misses it with an attack, that creature takes 12 damage from the whipping branches.

AC 28
PD 26
MD 20

HP 390

Icons

The treants bend knee to no one, not even to the High Druid, but they do reflect her spirit. Her aggressive heart has roused the treants, and the trouble is really going to start if they actively side with her. The Elf Queen is said to have once been lord of the treants, but they embody the forest primeval, so most non-elves reckon otherwise.

WEREBEASTS

Werebeasts, or "weres," are the subject of much scholarly dispute, mostly because they manifest in different ways in different ages. Even within an age, weres of the same general type, such as werewolves, can vary from time to time and place to place. Often, the personality of a High Druid is reflected in the werebeasts' nature. The curse that turns people into werebeasts is known as lycanthropy. The term, which means roughly "wolfmanism," was originally coined with regard to werewolves, but it now applies to all weres.

In the 6th Age, lycanthropy was considered the High Druid's blessing on the Empire. Elite young men and women undertook taxing rituals that gave them shapeshifting powers, which they used for war, sport, and partying. Ancient urns, walls, and statuary depicting noble lycanthropes are worth top coin as collectors' pieces. In some ages, there are no werebeasts at all. Usually, lycanthropy is an endemic curse that spreads and gets worse each year until someone launches a campaign to put it down. Sometimes weres live relatively normal lives as people, disguising their lunar transformations by living as loners or travelers. They've also been known to live in were families, whether on the fringes of society or in the wild. They reproduce not by sex but by capturing (or in some cases inviting) new recruits to join the family. A werebeast that has good mastery over its transformations makes a valuable agent, as countless resourceful villains have surmised. The current High Druid's effect on lycanthropy is not yet common knowledge.

At times, a virulent form of lycanthropy appears in the Empire. With this sort of lycanthropy, anyone bitten by a were creature has a chance of contracting the curse. When this happens, the victim turns into a hybrid lycanthrope of the appropriate type after about a minute. During this minute, the victim is overcome by a compelling desire to save their own hide, and once the transformation is complete, this turns into a compelling desire to bite the hell out of people. As a result, the curse spreads like wildfire, turning a populace into a horde of ravening lycanthropes overnight. Some victims master the curse and become full-fledged weres. Other victims succumb, bearing their hybrid forms and bestial minds permanently. This powerful version of lycanthropy would only be possible far outside the Archmage's protective wards—at least at first. Additionally, dire versions of weres are also possible, maybe inevitable.

Gender Option

For each type of werebeast, determine a gender (either randomly or intentionally). In your campaign, only people of that gender can become that type of werebeast. This option gives you an additional way to differentiate the werebeast types from each other. If you like, adjust the descriptions of the werebeasts to reflect their respective genders.

Icons

The High Druid lays claim to all werebeasts, but not all of them honor this claim. Werewolves love to find evil lords to serve, especially masters who allow them to indulge in cruelty as sport. To this end, they may be associated with diabolical or necromantic cults. Werebears demonstrate an inexplicable affinity for the Dwarf King, as well as for dwarven ale. Weretigers are loners, but they frequently lose themselves in the anonymous solitude of crowded metropolises, and many find common cause with the rakshasas. In either event, they are typically independent of any icon. Wererats more than any other sort of werebeast have given up the wilderness. They usually live near or among people in criminal clans, and they are partial to the Prince of Shadows. Wereboars, once extremely rare, make no bones about their allegiance to the Orc Lord.

Humanoid, Hybrid, and Beast Forms

Each werebeast can take one of three forms as a quick action once per round: a humanoid form, a beast form, or a hybrid form that combines the two. The hybrid form is the most powerful in combat, but the humanoid and beast forms are useful for various activities outside of combat as well.

The stats we present work for the beast and hybrid forms. If a werebeast ends up fighting in humanoid form, which it shoudn't, a quick approximation for that form would be to drop all its defenses by 2 and have its attacks deal half normal damage.

Werebeast Powers

The following powers are common for werebeasts.

Beast heart (all three forms): Animals of the werebeast's type are intuitively on good terms with the were, even dire animals. If the werebeast betrays them, however, retaliation is certain and merciless.

Cursed bite (hybrid or animal form only): While the moon is full, the first time each battle a creature takes damage from a werebeast melee attack, it takes 10 extra damage (champion: 20 damage; epic: 40 damage). The malignant curse, transmitted through the attack, shocks the mortal flesh. Further attacks, even from weres of different types, don't cause extra damage. Unless blessed, purged, or otherwise cured, the damaged creature will turn into a werebeast on the night of the next full moon. Heroes powerful enough to fight werebeasts can usually find benefactors or rituals to cure them, but there's an exception to every rule. GM, if you're unsure whether it's a full moon, roll a d10. On a 1–3, the moon is full enough.

Resilient shifting (all three forms): As mentioned above, a werebeast can shift forms once per round as a quick action. When a werebeast shifts, it can roll a save against one save ends effect.

Nastier Specials for all werebeasts

The following ability is extremely nasty when combined with the *bestial fury* most werebeasts have. It's possibly better used as a story option, a consequence of a problem with a skill check or an icon relationship, or a situation that should have been avoided and may require sacrifices to deal with:

Moon fury (hybrid form only): While fighting in moonlight, a werebeast gains a bonus to damage equal to its level (champion: double its level; epic: triple it).

Silver, Legendary Bane of the Werebeasts

In common lore, werebeasts are said to be susceptible to the proverbial "silver sling bullet." Evidently this unusual weapon choice was extremely useful in ages past, although this age's werebeasts withstand silver bullets about as well as they withstand other sorts of bullets. Perhaps the magical secret of the silver bullets has been lost, or a new magical secret needs to be created.

GMs, the connection to silver is traditional, and you might find a use for it as a plot point or as a piece of color. As merely a way to improve combat performance against werebeasts, silver usually isn't that interesting.

Wererat

Among weres, wererats are the ones most likely to be found in civilized society or near it. Evidently that's because rats are the most like people. Wererats are the furthest from the High Druid, and the most "civilized" wererats have no ties to her to speak of. If you think that the scruffy card player in the dockside tavern is a dirty cheating rat, you might be right. The animal form of a wererat is a dire rat.

2nd level troop [BEAST]
Initiative: +11

Infected bite +7 vs. AC—2 damage and 2 ongoing damage, and the crit range for each wererat in the battle against the target expands by 1 (cumulative)

Natural 11+: The target can't make opportunity attacks until the end of the turn (making it easier for the wererat to move away from the target).

Hybrid miss: While in hybrid form, when the wererat makes an opportunity attack with *infected bite*, it deals damage equal to its level on a miss.

Unnatural vigor (hybrid or animal form only): When the wererat is not staggered at the start of its turn, it heals 5 hp.

Bestial fury (hybrid form only): Wererats gain a bonus to damage equal to the escalation die (champion: double the die; epic: quadruple the die).

Nastier Specials

Uncanny moves: The wererat takes no damage and suffers no effects from attacks that miss.

Piercing shriek: Once per battle when the escalation die is 2+ and there are three or more wererats in the battle, a wererat can make a *piercing shriek* attack as a free action. Usually all the wererats in the battle will do this at the same time.

C: Piercing shriek +7 vs. MD (the closest nearby enemy)—4 damage

Miss: 2 damage.

AC 15
PD 14
MD 18

HP 34

Werewolf

Left to their own devices, werewolves live in family groups, but of all the werebeasts, they are the ones most commonly found in the employ of a villainous mastermind or a crooked noble. They are bloodthirsty, and plenty of villains are willing to find them victims for their thirst.

3rd level troop [BEAST]
Initiative: +10

Ravening bite +6 vs. AC—10 damage

Miss: The werewolf gains a +2 attack bonus (cumulative) to *ravening bite* attacks until the end of the battle.

Bestial fury (hybrid form only): Werewoves gain a bonus to damage equal to the escalation die (champion: double the die; epic: quadruple the die).

Pack attack: When the werewolf attacks a creature that is engaged with one of its allies, the target is vulnerable to that attack.

Unnatural vigor (hybrid or animal form only): When the werewolf is not staggered at the start of its turn, it heals 6 hp.

Nastier Specials

Sustaining blood: When the werewolf hits with a *ravening bite* attack, it heals 4 hp.

AC 17
PD 15
MD 19

HP 42

Wereboar

In ages past, wereboars were virtually unknown outside of bloody tribal legends. Wereboars have stubbornly resisted the calls of the High Druids, and they have never been tempted by the luxuries of civilization or by the promise of plunder. With the coming of the Orc Lord, however, wereboars have made their presence known. All across the land, wereboars have come out of isolation and begun rampaging through rural provinces. Although no one can discern a way for them to cooperate or communicate across distances, it's clear that they are heading overland toward the frontier with the Orc Lord. How many wereboars have been shipped to the front as human soldiers is unknown.

Double-strength 4th level troop [BEAST]
Initiative: +7

Goring tusks +9 vs. AC (1d3 enemies)—15 damage
Slashing tusks: While the escalation die is 3+, the crit range of this attack expands by 2.

Beastly grit: When the wereboar takes 8 damage or less from any source, it takes no damage instead.

Bestial durability: The wereboar can roll normal saves against effects that aren't save ends (until end of turn or battle, for example).

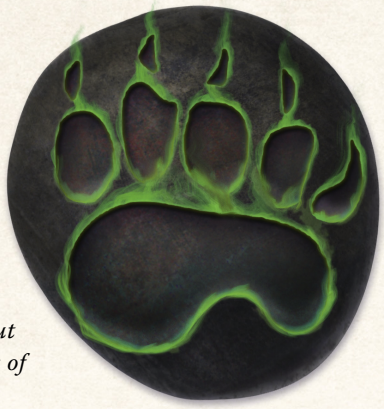
Bestial fury (hybrid form only): Wereboars gain a bonus to damage equal to the escalation die (champion: double the die; epic: quadruple the die).

Unnatural vigor (hybrid or animal form only): When the wereboar is not staggered at the start of its turn, it heals 18 hp.

Nastier Specials
Vicious turn: Once per battle, the wereboar can make a *smash* attack as a free action.
Smash +9 vs. PD—The target is dazed (save ends)

AC 18
PD 16 **HP 120**
MD 20

Werebear



There's not a lot of angst in the werebear psyche, probably because it all got squashed under a furry avalanche of pride.

Good-natured werebears also tend to be loners. They may grow attached to specific people, but they don't seek great numbers of friends. It's a bear thing.

Cantankerous werebears seek company so they can cuff and lightly abuse their new friends. That's also a bear thing.

The High Druid understands both sides of the werebears, and they understand her. Sometimes they understand other icons too. But only sometimes.

Large 5th level troop [BEAST]
Initiative: +10

Massive claws +10 vs. AC—20 damage
Natural 16+: The werebear grabs the target. As a standard action, it can make a *head chomp* attack against an enemy it's grabbing.

[Special trigger] **Head chomp +14 (includes +4 grab bonus) vs. AC (one enemy it's grabbing)**—70 damage
Miss: 20 damage.

Bestial fury (hybrid form only): Werebears gain a bonus to damage equal to the escalation die (champion: double the die; epic: quadruple the die).

Unnatural vigor (hybrid or animal form only): When the werebear is not staggered at the start of its turn, it heals 20 hp.

Nastier Specials
Chew on arm: Instead of chomping on a grabbed enemy's head, the werebear can make an *arm crunch* attack against an enemy it's grabbing.
Arm crunch +14 vs. AC—70 damage, and the target is weakened until it regains maximum hit points

AC 19
PD 17 **HP 140**
MD 21

Weretiger

Weretigers sometimes lives among people, but they usually separate themselves socially from close association. They may be wanderers, drovers, sages, or assassins. The most famous belly dancer in Horizon is an elven weretiger, not that anyone has figured it yet.

Large 6th level troop [BEAST]
Initiative: +11

Claws and bite +11 vs. AC—20 damage
First natural 11+ each turn: The weretiger can make a second *claws and bite* attack as a free action.
Second natural 11+ each turn: The weretiger can make a third *claws and bite* attack as a free action if the escalation die is 3+.

[Special trigger] **Springing strike +11 vs. AC**—25 damage
Limited use: When an enemy engages the weretiger, if weretiger isn't already engaged, it can make a *springing strike* attack against that enemy as an interrupt action before the attack.

Bestial fury (hybrid form only): Weretigers gain a bonus to damage equal to the escalation die (champion: double the die; epic: quadruple the die).

Unnatural vigor (hybrid or animal form only): When the weretiger is not staggered at the start of its turn, it heals 24 hp.

Nastier Specials
Stymie: When the weretiger hits with a *springing strike* attack, the target pops free from it and can't take any more actions that turn unless it succeeds on a save.

AC 20
PD 18 **HP 180**
MD 22

ZOMBIE

There are many sorts of living things. Some of them create zombies, which means there are also many sorts of zombified things. Zombies, in turn, create dead things. Many sorts of dead things.

Zombie Beast

This big, rotting ox (or horse, elk, camel, or whatever) will put the hurt on you. Eventually.

Large 2nd level troop [UNDEAD]
Initiative: +1

Smash +7 vs. AC—20 damage, and the zombie can only attack using *gutburst* during its next turn
Natural 16+: Both the zombie and its target take 2d6 damage.

[Special trigger] **C: Gutburst +6 vs PD (up to 2 nearby enemies)**—The target takes 3 ongoing acid damage from a spray of stinking zombified gut juice. The zombie takes 1d6 damage.

Headshot: The first time an enemy crits the zombie, the beast must roll a save. If it succeeds, it takes normal crit damage. If it fails, it drops to 0 hp. A second crit just drops the thing.

Nastier Specials
Ghastly thrashing: When the zombie beast is first staggered, it makes a *thrash* attack as a free action.
C: Thrash +7 vs. PD (each enemy engaged with it)—15 damage

AC	**14**	
PD	12	**HP 110**
MD	8	

Zombie of the Silver Rose

These zombies move rather more adeptly than most, and they wear elaborate cultic robes, now faded and tattered. They are the only "survivors" of a lost cult that once battled the undead. The Lich King somehow brought them down, and these warriors now serve their erstwhile enemy.

4th level mook [UNDEAD]
Initiative: +7

Iron-hard hands +9 vs. AC—7 damage
Natural even hit or miss: Both the zombie and its target take 1d6 damage.

Hand of the fallen: When a melee attack drops one or more Silver Rose mooks, the hand of one of those zombies ends up severed from its owner and latched onto a nearby enemy. The afflicted creature is vulnerable to all attacks until the hand is removed, which takes a standard action by that creature or an ally next to them.

Shot to the head: When an attack drops this zombie and it had 2, 4, or 6 hp remaining, the attack deals the same amount of damage to another member of the mob. If this zombie has any other number of hit points left? No hit to the head.

Nastier Specials
Curse of failure: Each round, one zombie mook in the Silver Rose mob can make a *curse* attack as a quick action.
C: Curse +4 vs. MD (one nearby enemy)—The target is weakened until the start of the zombie's next turn.
Mob rule: The *curse* gains an attack bonus equal to the number of Silver Rose zombies in the battle.

AC	**17**	
PD	15	**HP 20 (mook)**
MD	11	

Mook: Kill one Silver Rose zombie mook for every 20 damage you deal to the mob.

Headless Zombie

The Forbidden Incantation of Eternal Hunger turns the bodies of mighty warriors into ravening, headless monstrosities. Not only do these poor creatures have the semblance of life, they also suffer the semblance of insatiable hunger. With no mouths, they cannot eat, but they are driven to destroy living creatures in a vain attempt to sate their hunger. What exactly happens to the corpse's head during the ritual remains obscure, and really, you don't want to know.

9th level troop [UNDEAD]
Initiative: +8

Flailing fists +10 vs. AC—25 damage
Natural even hit or miss: Both the zombie and the target take 3d10 damage.

R: Mouthless cry +10 vs. MD (1d3 closest nearby enemies)—The target is dazed (save ends)
Natural 16+: The target takes 20 psychic damage.

Death spasms: When a headless zombie drops to 0 hp, it flails with its fists and makes a *mouthless cry* attack as a free action before it dies.

Inevitable hunger: When a creature tries to affect the zombie's attack, such as forcing a reroll or applying a penalty, it must roll a normal save; on a failure, the effect is negated.

Nastier Specials
Baleful aura: While nearby a headless zombie, when a creature would heal, it only heals half the normal hit points.
Necrotic supremacy: When the escalation die increases to 6, each headless zombie in the battle is restored to maximum hit points, including the dead ones.

AC	**22**	
PD	20	**HP 270**
MD	17	

Icons
Zombies are on permanent retainer with the offices of Lich King, Lich King, and Lich King.

CHAPTER 5

DEVILTRY

As if it were wrought by silver-tongued sharpsters bent on ingratiation, the *13th Age* rules leave the process of defining devils up to you. You decide where they come from, how they think, and what they want. That being said, our side of the bargain means we'll present you with a myriad of devilish details. If you didn't know better, you would think we exercise a proclivity for previously concealed qualifying clauses allowing us to reverse our previous promises! Never fear, innocent souls. A wily scheme allows us to preserve your creative freedom, while still telling you all you need to know about devils. Ahead wait thirteen truths. You choose the one that works for your campaign. Or mix and match, for a fourteenth devilish truth.

CHOOSING YOUR TRUTH

Presented in this chapter are thirteen different takes on devilish origins, objectives, and operating methods. Each option portrays the devils as the ultimate adversary of a particular icon. Decide which option to use by asking yourself which icon in your campaign most needs devilish adversaries. Depending on your needs for conflict in the unfolding storyline, you might arrive at that decision as follows.

Which Icon Gets the PC Love?

Add up the total number of points players invest in their positive and conflicted relationships to each icon. The icon with the most connections is the one whose enmity defines your devils.

Which Icon Drives My Campaign?

Wait to define devils until the PCs' actions start to establish an overarching storyline. By this time one of the icons will become the most prominent patron or positive force on the characters. That icon is the one whose enmity defines your devils.

Which Character Needs a Devilish Subplot?

Leave devils undefined until one of the PCs becomes sidelined in the ongoing action, then serve them up a dish of fun that smells of brimstone. Decide what sort of trouble will most entertain the player, as well as the group at large—the kind that comes from struggling against devils, or the kind that comes by making them your dangerous friends?

In the first case, define devils according to one of the character's positive icon relationships. The devils become the enemy of that icon, and by association of that PC.

In the second case, define devils according to one of the character's negative icon relationships. The devils and the chosen PC both struggle against the same icon, becoming natural allies.

Which Icon Fits This Episode?

Devils might appear in your campaign as a mere Mephistophelean diversion, rather than a key element. If so, define them based on what you need for a single adventure. Determine which icon appears as a patron or ally during this episode, and make devils that icon's eternal enemy.

Classic or Non-Traditional?

Some of these truths adhere to beloved fantasy gaming tradition. Others color outside the lines. Pick your devil mythology according to your group's taste for familiarity on one hand, or new twists on the other.

What Does Nasty Mean to You?

In each version, devils promote a different set of appalling values. Some of these are virtues turned on their heads. Pick the type of devil your players, or their characters, will most love to hate.

Do they despise crooked cops? Cast the devils as Pursuers of the Prince of Shadows. Do they love to play sages? Then the devils are the knowledge-hating Arch-Mage's Reckoning. Are the PCs dedicated environmentalists? Then devils are Fellers of the Druid. Do they look down their noses at iconoclasts? Pick the Priestess' Bane.

What Feels Coolest?

Or you might find that you simply like one of these descriptions better than the others, and choose by intuition.

DEVILISH STORY OPTIONS

This section presents thirteen takes on devils, as defined by the icon they most despise and struggle to destroy. You might use one of these and treat some or all of the others as incorrect lore—no doubt spread by the devils themselves, as part of some hoary misinformation campaign. Alternately, borrow elements from these variations or add your own for a distinctive hellish mash-up.

Each section includes:

- **Quote**: The sort of thing this kind of devil might say to the characters.
- **Origins and Agenda**: Where these devils come from, what they want, and why they interfere in mortal affairs in order to get it. If the Pit, the otherworldly redoubt of devilkind, exists in this version, you'll find it described here.
- **The Hierarchy**: How to adjust your presentation of specific devils to fit this general take. By laying out the roles the various devil types play, this section also describes the devilish chain of command. The list runs from most to least powerful, with the pit fiends generally on top and pitiful lemures at the bottom.
- **Other Icons**: Notable relationships with other icons are listed in this section, where applicable, including what those devils think about themselves or the icons.

Is the Pit a State of Mind?

You might choose a version of devilkind that makes no reference to their living in the Pit. If so, interpret generic references to the Pit as metaphorical. It's what the devils call their headquarters, whatever that happens to be.

The Archmage's Reckoning

Quote

"It seems to me that you know too much."

Origins and Agenda

One day the Archmage's reality tampering went one step too far, bringing a new terrible thing into the world—the devil host. Devils embody the cosmic fundament's vengeance on all who would interfere with it. After they undo the Archmage, they're coming for anyone who dares disturb eternal verities of the status quo.

Devils loathe innovation and try to stamp it out wherever they find it. Whether expressed through art, technology, or the social order, change makes trouble and must be smothered before it can propagate. Apparently innocuous changes are the worst of all, because they make all change look good.

Most of all, devils hate knowledge. People who understand things try to change them. Those who don't question the world leave it as it is. Forbidden lore is forbidden for a reason. Other lore might harbor clues to the deep secrets of the universe, so just to be safe, it's best to burn all the libraries, string up all the sages, and shred all the grimoires.

What is magic, after all, but knowledge turned into action? First, wipe out anyone trying to invent new magic, like the Archmage, before they make a mistake and blow up the universe. Then, you might think old spells are safe, but wizards are a curious lot, so even the most conservative among them need extermination as well. Better safe than sorry.

Devils act against change directly and through mortal agents. Corrupt and greedy devil's pawns stall innovation by sucking at society's lifeblood. If you skim from your nation's treasury for your own enrichment, for example, you're not using that money on destabilizing reforms. By enslaving people you deprive them of their potential to alter history's course. If you're a great poet with an urge toward dissipation, devils steer you to the path of self-destruction, so your half-hearted verses dispirit all who read them. Through networks of the suborned, devils hold back the talented and exalt the mediocre. By careful attention to mortal affairs they spread ignorance and grind down hopes.

The Hierarchy

Pit fiends, stern and implacable, make up the Inner Council, which determines strategy and exercises discipline over devilkind. Each council member controls a territory of the land and runs a parallel organization of devils dedicated to eradicating change and knowledge within it. The Inner Council settles territorial disputes, sometimes by talking, or sometimes by ritual combat between pit fiends. The most coveted territories are not necessarily the biggest, but the most resistant to change.

Horned devils lead the raiding bands. When a monastery or library faces a frontal assault, the horned devils take point position.

Ice devils serve as courtiers and viziers to the pit fiends. Sacrificing their own purity for tactical advantage, they access the forbidden lore they hide from others—even their own leaders. Sometimes they learn too much, go renegade, and must be hunted and destroyed.

Barbed devils supervise and document the capture and destruction of ancient tomes, engineering schematics, and works of art.

Bone devils specialize in the infiltration and undermining of scholarly institutions.

Erinyes police the hierarchy, punishing any who allow impure thoughts of change or love of knowledge to infect their behavior. They must tread carefully with higher-ranking devils but sow useful terror in the lower echelons.

Bearded devils plan and execute torture-killings of sages, artists, and engineers.

Hooded devils manipulate mortal politics to steer backward-looking traditionalists into positions of authority, freezing out reformers.

Smoke devils spy and kill mortal enemies at the behest of other devils.

Honey devils scout and recruit promising mortal innovators, turning them over to the hooded devils when they are ready.

Skin devils sniff out mortals with the potential to either accelerate or hold back change. The first they report to bearded devils for elimination; the second, to honey devils, for recruitment.

Hell imps act as familiars to mortal wizards, leading them away from original research. If they get too powerful, the hell imps betray them.

Lemures are embryonic devils in the process of coalescing from reality's immune response against destabilizing experimentation. If allowed to mature, they turn into devils of whatever sort the pit fiends need at the moment. In their current state they can be used as disposable mooks.

Other Icons

Without civilization, knowledge does not propagate, so it might be best to bring down the Emperor and his Empire, along with his ally the Great Gold Wyrm.

Despoilers of civilization, on the other hand, eradicate knowledge. The Diabolist, Orc Lord, and the Three might be worth supporting.

The Crusader's Failed Experiment

Quote

"The enemy of my enemy is, as it happens, also my enemy."

Origins and Agenda

To destroy demonkind, the Crusader will do anything. He rather enjoys, in fact, doing the most insane, violent anything his boiling brain can conceive of. So one day, not so long ago, he gathered the maddest magicians in all the land, to fashion an anti-demon. The crucible in which they did this was a dimensional pocket they dubbed the Pit. Whether it preexisted or was conjured by the Crusader's insane magicians we leave up to you.

When such experiments work at all, they tend to do so too well, and that's what happened. From the mad mages' crucibles the devils rose. They fought beside the Crusader for a time, but then balked at his control. They saw themselves, not him, as the ultimate demon fighters. Clashing egos rapidly escalated. Ultimately the Crusader discarded his creations. Escaping his attempt to destroy them, they swore to take his seat of command at his fortress, First Triumph. Or they decided to take his seat of command and he disavowed them; it depends on who you ask. Now a three-front war rages, with devils, demons, and the Crusader each at one point of an ichor-spattered triangle.

To bolster themselves against the Crusader, devils infiltrate mortal societies, covertly assembling an alternate power structure. He is brashness personified, so they will epitomize stealth and caution. Ally by ally, they construct a secret society, intending to strip him of the next generation of generals, warriors, and smiths. Turncoats now riddle his forces, waiting for the moment to topple him from power. If the devils have to exploit greed and ambition to accomplish this, so be it.

During this infiltration, devils have found demons doing the same thing, though much more crudely. Through surrogates they fight a war of intrigue against the servants of the demon host. They seize opportunities to pit Crusader forces against demons when both are least prepared to fight. The two sides would battle anyway, but if they do it on devilish terms they will push faster toward mutual destruction. Should this work often enough, devils will have ideally positioned themselves to pick up the pieces. Their final objective sees them inserting one of their own as replacement icon when the Crusader falls.

Along with their covert mortal forces, their chief strategic resource is the Pit. When things get rough, they can retreat to this heavily fortified rift in reality. No entity may enter it without a magical key, which only the highest-ranking pit fiends possess, allowing access to lesser devils when it suits them. None of them, surely, would be stupid enough to let it fall into hostile hands.

The Hierarchy

Despite their hatred of the Crusader, devils remain molded by his discipline and thinking. Their hierarchy follows his military example. These devils refer to each other by rank, rather than the standard monster name: an ice devil subordinate complains about the severity of his legatus, not about that horrible horned devil.

The biggest, toughest, baddest **pit fiend** takes the title of *imperator,* renouncing any previous name. The rest of them serve as its generals. Imperator decides which engagements to fight and assigns a general to lead them. Each pit fiend general commands its own army, made up of legions.

Horned devils bear the rank of *legatus* and command legions. They lead the charge during battles but not necessarily skirmishes.

Ice devils, styled as *praefecti* (singular: praefectus), oversee logistics for a legion.

Reporting to them are the **barbed devils**, or laticlavi (singular: laticlavius) in charge of feeding devil armies with coin. To this end they direct looting activities, either after battles or as side missions. (These devils need to eat, just like mortals, making supply lines a constant issue.)

Also reporting to the praefecti are the **bone devils**, or *augusticlavi* (singular: augusticlavius), who nose out war-ready magical objects the way barbed devils hunt for coin.

Erinyes fight as *centurions*, whipping into shape units of one hundred **bearded devils**, or *ordinari*.

An inferior civilian hierarchy works in parallel to support the war effort with its meddling in mortal affairs. Each subversion mission is led by a **hooded devil** called a *dominus*, who reports to a praefecti. Other hooded devils, ranked as *speculatore*, report to it, as do **honey devil** recruiters (bearing the rank of *evocatorem*), and **smoke devil** spies and assassins (*sicarius*). Honey devils command **skin devils** *(olefactum)* to find mortals who reek of the urge to obey.

Other **smoke devils** belong to the military structure, serving as scouts (*praecursatori*) and reporting to centurions.

Stunted results from unsuccessful experiments that lead to the creation of devilkind, **hell imps** are assigned to serve devil-friendly mortal magicians.

Immature devils that grow on the walls of the Pit, **lemures** are sometimes thrown prematurely into battle as cannon fodder.

Other Icons

No one can be trusted. We oppose all.

Harriers of the Diabolist

Quote

"We are the greater evil."

Origins and Agenda

For every cosmic force, there exists a counterforce. You might assume that the severest enemies of demonkind, who embody evil and destruction, would be the forces of goodness and creation. Devils, pointing to a peculiar chart that maps morality as points on a nine-pronged compass, beg to differ. The evil of order and command must suppress the evil of mindless chaos, before it can then go on to rule the world and end free will's confusing reign. Although the Pit already schemes, as a preparatory measure, against the minions of so-called Good, it's the demons that must be eradicated first for devils to rule.

On their own, soft and puling mortals cannot turn back the demon tide. Too many of them waste their lives in idle pursuit, as cosmic war brews beneath their noses. Despite themselves, they must be guided and strengthened. If they knew devils directed their actions, they'd rebel—at least for the moment. So the devils must make allies for themselves throughout mortal societies. One day, they will reveal themselves and receive welcome as the only bulwark against demonic infestation. But that will not happen until the groundwork is laid. So devils play a chess game, advancing chosen mortals into high positions of power. Their machinations shoulder aside not only the Diabolist's dupes, but the dewy champions of mercy. Because their faces turn toward the light, they cannot see the coming darkness.

Sometimes, devils must admit, it becomes too easy to forget the grand goal. Turning others into puppets can become an obsession in its own right. The fiends at the top of the hierarchy demand a constant stream of reports. Subordinates wishing to escape demotion must embellish these with tales of victory. Written in the right way, the subornment of the most insignificant peasant or functionary earns favor with a harried, inattentive leadership. Are those apparent enemies you're spying on really henchmen of the Diabolist, or mere bystanders? It doesn't matter, so long as you keep sending glowing dispatches to the Pit. Are all of these read in a timely manner? Sometimes it doesn't seem so. Just to be on the safe side, it never hurts to commit an act of sabotage or murder, and paint it as a ringing triumph over the Diabolist.

The Hierarchy

Thirteen **pit fiends** form the *lawmakers*, who make the decrees setting out the rules of devilkind. They settle internal disputes by voting. When the struggle needs their power, they intervene directly in the war against the Diabolist.

Thirteen **horned devils**, the *truthmakers*, turn the *lawmakers'* decrees into strategies.

Each *truthmaker* commands thirteen **ice devils**, who turn their strategies into individual operations against the Diabolist and her demons.

For each separate operation, called a *strike*, an ice devil chooses a team of subordinates from its *truthmaker's* stable. These may include any number of specialists:

- **Barbed devils**, to handle the money.
- **Bone devils**, to secure the magic.
- **Erinyes**, to perform acts of terror.
- **Bearded devils**, to interrogate prisoners. (The extreme prejudice part goes without saying.)
- **Hooded devils**, to wrangle the mortals. Just as the ice devils choose the devils from a *truthmaker's* devil stable, the hooded devils choose assets from its mortal network.
- **Smoke devils**, to spy, and to murder mortals in the field.
- **Honey devils**, to dupe mortals. A promising dupe may be folded into the network for future use.
- **Skin devils**, to find mortals worth duping.
- **Hell imps**, to serve as go-betweens and dogsbodies for any devil dealing with mortals.
- **Lemures**, to carry spears and occasionally to use them. (Such spears are usually metaphorical.)

In this plotline, lemures are inchoate devils that are promoted to higher ranks. When a devil is killed, the cosmic balance transmutes a lemure into a replacement of the same variety. The formula by which a particular lemure is chosen as vessel is so complex as to seem random, but there must be a higher order behind it. It hacks the Diabolist off that she can't seem to reduce the devil's numbers, so expect her to come up with schemes in which icons that wouldn't normally work with her might be enticed to strike a blow at the source of the problem: the endless numbers of lemures.

Other Icons

The Crusader is too mistrustful for us to make use of. The Priestess and Great Gold Wyrm, declared foes of the Diabolist, shrink from us. We are alone, and better off for it.

What the Dwarf King Dug

Quote

"No one likes being awakened."

Origins and Agenda

An aeon ago, the forces of a then-prevalent evil grew weary of that power's reign. They had already corrupted all virtue, eliminated all dissent, and extinguished all freedom. What thousands of shining knights and clever wizards could not do, was in the end accomplished by the crushing pincers of boredom and melancholy. With no battles to fight or souls left to defile, the triumphant devils fell into despair. They tried fighting among one another but that too lost its tang. So ultimately they decided to retreat from all existence. As eternal incarnations of dark cosmic principle, they either could not or would not destroy themselves. So they did the next best thing. They sealed themselves in a crypt deep in the underworld, where they would absent themselves from existence through eternal slumber.

For years untold, that worked. Then came the day when the Dwarf King, impelling his people to delve ever deeper into the earth in search of wealth and weapons against the dark elves and deeprealm creatures, found the entrance to their crypt. His counselors warned him, but the Dwarf King was resolute, especially against advice he didn't want to hear. So he opened the crypt, and the devils came spilling out. Now loosed on the world again, they want nothing more than to return to slumber. But with good and order and beauty and purity everywhere they look, they are compelled to joylessly suppress all these things once again, before they can return to their sleep.

So, obviously, at the top of their list for corruption and eradication appear the Dwarf King and his minions, whose greed and ignorance ripped from them their perfect sleep.

The Hierarchy

Thirteen **pit fiends**, known collectively as the *mothers and fathers*, comprise a family of siblings, six female and seven male. They have existed since before the dawn of time and will continue to exist after time ends. They are, in birth order: Mother Boredom, Father Hunger, Father Greed, Father Rapine, Mother Hate, Mother Death, Father War, Mother Slaughter, Father Plague, Mother Slavery, Father Envy, Father Misery, and Mother Zeal. These brothers and sisters intermarry and interbreed, and some may have parented others. It's complicated.

Subordinate devils pursue the enslavement of dwarfkind on their own devices, but they can be compelled to absolute obedience by the *mother* or *father* who spawned them. Whether acting autonomously or by geas, they ally themselves with other devils possessing complementary abilities.

Horned devils, begat by Father War and Mother Slaughter, specialize in battle.

Ice devils, from the loins of Father Envy and Mother Slavery, make plans and schemes.

Barbed devils, spawn of Father Greed and Mother Boredom, keen for dwarven gold.

Bone devils, born of Mother Death and Father Rapine, winnow out dwarven secrets for use against those who woke them.

Erinyes, daughters of Mother Hate and Father Misery, want the dwarves to suffer as they suffer, to understand the depth of their crimes, and then die screaming.

Bearded devils, products of Mother Boredom and Father Rapine, want to play with the dwarves a little, viscerally speaking, before destroying them.

Hooded devils, begat by Father Envy and Mother Zeal, cozen dwarves of influence in the subterranean throne city.

Smoke devils, begat by Father Plague and Mother Slavery, blackmail susceptible dwarves and eliminate the incorruptible.

Honey devils, spawned by Father Hunger and Father Envy (yes, you read that right) groom prospects for the hooded devils.

Skin devils, the issue of Father Plague and Mother Boredom, sniff out candidates for the honey devils.

Hell imps are made when devils other than pit fiends mate. Unlike the rest, when they die, they're dead. They rove the dwarf kingdom looking for ways to please the parents who so disregard them.

Blobs of primordial dark order, **lemures** ooze spontaneously from the devil crypt's broken seal. When any other devil (hell imps excepted) is killed, it remains outside reality for thirteen years, and then manifests in the body of a lemure. The devil sprouts rapidly into its former form, eager for vengeance.

Other Icons

The Prince of Shadows hates the Dwarf King, and so might make a natural ally as we divide and conquer. Perhaps the Elf Queen can be turned against him too. Eventually all will fall.

Defilers of the Elf Queen

Quote

"Such beauty. It must be mine."

Origins and Agenda

Although the crabbed, dusty, miserly hatred animating the otherworldly devil host knows few bounds, more than all else they despise beauty. Yes, some aspire to a corrupt imitation of allure, tastelessly decking themselves in ill-gotten gold or snow-white unicorn hide.

But the true beauty rooted in transcendent purity, the beauty of the Elf Queen and her people, scourges them with murderous envy. Devils express no cosmic principle; they're just misshapen creatures from an ugly, miserable dimensional crevasse called the Pit. They covet the beauty they see in the world, to take it back with them to decorate this place of unremitting gloom. One might pity them were it not for the destruction they remorselessly sow in pursuit of this objective. If a devil sees a verdant forest, it calls its comrades to chop down the trees and haul away the wood. If it spots a naïve adventurer just out of the village, it cages the youth to keep as a terrified pet in its lair—or rips the person's face off and wears it as a mask.

Devils penetrate both elven and non-elven societies in their mission to defile the beautiful race. When they completely suborn an elf, he or she transforms into a scarily superior form of orc (treat like a half-orc + elf, but with much lower MD).

Decide whether the twisted beauty of the dark elves makes them natural partners, or certain enemies, of devilkind. Devils might join their rebel faction to war against the Queen. Equally likely, devils hate dark elves as walking proof that you can never look beautiful on the outside when you're irredeemably ugly on the inside.

Devils manipulate other societies to turn them into tools against the elves.

The Hierarchy

Devils do not need a complicated command structure; their hatred of beauty binds them instinctively together. When any devil conceives a scheme to eradicate the scourge of loveliness, it can contact as many of its compatriots, humble or mighty, as needed to propose it. When devils converse, they complete each other's sentences. This natural solidarity has elven sages convinced that devils partake of a mass mind, like that of ants or bees. Others believe it's more the case that all devils are slight variations on the same personality, united by a monomaniacal single goal. That said, different types despise particular sorts of beauty more than others.

From royal processionals to democratic assemblages, **pit fiends** hate the rituals of public life that bind benevolent rulers to the justly governed. They storm throne rooms and shatter beloved monuments.

Horned devils scorn architecture that stirs the soul, from cathedrals to bridges. The more people who are in or on the target when the horned devil destroys it, the better.

Ice devils ruin vistas of natural beauty, scourging them with frost.

Barbed devils hate beautiful items of gold and precious stone, aching to melt down the metal and pluck loose the gems.

Bone devils despise poetry. They want to burn it on the page, smash it when it appears as an inscription, and pluck it, tongue and all, from the mouths of skalds.

Erinyes despise love and lovers. They'd sooner destroy love by deception, but when all else fails, they'll settle for evisceration.

Bearded devils hate the beauty of the living humanoid form and strive to vandalize it with scalpels, skewers, and rib shears.

Hooded devils loathe spiritual beauty. They infiltrate religions to turn communion into dogma and fellowship into bigotry.

Smoke devils muddy the works of scholars by encouraging recondite theories, narrow trivialities, and impenetrable language. These smoke devils aren't silent, but instead talk up a storm, infesting institutions of learning with spiteful, backbiting politics.

Honey devils want food to be prepared badly and at great cost. They impel their mortal lackeys to contaminate grain, infect herds, and curse harvests. On a personal level, they sometimes get carried away souring milk, obsessing about destroying fine chefs, and adulterating fine dishes with gobs of fat, salt, and their own sickly nectar.

Skin devils can't stand wholesome pleasure and try to pervert it into something self-destructive.

Spiteful in general, **hell imps** don't want you to have nice things—whatever those might be.

Lemures help stronger devils as required, putting no great thought into the meaning behind their actions. Ambulatory balls of dust and hair, they occasionally effect spontaneous transformation into a more advanced devil form.

Other Icons

The Great Gold Wyrm, High Druid, and Priestess hoard beauty from us, too, and so must be stripped of it.

Sometimes the forces of the Orc Lord, Prince of Shadows, and the Three bring us things we want—things that are worth the price they ask.

Usurpers of the Emperor

Quote

"There is no power but absolute power."

Origins and Agenda

Devils personify the mortal urge to rule over others. They yearn for political dominion over all sapient beings. They envision an unbreakable hierarchy of greater devils commanding lesser devils lording it over minor devils, with mortals ground beneath the boot heels of all. Drawn to the passageways of power, they seek conquest by guile, subverting existing institutions of rule. The sprawling domain of the Emperor, living representative of political authority, excites them as no other. By gradual subornment they intend to hollow out the Empire from within and seize the Imperial palace. When they can mop up minor seats of power along the way, they'll do that, but the ultimate prize is always Thronehold.

This option provides the clearest take on devils: Devils don't want to destroy the world. They want to rule it, end of story.

The Hierarchy

Even though they (as yet) control no territory, devils style themselves a nation in exile. A legal charter, heavily weighted in favor of those at the top, lays out the rights of the rulers and the responsibilities of the ruled.

When an official of the devil kingdom is slain, another of its kind, as approved by the king, steps in to take its place. If no suitable candidates survive, the king designates a devil of lesser type to undergo a painful but ultimately rewarding transformation, becoming a devil of the needed variety. This hope, however slender, keeps low-ranking strivers clicking their heels in obedience. The king, it is whispered, started out as a lowly honey devil.

The head **pit fiend** calls himself *king devil*. So will his replacement. The pit fiend *dukes* who make up his court want to be that replacement. Each must decide how much it can afford to visibly angle for the job even though it's not currently vacant.

Horned devils, the kingdom's *margraves*, maintain forces of lesser devils and networks of suborned mortals.

Each **ice devil** advises the king, a duke, or a margrave, under the title of *chancellor*. Refer to the king's ice devil as *high chancellor*.

Barbed devils carry the title of *count* and report to a *margrave*. They scrounge the cash the devil rebellion needs, extracting it from their inferiors or launching raids for treasure.

Bone devil *viscounts* answer to margraves.

Erinyes bear the title of *baroness*; each reports to a *margrave*.

Bearded devil *knights* each lead a subversive cell commanded by a *baroness*.

These cells are made up of **hooded**, **smoke**, and **honey devil**s, all bearing the rank of *squire*.

Skin devils, **hell imps**, and **lemures** claim no rank. Lemures are undeveloped lumps of flesh, waiting to be made into a real devil and promoted to a rank.

The perceptive observer will spot a system heavy on nobles and light on subjects. That's what mortals are for, when the day of conquest comes.

Other Icons

The Great Gold Wyrm supports the Emperor and so must be undermined. The Lich King and Orc Lord want his Empire, so let's rely on them to soften him up, then snatch the kill from their jaws.

Eaters of the Wyrm

Quote

"Only we can shield you from the demon horde."

Origins and Agenda

The devils harbor a great secret, so great that all who learn it must die: demons are not their eternal enemies, but their minions and shock troops, the means by which they will conquer the world.

(You didn't keep reading, did you? Watch your back!)

When he interposed himself between this world and the Abyss, the Great Gold Wyrm thwarted the devil horde's grandest scheme. Now they must achieve by trickery what the demons can't do by force—dislodge the gilded, glorified grass snake from the portal between realms.

Sages believe that demons and devils hate each other because devils carefully plant and maintain myths to that effect. Certain of their schemes even allow demons and devils to murderously clash. Only the expendable ones, naturally. This maintains the illusion necessary to divide and lull the forces of Wyrm and Emperor into gulled complacency.

After the demons spread across the world, ravaging everything in sight, the devils have a couple of plans up their rotting sleeves. They might let the demons set it all on fire. Or they might offer to drive away the demons, in exchange for the absolute fealty of all mortal races. The devil high command never runs out of contingencies.

The Hierarchy

The devil hierarchy shows two faces: one for the world, and one for itself.

To outsiders, devilkind appears to be organized along feudal lines, just like the Usurpers of the Empire, above.

Within this apparent power structure writhes the tentacle of a secret devil society that wields the true authority. Not all

devils are in on the secret, or even realize that the demons are really their pawns. Dim-witted devils scheme all their lives for position in the feudal structure, while their cleverer rivals rise in the secret society.

When you join the secret ranks, you know only those who inducted you, and those who you later sponsor and bring into the fold. Thus it is impossible to identify the true ruler. This unseen potentate bears the title of *hell master*. Rumor has it that this is not even a pit fiend, but some surprisingly lowly devil! In the topsy-turvy world of the Society, as it is simply called, a hooded devil can outrank a horned devil, and an erinyes may prostrate herself before a smoke devil.

Only a select coterie of thirteen acolytes meet the *hell master* in person; these are the *hellguards*. Each *hellguard* leads a chapter of the society, known as a lodge.

A devil first joining the Society gains the rank of *hell son* or *hell daughter*. After earning sufficient trust and successfully sponsoring a new member, the devil rises to *hell father* or *hell mother*.

For security reasons, the recruitment of mortal pawns is performed by the outer hierarchy. Members of the Society direct the actions of these assets through back channels.

When the putative king devil suddenly dies, insiders presume that he learned of the Society, discovered he wasn't in charge, and kicked up an unseemly fuss.

Other Icons

The Diabolist would seem to be the Society's obvious secret ally, but she seems too unstable to keep her mouth shut. Maybe the real deal is with a rebel demon, also disguising its true intentions.

Until the big day, let us seek alliances that we can later betray, with the Great Gold Wyrm most of all, and also with the Emperor and Priestess.

Fellers of the Druid

Quote

"Properly covered in bitumen, that greensward will make a fine marshaling yard."

Origins and Agenda

Devils spawn in the Pit, an otherworldly hell of rattling machines and spewing smokestacks. It rings with the tread of their metal-heeled boots, as they drill in formation. Harbingers of a new era of steel and rivet, they worship regimentation for its own sake. With their mathematical models and precision instruments, devils forecast the day and date of their inevitable triumph. Hell has run out of room; a vast world beckons, offering lush vistas of exploitable territory. Fingers trembling, devils scrawl away in their ledgers, planning what they will do with all of it, when they conquer. The trees will fall to burn as fuel. Once cleared, acres of asphalt will smoke in their wake. Belching vehicles will till the land, plant the seeds, and harvest its bounty. In smog-shrouded cities, enslaved mortals will toil, hunched over manufacturing contrivances churning out an endless stream of disposable goods. What they make doesn't matter. Where demons incarnate mindless destruction, devils strive for constant, useless creation.

The striving masses of civilization already lie within grasp. Their desire for ease and comfort need merely be stoked. They will abandon their tenuous ties to nature with nary a backward glance. Key contracts have already been signed.

It is the High Druid who fevers the dreams of devilish number crunchers. Her weeds crack pavement. Her rains rust the mechanisms of industry. Her woodland beasts refuse to be tamed. If nature is to be inventoried and reduced to raw material for resale, the same must happen to her.

The Hierarchy

The devils follow the commands not of a hopped-up pit fiend but rather a massive furnace of gears and steam pipes called the *Machine*. When it wishes a thing accomplished, it clangs an alarm. The pit fiends attending the Machine scuttle to place parchment in its pen mechanism, which then scratches out detailed orders to be passed down the chain of devils. Some peevish servitors grumble that the Machine must be a front for a clever ice devil. But surely that is wishful thinking. The Machine can only be a devil, the first of a new and foreboding kind.

It is attended by **pit fiends**, who together comprise a board and are known singly as *directors*.

Horned devil *officers* pass their orders along to **ice devil** *presiders,* taking credit for their successes and renouncing their failures. Each *presider* takes on a particular mission demanded by the Machine. Presiders plan these operations and assemble teams to execute them. Team members all bear the title of *factotum* and include:

- **Barbed devils**, who find ways to profit from the mission unspecified in the original orders.
- **Bone devils**, who find ways to counter druidic magic.
- **Fury devils**, who make sure those who question orders don't do so twice.
- **Bearded devils**, who perform any necessary tortures to gain information on the competition.
- **Hooded devils**, who supervise any mortal assets used in the mission.
- **Smoke devils**, who scout, sneak, and do the subtle murdering.
- **Honey devils**, who keep mortal assets in line.
- **Skin devils**, who help find new mortal assets necessary for the mission.

Hell imps are ranked only as *lackeys*. **Lemures**, the living effluvia given off by the Machine and used to grease it, also qualify as disposable lackeys. As needed, they can be returned to the Machine to be agonizingly reconfigured into a full devil.

The Machine can upgrade any devil to a more advanced type, so it is possible for devils to climb the ladder of power. However, the consciousness of any slain *director*, *officer*, or *presider* who died thirteen or more years ago can be placed into a lemure by the Machine, who then recreates the loyal servitor's former body. As more of these dead higher-ups accumulate on the ledgers, promotion of living devils becomes increasingly rare.

Other Icons

The Elf Queen protects nature against progress. Let's enslave her and burn her forests for fuel.

The Emperor might be convinced of the utility of our devices, even as he scorns the whiff of brimstone.

Debtors of the Lich King

Quote

"Even across the veil of death, we will take what is ours."

Origins and Agenda

Before he was the Lich King, the living Wizard King made a pact with the devil lords. In exchange for his immortal soul, they revealed to him the most occulted arcane secrets and aided his ascension to the high seats of power. Because he also offered up the souls of his minion legion, the devils granted him more earthly reward than they had ever arranged for any mortal. It cost them dearly, sapping their otherworldly energies for generations.

Only when they'd ebbed to their weakest state, and could do nothing about it, did they tumble to his scheme. He betrayed them by making a new pact with another dark force, stepping beyond the bounds between life and death. He died, yet remained in the world in undead form. He ensured the same for his army, too. His soul, and theirs, remained anchored in bodies that no longer lived, but those bodies still provided the spark of animation necessary to maintain their undead forms. They did not transmigrate from the mortal to the unearthly realms, and therefore did not wind up in the soul vaults of the Pit, as the contract specified.

The devils seethe at the presence of undead. Inside nearly every shambling form hides a valuable soul, which belongs to the Pit if freed. The most desired soul of all clings like a wisp to the Lich King's moldering bones.

Devils offer themselves as unlikely allies to mortals fighting the undead. Such arrangements rarely last. The temptation to whip out a contract and make an offer can never be resisted for long. All but the stoutest warriors against the undead find this an off-putting reminder of whose lot they've thrown in with.

Parallel to their campaign against the Lich King and the undead, devils continue to contract for mortal souls, exchanging fleeting reward for eternal imprisonment. When asked why they collect souls so desperately, devils offer various explanations:

- It maintains cosmic balance.
- They don't know why; they're just compelled to do it.
- Weak souls must be removed from the stream of creation, so that new ones will take their place. Strong souls instead reincarnate.

All of these answers test believability by painting devilish activity in altruistic light. Sages theorize that souls power devil magic, serve as a valuable energy source in the Pit, or allow their harvesters to graduate from weaker to stronger devil forms.

The Hierarchy

Whatever the ultimate purpose for incessant soul-harvesting, it also serves as a status marker. Each **pit fiend**, styled a *lord*, indentures a staff of lower devils to collect souls for him. The fiend with the most souls in hand becomes *pit king*. All others grovel resentfully at his clawed feet. Together a pit fiend's servitors are known as a holding.

Fiends appoint **ice devil** *castellans* to manage their holdings.

Their authority doesn't extend to the **horned devils**, who buddy up to the lord and answer only to him, as *knights*. Knights wade into battle against the undead as the lord commands but otherwise submit to no soul-collecting duties.

Favored **barbed devils**, **bone devils**, and **erinyes** earn the rank of *sheriff*; to outsiders they may exaggerate this title as High Sheriff of Hell. Sheriffs lead expeditions to ensure that pledged souls, whether cloaked in mortal flesh or locked in undead forms, are properly collected. Depending on contract language, they may or may not be permitted to hasten mortals to the grave without voiding its terms.

Deputies, chiefly **bearded**, **hooded**, and **smoke devils**, support the *sheriffs* in the field.

Meanwhile, **honey devil** *solicitors*, assisted by **smoke devil** *bailiffs*, search out prospects and strike the deals that consign their souls to the Pit. They may offer mortals the service of **hell imps** or **lemures** as emoluments. Solicitors report to their lords' castellans, mostly from a distance.

Lemures collect as condensation on the clay tanks housing each lord's supply of souls. They comprise a key raw ingredient in the loathsome blood ritual that births a new devil.

Other Icons

Every other icon hates the Lich King. They see us as their biting dogs—our power scares and thrills them.

The Orc Lord's Weird

Quote

"Is there nothing so hateful as an orc?"

Origins and Agenda

When the elves made the orcs to battle the Wizard King, if you believe *that* story, they expected them, brutish as they were, to bow down before the Gods of Light. But the fury they'd woven into orcish souls made them shrink from this illumination. Instead their creations sought out the Dark Gods—gods more terrible than those worshiped today, even on the bloodiest altar. These gods earned their eager prostrations. These deities of cruel law and purposeless striving commanded legions of supernatural followers, more numerous even than the angelic hosts—the devils. With satisfied grins they accepted the worship of these new creatures, the orcs.

Even when they were on the same side, devils and orcs clashed. Devils found the orcs poor servitors of authority. Orcs feared and hated the devil's lash.

Just as the orcs eventually turned on their elven creators, they too betrayed their hastily chosen gods. Through some unlikely stroke, the first Orc Lord executed an ambush upon the old Dark Gods, slew them, and scattered their remains across the land. Wherever a piece of a devil god landed, a volcano formed, or a red fissure opened in the ground, belching lava.

Left leaderless and vengeful, the devils dispersed to torment realms unknown. But when a new icon claimed the title of Orc Lord, they heard the call. From the far corners of reality they've come, first for the orcs, then for the elves who made them. After that . . . well, who knows who will be next?

The Hierarchy

Ever since their return, devils have struggled to organize against a foe that thrives on disorganization. A conservative council holds to the old hierarchy, laid down to them by the Dark Gods, in which pit fiends command horned devils, who outrank ice devils, who in turn bully the barbed devils, all the way down to the pitiful hell imps and lemures.

About three-quarters of the devil host has by now abandoned the old rank structure. It failed to protect the Dark Gods, so what good is it now? Instead, these devils seek to mimic orcish ways, the better to think like them, hunt them, and extirpate them. Don't tell them that this is ironic. They know that already. It's an obvious point, and it pisses them off.

Now the **pit fiends** all call themselves *khans*, sometimes bowing to an overall leader called the *great khan*. Khans select **horned devils** as *chieftains*, who command war bands of one to two hundred assorted devils. **Ice devils** advise khans and chieftains as *viziers*. Within a war band a devil may aspire to the rank of *warmaker*, who leads expeditions. **Bone**, **barbed**, and **bearded devils**, along with **erinyes**, can all become *warmakers*.

A separate wing of devilkind, led by a pit fiend holding the unique rank of *city khan*, makes inroads into mortal society in search of allies against the orcs. It takes a special kind of mortal to hate orcs so much that they overlook the frightening downside of throwing in with pitiless otherworld entities. **Skin devils** find these twisted souls; **honey devils** make offers and close deals. **Hooded devils** then oversee them. For each large settlement, an especially capable hooded devil serves as *city chieftain*, commanding the local infiltrating forces and sending smoke devils against any who try to mess with them. *City chieftains* report to the *city khan*, who roves around but may be many leagues distant.

Hell imps try to turn their mortal magician masters into valiant orc-slayers.

With devils now back, **lemures** coagulate from the blood pools where the Dark Gods fell. The more orcs that die at devilish hands, the more of these blobs resolve into full devils of various types.

Other Icons

The Lich King, Elf Queen, and Dwarf King all want the Orc Lord put down. The first might embrace us; all will supplicate us.

The Priestess' Bane

Quote

"Join us, and throw off the yoke of divine oppression."

Origins and Agenda

At one time deities of cruel authority ruled the Pit, an otherworld of fiery cold and eternal punishment. The devils served them, rising and falling in a constant struggle for status and influence. Endless scheming among competing divine courts chewed up the devils, who the gods used as surrogates. One day the doughtiest devil courtiers gathered together to share the realization that the beings they so unswervingly served were their worst enemies—worse than angels, than demons, and certainly than any mortal. So they betrayed the betrayers, slaying them and scattering pieces of their corpses across the land. Wherever a piece of a devil god landed, a volcano formed, or a red fissure opened in the ground, belching lava. The Pit shrank to a cramped fraction of its former majesty.

Once free, the devils fought among themselves. After a while they realized they had only replaced their punitive gods with one another. A second conclave ushered in a great reformation: devils would now fight to free others from the yoke of the gods.

They fought other Dark Gods at first, but these proved difficult to overcome. Quickly they switched their attentions to the Gods of Light, who in their mercy and understanding appeared weak by comparison.

Since that day, devils have assembled to battle gods and priests, and to spread the gospel of anti-theism. They grant powers and boons to mortal adherents, signing them to contracts laying out the obligations of each party. Religious types paint this as a contract to capture the signatory's soul. Those in the know dismiss this as a laughable canard. At most it is an anti-ritual, in which the mortal breaks free forever from his celestial exploiters.

As living exemplar of worship, the Priestess bears the brunt of devilish ire. If they can prove her servants as gross and venal as any callous leader, mortals will flock to their cause. When her priests persecute devilkin, as the faithful call the unbelievers, they discourage dealings with devils on one hand, but on the other create martyrs and prove the devils' point.

Radical devilkin raze shrines, smash holy relics, and attack church folk. Devils differ on whether this shows admirable zeal or undercuts the cause. It's the violent and wild-eyed ones, as you have already realized, that make strong antagonists in your storyline.

The Hierarchy

Devils organize themselves according to merit, they claim. Anyone can rise in the ranks by landing telling blows against gods and god-slaves. Oddly enough, though, the biggest, toughest devils sit atop this pyramid, with the weaker ones forced to genuflect to the burning purity of their accomplishments.

An inner circle of **pit fiends** calls itself the *vanguard.* Individual members, the *vanguardiers*, elect a leader, the

spearpoint, who rules by persuasion until deposed by a motion of the vanguard. Such motions can occur at any time—theoretically. In practice spearpoints only ascend to the position upon the destruction of their predecessors.

Aside from "vanguardier" and "spearpoint," the only official title devils recognize is "devil." In a nod toward supposed equality, they refer to each other as "Devil Yazra," "Devil Skyreach," "Devil Arkanos," and so on.

Although they acknowledge no ranks, in reality a devil's personal power (reflected by their level) reflects its status. Devils cultivate patrons one or two levels above their own, and protégés one or two levels below.

Against gods and god-slaves they apply their various specialties. **Horned devils** fight, **ice devils** draw up multi-year strategies, and **barbed devils** identify clerical institutions ripe for looting. **Bone devils** hunt for arcane magic to counter divine energy. **Erinyes** concentrate their punishments on traitors to anti-theism and ecclesiastical hypocrites. **Bearded devils** pick off holy folk and influential laymen one by one. **Hooded devils** create fake religious cults to draw in gullible spiritual seekers and bleed them dry. **Smoke devils** appear to visionaries as false manifestations and impel them to discrediting acts. **Honey devils** travel from place to place, preaching blasphemy, undermining faith, and drawing up service contracts with mortal servitors. **Skin devils** lure weak-willed priests to cast aside their ascetic vows. **Hell imp** familiars convince their arcane masters that wielders of divine force are their natural foes.

Lemures are the remnants of old devils demoted by the dead gods for daring to rise against them. Whenever an angel loses its wings, a lemure gains promotion to full devil status . . . that is, unless the vanguard doesn't expend them as useless mooks first.

Other Icons

All the other icons either venerate gods or find them convenient. When we knock the exploiters from their pedestals, the icons will come crawling to us.

Pursuers of the Shadow Prince

Quote

"Without punishment, there is no law."

Origins and Agenda

Devils incarnate merciless justice. They pursue lawbreakers with heartless disregard for all other consequence. If they apprehend a wrongdoer in a way that slays a dozen innocents, well, those rubber-neckers shouldn't have been standing so close. They appoint themselves the cosmos' judges, juries, and executioners—and in their courts, the penalty is always death.

In fact, death is only the beginning for criminals brought to heel by the devil command. Their souls transmigrate to the Pit, an otherworldly prison and police garrison. It resounds with the clang of cell doors and groans with the agony of tortured prisoners. To rescue an unjustly condemned soul from the nine gaols of the Pit would be a quest of epic proportion.

Naturally, the onerous demands of police duties require a certain leeway for those who carry them out. All actions undertaken by devils further justice. Therefore it is a logical fallacy, devils insist, to think that anything a devil does could ever be considered a crime.

No icon, on the other hand, stands above the law as devils do. As the patron of criminals, devils loathe no icon more than they do the Prince of Shadows. They have sworn to destroy him, and to ensure that he is not replaced by an equivalent figure, but by an icon of the Law.

Devils buttress their claims of authority with the following origin myth, which is so true it might have actually happened.

In the original days of creation, the Gods of Light and Law decreed that wrongdoers should be punished. But none of the sweet, beautiful angels wanted the task. They were happy to cleave heads off demons, but when it came to scourging mortals who'd gone astray, forgiveness overcame them. They winged back to the gods weeping and mewling, pleading to be freed from their assignment. So the Gods of Light turned their backs as the Gods of Law fashioned a force utterly unafflicted by mercy: the devils. The devils pursued their charge with such zeal that the Gods of Light now deny any complicity in their creation, while the Gods of Law dissemble with legalisms and muttered talk of unintended consequences.

So be it: lawbringers are used to being looked down upon by the very people whose safety they protect. When demons come spilling out of the Abyss, or the Prince of Shadows steals your crown, who will those same dewy-eyed cavilers come crying to? The devils, that's who.

The Hierarchy

At the top of the devil hierarchy stride its commanding **pit fiend** *magistrates*. Each operates independently, investigating sins and pursuing the criminals who commit them. When emergency requires that they convene together, the biggest, most implacably unforgiving pit fiend is voted *chief magistrate* for the length of the meeting.

Horned devil *captains* assist magistrates and each supervises a handful of **ice devil** *lieutenants*. These in turn run squads of devils who specialize in rooting out particular categories of crime. When they find a promising lead, the *lieutenant* assembles a team from his squad tailored to the task at hand. Specialists include:

- **Barbed devils** (robbery and financial crimes).
- **Bearded devils** (murder and torture).
- **Hooded devils** (political crimes and conspiracies).
- **Erinyes** (target apprehension).
- **Smoke devils** (target surveillance).
- **Honey devils** (cons and frauds).
- **Skin devils** (vice and deviance).

Higher-ups can at any time hijack a *lieutenant's* investigation, stomping into the field to mete out justice first-hand.

Corruption permeates the ranks. Bearded devils understand murder because they yearn to engage in it. Barbed devils confiscate cash evidence but fail to turn it over to the *magistrates*.

To ferret it out, a separate wing composed of insinuating **bone devils** investigates the investigators. All of the other devils, including those who report to them, despise these so-called *inquisitors*. The more powerful a devil is, the more likely an *inquisitor's* efforts against it will fizzle.

Hell imps inform on magicians engaging in forbidden arcane explorations.

The scattered remnants of devils slain in the line of duty become shambling, half-aware **lemures**, used as door-knockers and functionaries. Sometimes the spark of righteous rage flutters again in a lemure's heart, and it transforms into a real devil with partial memories of its original existence.

Other Icons

The Crusader sees the need for iron law in an uncertain world. So does the Dwarf King. We can work with them. Others won't admit it but need the order we impose.

The Orc Lord and the Three also deserve our lash.

Dragon Stalkers (The Three)

Quote

"We have paid dearly for our vengeance. But not as much as you will, dragonthrall."

Origins and Agenda

Devils used to be mortals, until the Three devoured nearly all of their now-extinct race. They no longer speak the name of their slaughtered people, who led a spare existence in Avernus, a single, unified state of ascetic contemplation. Those who escaped the conflagration vowed revenge. Breaking the old vows of their uncompromising faith, they struck a pact with the same forces of darkness that spawned the dragons. They would sacrifice their souls, to fight evil with evil, and destroy those who had destroyed them.

In the years since this catastrophe, they have built a hierarchy and slain many lesser dragons. In a pioneering act of arcane engineering, they constructed bat-winged, brimstone-fueled skyships to take the fight above the world. Yet the Three remain frustratingly out of reach, with many original devils slain in the first direct attempts against them.

So the devils have had to recruit more soldiers. The rules of their pact demand that these replacements join like they did: by swearing fealty to the Dark. So the hierarchy had to create a structure to recruit willing souls to join them. These recruits enjoy earthly rewards while alive. When they die, their souls transmigrate to a dread dimensional pocket called the Pit, where they are refashioned into devils. Some join the fight against evil dragons, while others are diverted to the recruitment process. The devils see that this is a bad bargain, and that maybe they were fooled by the Dark. But it's too late to get off the treadmill now. If they did that, all who fell before them would have died in vain. Not till the Three lie dead can the devils consider reversing the great wheel of subornment, corruption, and hellish rebirth.

Ironically, the chief challenge of recruitment lies not in finding people who want a second life as devils, but in winnowing a never-ending flood of applicants down to those who might actually be of use to the cause.

As more replacements come onboard and members of the original race dwindle, a schism threatens devilish unity. The new recruits exult in their new existences, while the first devils see it as a curse. Can the leadership keep them focused on the goal long enough to accomplish it?

The Hierarchy

Although they fight as often on the land as in the sky, the devils style their chain of command in naval terms.

An ice devil genius known as the *shipbuilder* commands the effort. She directs the efforts of an admiralty made up of **pit fiends** and **horned devils**.

Admirals command crews led by *captains*, who may or may not command ships.

Captains may be **horned**, **barbed**, or **ice devils**. For those who do fly the skies of the Dragon Empire, their types determine the size of their vessels. **Horned devils** captain dreadnoughts; **barbed devils** have destroyers; and **ice devils** are the masters of cruisers.

Land crews follow a similar pattern, with **horned devils** netting the key missions and **ice devils** assigned the chancier or more marginal dragon assaults.

Each *captain* has a *first mate* that serves them whether upon land or in the air. A horned devil *captain* might have an ice devil as *first mate*, while an ice devil's first mate could be an erinyes or a bearded devil.

Ships are crewed mostly by hooded devils. Land missions may call on hooded, smoke, honeyed, and/or skin devils. For every land-based crew sent to fight dragons, another three toil on recruitment.

Hell imps and **lemures** appear as by-products during the transmutation process in which contracted souls turn into devils after death. Devils use the former as shipboard mascots and dispose of the latter as bait in their dragon-traps.

Other Icons

The Great Gold Wyrm claims to support us against the Three, but he fears our dragonslaying prowess. The Lich King wants to turn evil dragons into evil liches: it's scarcely an improvement.

Only the Archmage and Dwarf King have the stones to really help us.

13 (no, 16) More Alternate Uses for Devils

These ideas don't follow the standard format tying the devils to icons. Some apply better to the monstrous devils, and others work with the covert devils.

Sisters to demons: Devils and demons are creatures of the Abyss, fighting on the same side. Devils embody compulsion, and demons embody license: the bonds that break you, and the breaking of boundaries. To improve the distinction between demons and devils, assign each type its own gender (and not necessarily just male or female). Together, demons and devils are known as abyssals.

Alchemically powered terrors: An Archmage of ages past has been holed up in her pocket universe for centuries. Now, as the Artificer, she unleashes her unholy, piston-powered monsters on the world. From her secret vantage in a pocket universe, she sends forth her minions. Some are made of organic substances and are subtle enough to infiltrate society. Others are grinding, sparking terrors of steel, stone, and bone.

Varied one-offs: Use each devil's stats in a new way, representing various creatures that are independent of each other. One is a construct, another undead, and a third could be the fate-wrecked spawn of a fallen god. The only thing they share is that they are unique.

No demons: Exclude demons from the campaign and replace them with the devils. They plan not to wreck the world but to own it, and their battle with the Crusader is a civil war. The Diabolist's magic is not about transgressing boundaries but about the compulsion of total need. Then use demons from the core rulebook as some other type of creature, such as the suggestions here for devils.

Demons' bane: The campaign starts with no devils. Then the Abyss suffers fatal losses from a mysterious enemy, and the Crusader crushes the Diabolist. Hurray for civilization! The problem is that the devils that killed the demons have taken over the Abyss, and they're draining the life from the Great Gold Wyrm.

Dimensional guardians: The last Summoner, who lived in ages past, trapped countless interdimensional beings in crystal cages. Break a cage, and a "devil" appears and fights to the death, or maybe a group of them. You never know when one will show up, or how many are left, or even how many different types of devils there are. Devils from different cages fight each other, so it doesn't work well to summon too many to the same location. There have been no more Summoners since that one, but rumor has it that he's in one of his own cages, so he could pop up any time.

Foreign legions: Devils are the magical creatures that guard a mythic location far outside the pale of civilization. The party has to travel to that location for an extended series of adventures. Maybe they are ferocious beast-creatures in a hellish jungle, or monk-like villains who rule the slopes of a sprawling volcano system. Once the heroes get back to civilization, they'll never have to worry about devils again, that's for sure.

Covert infiltrators: The devils are secular rather than unholy invaders from another dimension. The ones that operate in society are spies and saboteurs, and their machinations are Machiavellian rather than spiritual. The spies can summon in heavy hitting devils and even port them to the world permanently, but it's the hooded devils that run things, not the pit fiends.

Trusted enforcers: For the first part of the campaign, devils are rare, elite enforcers bound to the service of the Archmage and to those he gives authority. In many ages, the secret of the devils is never rediscovered, but luckily the current Archmage figured it out. The devils have never turned on their masters or gated in even more powerful devils. Maybe that's true throughout the campaign. But it would be tough to get to the end of a campaign and have to rely on help from devils to accomplish your goals, all the while wondering if you're going to be the first to be betrayed.

Dogged curse: The heroes have gained something powerful, whether an artifact, a deed to great land, control of a merchant fleet, or something big enough to be worth a lot of trouble. The devils are that trouble. They harry the heroes, gating in at inopportune times to make big battles more difficult. Eventually, the PCs are going to have to find a way to settle things.

Creatures of sin: The covert devils are tempting people to sin and gathering the guilt of their crimes, storing it and channeling it to create the monstrous devils. When bearded devils first show up, no one has ever seen them before. Over time, the secret cult is arranging larger and more terrible instances of sin, creating and unleashing ever more fierce devils, all in pursuit of their obscure goals.

Psionic intruders: Re-skin the covert devils as a group in their own right, a small population originally issued forth from a massive dungeon a few ages back. They insinuate themselves into civilization and manipulate things from within. They aren't necessarily agents of world-shattering power, but they might be natural allies of the Prince and his doings.

Spawn of the Crusader's blood: The campaign proceeds as normal until the Diabolist gets hold of the Crusader's heartblood, perhaps as a gift from the Prince. She uses the blood to create the covert devils, which begin infiltrating her cult and then society at large. They pursue her goals as she gathers the artifacts necessary to spawn larger and more horrific monsters. One by one, successively more powerful "devils" are unleashed on the world. As for the Crusader, the official story is that he is as strong as ever and doing just fine.

Wardens of the runegates: Over the course of the campaign, the heroes find and enter a series of ever-more-powerful runegates, seeking the artifacts (or secrets, hostages, mana nodes, etc.) hidden beyond the portals. The gates are guarded by extradimensional beings, monsters of increasing ferocity and power—a role that devils fit well.

Dark Gods' minions: In the first part of the campaign, the heroes help the Crusader defeat the Diabolist. In so doing, he gains the power to summon the Dark Gods' fiercest minions: the devils. In the second part of the campaign, the heroes battle the Crusader, who uses his Dark Gods' devilish minions to undermine the Empire and crush his enemies.

A flying island called the Pit: This large flying island is a double volcano, with one peak pointing up into the overworld, and the second one pointing down toward the land, with dark storm clouds swirling between them. The island is home to a legendary race of tyrannical beings, the devils. The Pit is a threat for civilization, capable and ready to drop lava on Axis, and the Pit's covert spies have already infiltrated the halls of power.

CHAPTER 6

GAMEMASTERS' GRIMOIRE

There's a little bit of almost everything in this chapter. It's probably a betrayal of the little-bit-of-everything compendiums that inspired this chapter to organize the contents alphabetically. But what's more arbitrary than the alphabet? Contents include:

- Artifacts
- Dungeons & Ruins
- Flying Realms
- Inns, Taverns, and Roadhouses of Note
- Magic Items
- Monastic Tournaments
- Nonplayer Characters
- Underkrakens
- The Wild Garden

ARTIFACTS

Artifacts are a special type of unique magic item that have their own story. They're capable of providing multiple powers and benefits to their bearer, although that power comes at a cost. The decision to bring an artifact into a campaign is ultimately the GM's, though player lobbying and one unique thing destiny surely plays a role. Artifacts chew the scenery, so introducing an artifact early in a campaign seems unwise unless it's functioning as a major plot point.

As a rule, each artifact functions like a normal true magic item of its type, possessing the same default bonus, if any, and occupying one of its bearer's chakras, if that's how that type functions.

Unlike other true magic items, artifacts have more than one power, each with its associated quirk. When you first attune an artifact, choose one of its powers from your tier or lower. Each time you gain a level after that, you can choose to learn another of the artifact's powers from your tier or lower.

Note that the artifact's default bonus depends on the highest tier power you have chosen from the artifact. If you have an artifact magic weapon but have only attuned one of its adventurer-tier powers, it functions as an adventurer-tier weapon, granting only a +1 bonus to attack and damage. Attune one of its champion-tier powers and the weapon will blossom into its champion-tier potential, granting a +2 bonus to attack and damage.

On the other hand, you don't have to attune all of an artifact's powers and you don't have to take them in order.

Artifacts are jealous. No artifact is going to allow its bearer to carry another artifact unless that was the plan all along. In addition, each power you choose from an artifact counts as an additional magic item for the number of true magic items you are allowed to use before your item's quirks overpower you. Speaking of quirks, you and the GM should roleplay your artifact's quirks more seriously than you might handle your other item's quirks. Simply keeping your items' quirks in control doesn't suffice to keep your artifact's quirks in control. They're going to be heard from at least once a level and the GM is within rights to ask you to succeed on a normal save when you want to act against a particularly obvious example of your artifact's quirks. Live up to your artifact and everyone will be happier.

Icon relationships: Obviously, acquiring an artifact is a major campaign event. In fact, it's such a big deal that the icons take notice. Each artifact has a section on icon relationships that the artifact more or less requires. If you attune an artifact and don't have the required relationships, you will soon, as fate and destiny reshape around you! If you resist the hammers of fate, you and the GM might be able to carve an alternate story or the artifact will eventually disappear on you, finding a bearer more to its taste.

The Feathered Crown

This wondrous crown marks its bearer as someone who is destined for great things. That's definitely what the crown tells its bearer anyway, and it's the message that comes through clearest.

Artifact description: This deceptively fragile-looking crown is made of feathers that glow with magical colors suggested by the crown bearer's own powers or heraldry.

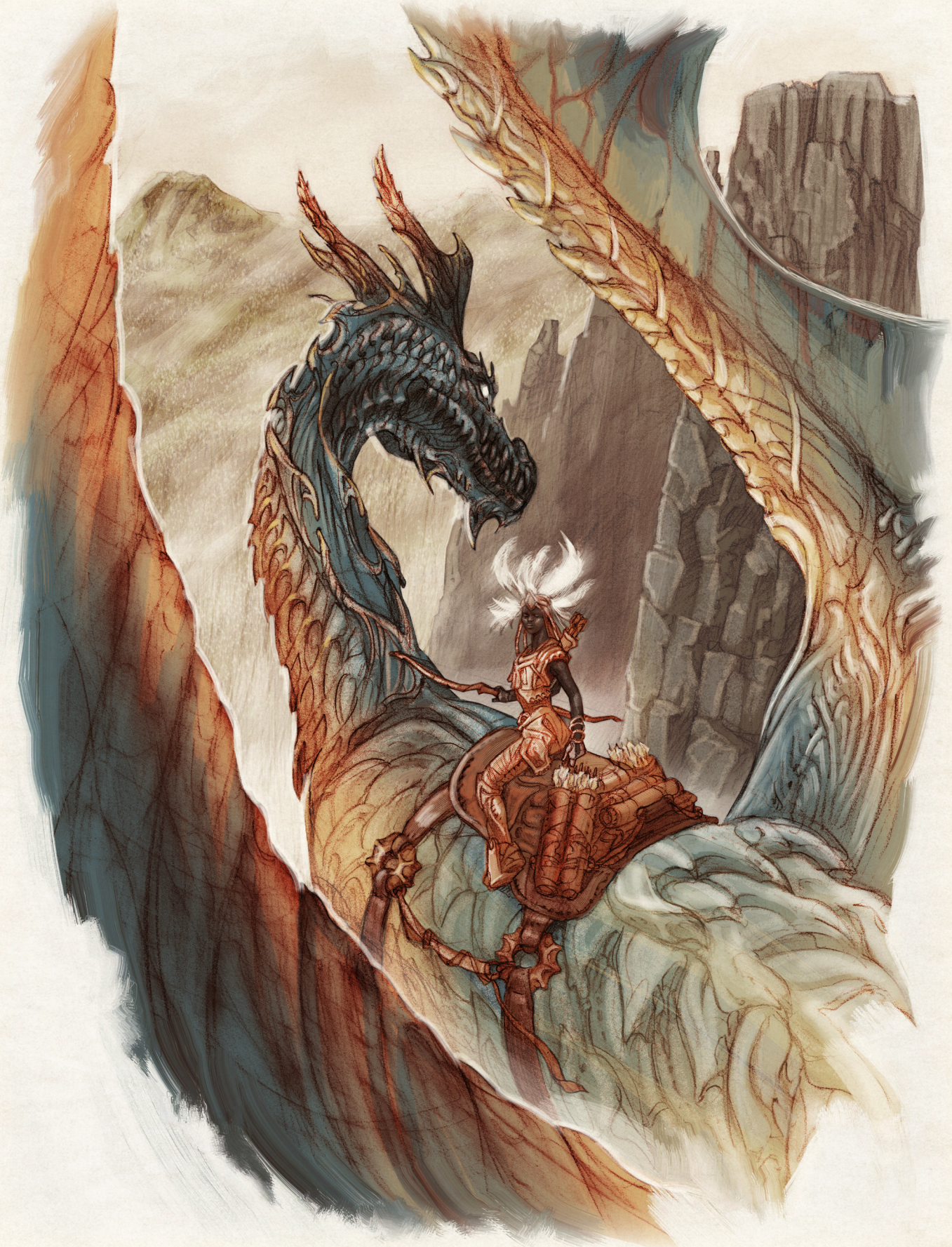
History: Like the other artifacts, the *Feathered Crown's* history is up to your campaign, though we suspect that it was created by forces that had more in common with the light than the darkness. We have no idea if the feathers have a recognizable origin or if they're even truly feathers and not cunning enchantments of silk, mana, and gold.

Icon relationships: You aren't beholden to a particular icon but you must invest all your icon relationships with a single icon. The relationship is going to be positive or conflicted. It's obviously not going to be with a villainous icon unless you're playing one of those Evil-PCs campaigns we aren't really oriented toward. We'll refer to your chosen icon as your patron in the mechanics below.

Crown default bonus: +1 MD (adventurer); +2 MD (champion); +3 MD (epic).

Adventurer

There is always hope: When an enemy targets your Mental Defense with an attack and rolls a natural 1, you heal using a free recovery. Quirk: Compulsively eavesdrops, and also tends to misinterpret insults as compliments and bad news as good news.



Champion

Unflappable grace (recharge 16+): When you fail a save with a natural even roll, you succeed instead. Quirk: Has surpassing dignity and grace, even in situations where they should maybe crouch, or shuffle, or otherwise pretend not to be important.

Epic

Amongst peers: When you roll a 5 with an icon relationship die, you must choose an icon other than your patron as the icon that 5 result applies to. The GM assesses whether the relationship should be considered positive or negative depending on your history, or can randomly determine it. Quirk: Speaks in the royal "we" and pretty much means it.

Fist Wrought of Blood

The best things in life? Raging warfare and tavern brawls so savage they might as well be war. That's how the ancient half-orc champion whose bones shape this artifact lived, and it's how the *Fist Wrought of Blood* would like you to live too.

Artifact description: The *Fist Wrought of Blood* is a blood-black gauntlet made of the enlarged wrist bones of an ancient half-orc champion. The lattice-work structure of the gauntlet fits over the outside of the left hand, leaving the bearer free to wield a weapon or two-handed weapon. Probably also a shield, but most previous bearers of the *Fist Wrought of Blood* would sneer at the thought of using a shield.

See page 232 for an image depicting the *Fist Wrought of Blood's* impact in a tavern brawl!

History: Who was the original half-orc hero? Was the hero a woman? Will the *Fist Wrought of Blood* tell you or does it no longer fully care? Did the ancient champion fight orcs? Or alongside orcs? Against elves or for the Emperor? Does the history even matter compared to the damage its bearer can do today?

Icon relationships: You must have at least a 1-point relationship with the Orc Lord and also with the Emperor. Positive, negative, conflicted? More than one point? That's up to the bearer, within the limits of the regular icon relationship rules.

Special drawback: The first time you get an incremental advance each level, it goes to feed the *Fist Wrought of Blood* so that it won't gnaw on and destroy your own arm while it's waiting for increasing glory. If your GM doesn't use incremental advances, convince them to let you use advances for this artifact.

Gloves default bonus: none.

Adventurer

Lingering rage (daily): If you are a barbarian, you gain an additional use of *barbarian rage* each day. In the battle in which you use this additional rage, you are vulnerable to all attacks until the escalation die is 5+. Quirk: Uses harsh language when gentle words might work better.

Crush 'em: When you drop a mook with a melee attack, you gain 1d8 temporary hit points (2d8 temp hp at 5th level; 4d10 temp hp at 8th level). Quirk: Collects grisly trophies.

Champion

Champion's fist (recharge 11+): This battle you gain the use of the half-orc racial power *lethal*. If you're already a half-orc, you can use the power twice, and you gain the power's champion-tier feat for both uses if you don't already have it. Quirk: Files their teeth and pierces their nose or other body parts. Half-orc it up.

Epic

Blood! (recharge 11+): When you roll initiative, roll a d6. When the escalation die reaches the result you rolled, you take 1d12 damage for each point on the die. On the positive side, all your melee attacks now deal 1d6 extra damage for each point on the die until the end of the battle. Quirk: We don't do this often, but this time let's use game mechanics to model what's going on with your personality: you take a –2 penalty to saves against confusion. You're a bit dangerous to your friends. Just a bit. Have fun!

Gloves of the Dark Path

This one of a kind pair of black leather magical gloves sets its wearer on a path alongside the darkness, if they weren't on that road already.

Artifact description: In everyday life, you can make the bone-white skull and crossed kukris that decorate the back of the gloves hide beneath the black leather with a thought. But when you go into action, or prepare to go into action, the skull and kukris emerge from hiding and the gloves begin whispering to you: "All came from the Dark, and so too must all return to the Dark," with occasional slight variations on that theme.

History: It's certain that the *Gloves of the Dark Path* are an assassin's gloves. But they won't fit just any assassin; the gloves want to work *against* injustice and evil . . . in the dirtiest, darkest way possible. Only a few heroes can walk the knife-edge of good intentions and assassin behavior that the gloves encourage.

It's unclear who created the *Gloves of the Dark Path* or why. If you choose to involve this magic item in the campaign, origin stories and destinies seem like pieces of the story your campaign will uncover.

Icon relationships: Internal contradictions may be the norm for bearers of the gloves. The Prince of Shadows is always interested in you, though in some campaigns the actually-working-for-good angle will throw him off a bit. Most of the heroic icons aren't entirely comfortable with the necessary murder that the gloves find natural.

You must have at least a 1-point conflicted relationship with the Prince of Shadows and with one of the heroic icons. Either of those relationships could have multiple points invested in them, but one is the minimum. Any icon relationship points you gain at champion and epic tiers must go to increase these relationships, or as negative relationship points with villainous icons.

Gloves default bonus: none.

Adventurer

Shadow's Ally: The first time each battle you make a *shadow walk* attack (rogue) to attempt to slip into shadows but miss, you can reroll the attack with a bonus equal to your Charisma or Intelligence modifier, whichever is higher. Quirk: Never enters anywhere through the front door.

Keen to kill: During the first round of battle (including when you surprise enemies), each enemy that has not yet acted is vulnerable to your attacks. Quirk: During normal conversations, has a tendency to ask a question and then be somewhere else entirely by the time the person they're talking with starts to answer, making them do a double-take as they look around for the bearer.

Champion

No escape (recharge 11+): When you make a melee attack or thrown weapon ranged attack, after seeing the result, you can expand your crit range for that attack by an amount equal to the escalation die. Quirk: Refuses help when they actually need it.

Epic

Return to the dark (recharge 11+): When your attack scores a critical hit or drops an enemy to 0 hit points, prevent the target from healing hit points (through any source or effect) until the end of the day. Quirk: People who look too closely into their eyes may see little floating skulls where their pupils should be. It makes it hard on most relationships, though not all of them.

13 Dungeons and Ruins

Some of these dungeons are well known. Some are rumors. Some have never been discovered. At your option, a few of them might be living dungeons.

Breakheart Prison

Derro and their allies rule this dungeon as a prison, although "rule" might be overstating the case. The dungeon is closer to the surface than derro like to get, so they must have an evil plan underway. The derro are holding a variety of people and creatures in the prison, subjecting them to some unknown process for some unfathomable reason. Rescued creatures amount to a sort of treasure in their own right, and not all the prisoners are from around here.

Bugs' Hole

The denizens of this dungeon are all bug-like creatures. None of them, however, look like the spiders or insects that most people are familiar with. Most of these bug creatures are bestial, but some of them are intelligent, wielding exotic weapons and unique, buzzing magic. Even the little vermin crawling on the walls are alien, with no standard spiders or centipedes to be found.

Castle of Mirrors

The dungeon appears to be a castle that's been buried in the ground so that only its highest towers show above the ground. Inside, explorers find countless mirrors hanging on the walls and standing upright on bases. Naturally, they're more than mirrors, and they serve as magical portals to alternate worlds, times, perspectives, or selves. The halls are stalked by various monsters, many of them unheard of. Presumably they have come to the castle through some of the mirrors.

Cloudless

This sprawling underground complex is the home and experimental center of an exiled cloud giant sorceress named Thabeen. After some great sin that the non-cloud giant world has never quite figured out, Thabeen was exiled from Cloudhome for three centuries. The terms of her exile forbid her from even seeing a cloud. After a decent period of mourning, Thabeen discovered a taste for underworld architecture. She's experimented with everything from underground arenas built expressly for flying combatants to teleportation domes cooled by underground rivers. Apparently she leaves old projects behind to rust and ruin and lets the usual run of adventurers and monsters clean them up, saying it amuses her to "hear little people dying in the vents." Rumors say that the Archmage leaves her alone because she agreed to singlehandedly power the wards in her corner of the Empire. Whatever the truth of her relationship with

the icons, she's either evil as a lesser hell or random as a perfect die. Adventurers choose to target the *abandoned* portions of Thabeen's many-leveled complex or they don't come back.

Deathknell Dungeon

Eerie sounds permeate this dungeon, often with magical effects. Explorers hear bells, gongs, drums, trumpets, rattles, harps, and other sounds that are harder to identify. Sometimes the sounds guide explorers to what they seek, and sometimes they have magical effects on battles. The creatures that live in the dungeon mostly use song or music of their own somehow, usually to deadly effect.

Deepshaft Dungeon

This dungeon seems to have once been oriented in the standard way, with horizontal floors stacked one above the other. Currently, however, it is "on end," with the floors and ceilings oriented straight up and down. Some corridors are still horizontal (albeit on their sides), but half the corridors are now vertical shafts. All denizens fly or climb, and explorers will need special tools or skills to work their way through this challenging environment.

Den of the Horde Mother

The power of an unknown pseudo-icon holds sway in this place. Monsters come in large gangs and swarms, and the entire dungeon swells with damp, preternatural fecundity. All these swarming monsters must be coming from somewhere or something deep in the dungeon, and they seem to work together in a general way.

Forgewrought

Not only is the dungeon made entirely of various metals, so are the denizens. Even experienced adventurers might find goblins to be a hard fight when they're *iron* goblins. Treasures of precious metal abound, although they take unusual forms here: silver spiders and spider webs, golden mice, platinum frogs, and the like. So far attempts to extract minerals from the dungeon have gone terribly wrong, triggering epic defense mechanisms that don't respond to smaller extracting mechanisms, like adventuring parties.

Greenpit Dungeon

Apparently subject to some curse or blessing by a previous High Druid, this dungeon features a vibrant, natural ecosystem, like a forest that has somehow taken root underground, with streams, ponds, and wildlife. In addition to the dire animals that you might expect within, explorers also find monstrous denizens that have "gone native" and are now part of the environment.

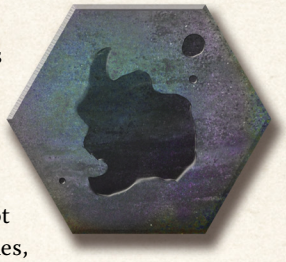
Hall of Forgotten Gods

Countless shrines, idols, and altars are jammed near each other, sometimes literally on top of each other in this dungeon. These holy and unholy places are devoted to forgotten gods, most of them not human. Strange beasts and mysterious figures prowl the halls, guarding and serving the idols. Some of these forgotten gods might benefit civilization if they could be remembered. Others, however, were stricken from the history books for good reason and should stay forgotten.

House of the Moon

This dungeon, dug into a mountaintop, changes with the phases of the moon. When the moon is new, the dungeon is mostly empty, with a few monsters and not much treasure to be salvaged. In the moon's first quarter, tougher monsters and richer treasures are encountered. Near the full moon, the dungeon brims with epic-tier monsters and treasures. In the moon's third quarter, the dungeon is a ghastly wreck haunted by powerful undead monsters and twisted treasures—the ruins of the full-moon phase.

Slimepit



Every monster in this dungeon is some sort of ooze or has ooze as part of its metabolism. The non-ooze monsters belch out ooze, sweat ooze, or bleed ooze. Some of the oozes, on the other hand, adopt the semblance of monsters with bodies, even to the point of wearing armor and wielding weapons. You can probably guess what happens to people who die there.

Smoking Dungeon

A pale, scented mist rises from the dungeon. The entire underground complex is saturated with one haze or another. The mist varies in color, odor, density, and effect. Many mists affect intruders, although the effects are often subtle. The monsters that dwell inside suffer no ill effects from the haze, and many capitalize on the effects the vapors have on newcomers. Treasures reportedly found inside include magical incense of various sorts.

13 Flying Realms

The Dragon Empire has many flying realms. Here are a few to choose from.

Big Dumb Rock

The name for this off-kilter flying fortress comes straight from the goblins. Big Dumb Rock appears to have begun "life" as a living dungeon. It's not clear what the Rock was like as a dungeon, but when it survived long enough to break fully to the surface, it took to the air as a flying goblin haven. As in, a flying haven for flying goblins.

Most goblins that manage to find their way to Big Dumb Rock learn to fly. Some grow wings. Others find rickety half-magical flying harnesses that only work for goblins exuded as part of the living-dungeon's ongoing biology. The few goblins that don't manage to learn to fly either drop out as soon as possible or eventually drop off, because Big Dumb Rock's structure isn't very forgiving to creatures that can't fly for at least a few seconds at a time.

The goblins of Big Dumb Rock are otherwise pretty much the same as goblins everywhere. They're just flying, and traveling around on an uncontrollable flying rock. Of course there have been efforts to clear out Big Dumb Rock's goblin warrens. But while some attempts have seemed to succeed, soon enough Big Dumb Rock is infested with goblins again—as long as the Rock survives, it will be populated by goblins.

Big Dumb Rock flies at a height anywhere between a couple hundred feet and a mile off the ground. The "dumb" part of the name is almost certainly because Big Dumb Rock seems to take perverse pleasure into running into things it shouldn't. Individual goblins often die in the impact zones, but the damage doesn't travel far, allowing the goblins to survive if not thrive.

Celadoc's Berm

Except for its well-known tragedy, this unremarkable forested realm is like a number of other semi-sentient flying lands that travel above the land but just below the overworld. While the berm is moving through low altitudes and away from the mountains, it's a nice place to live, but inhabitants can't always count on such flight paths.

Over the years, Celadoc's Berm became something of a retirement home for several generations of humans and halflings who didn't mind dealing with the cold and occasional dragon attacks. The community was notable for its functioning lightning reservoir and a decent observatory that specialized in observing Starport.

But a few years ago, while Celadoc's Berm was resting somewhere in High Dock, it had a third of its landmass eaten by the living dungeon known as the Stone Thief. The Stone Thief surfaced by surprise underneath the flying realm and swallowed a giant chunk before the realm could take to the sky.

Communication with a flying realm is shaky but the surviving residents of Celadoc's Berm say that their home is now convinced that the Stone Thief is stalking it, traveling in loops that always intersect with the points where it will need to touch down in order to try to finish off the rest of the berm.

Considering it's the Stone Thief, the berm and its residents are probably right.

Escape Tower

This demon-infested rock is supposedly a leftover from the Crusader's conquest of the hellhole that became First Triumph. Certainly some great battle broke the walls around the central tower of demon-stone and there's nothing else like it in the sky. Tellingly, the Diabolist seems to have lost all power over the realm. The demons that nest in Escape Tower keep a lower profile than usual as the realm flies through inhabited portions of the Empire. They may have big plans that need time to come together or they may be desperate survivors trying not to come to the attention of whoever started the job on their home.

Far Roost

Far Roost was a mobile support platform used by the Empire's metallic dragons. It was lost during a battle with the giants. That was the story until just recently. Far Roost is reported to have returned as a drifting ruin in the far north. Tellingly, whatever happened to the former Imperial fortress prevents dragons from getting anywhere near the rock. The effect doesn't seem to extend to other creatures.

The Fly

The bizarre result of a marital allegiance between a powerful druid and an even more powerful wizard, the Fly is a bug-shaped hollow wood and metal structure that flies only along the great circular route of the Koru behemoths. There's no certain proof that straying from the migration route would ground or destroy the realm, since the Fly always stays within the path.

The Koru behemoths tolerate very few flying devices, much less flying realms, which makes the Fly's tendency to circle and land astride some of the great behemoths something special. Since the death of its creators, no one credibly claims to control the realm's path. Sometimes it flies directly between two behemoths. Other months it hovers in one spot above the route, or circles slowly clockwise against the direction of the behemoths' travels.

The Archmage would love to gain an element of control over the realm's route. The High Druid would like to ensure that doesn't happen. Do the behemoths themselves influence the Fly's path? What would it mean if the Fly suddenly flew out toward Omen, or into the Iron Sea?

Great Sky Monastery

This elusive academy is almost always found somewhere in the mist-covered mountains and high passes of the west and north. In a sense, it's open to any monk or would-be student. Then again, it's only open to monks who can somehow reach or fly up to the monastery's usual altitude a few hundred feet off the ground.

The current master of the monastery is a silver dragon who surfaced within the Empire as a passenger in a living dungeon. She may or may not have a true name and has always been known as Silver. Silver has more tolerance than most abbots for oddballs but generally knows when to sever ties with hopeless cases.

Lava Jet

This rarely seen realm is controlled by azers who use the red-hot rock to fly between the land's volcanos in great parabolic arcs. Lava Jet's existence is a source of great pride to the azers, and any threat against it is seen as a declaration of war.

Moonrock

Moonrock slowly tumbles from medium altitudes to hit the ground before skipping high again for another few hundred miles. It's a city-sized chunk of white rock that gets dirtier and grayer as it bounces across the Empire. Each pass through the Empire is more or less on a straight line, always passing over Moonwreck. The direction Moonrock leaves the Empire doesn't seem to have much to do with the direction it comes back from later. Sometimes it's gone for months, sometimes even years, but it always comes back, and it's usually clean and white again on its first return, as if it traveled somewhere that scrubbed it clean.

Lycanthropes greet Moonrock as an ally or as a curse, depending on how they feel about their affliction.

Adventurers know that the rock is full of tunnels and chambers, and that someone has gotten in and back out again with loot. But it's not clear how crazy you'd have to be try it yourself. Doing so right as it hits the ground and starts to ascend seems to be the consensus for survivability, provided you have a way to fly away from it once it's in the air.

Depending on the level of culture and cooperation in your campaign, a city like Horizon, Santa Cora, Concord, or perhaps someplace like Star Dock could have a group devoted to tracking Moonrock and trying to warn people and cities in its

path. Observation missions or warning emissaries could employ adventurers as guards or agents.

Scrag

Scrag apparently started as an Omenite, one of the fragments of the dungeon island in the center of the Midland Sea that occasionally lift off into generally short existences as aerial menaces instead of isolated island catastrophes. Scrag featured the usual mix of arbitrary monster ecology with a slight leaning toward demons. It flew west and appeared headed toward the Abyss. But instead of smashing down to contribute to the world's largest demon problem, Scrag wobbled on over the Dire Wood and the Giantwalk mountains until it fell somewhere in the Magma Keeps.

Based on semi-reliable reports, it seems likely that Scrag didn't "fall" so much as "get caught." The masters of Scrag are now fire giants whose ancestors came from many of the giant kingdoms of the Magma Keeps. Scrag is still airborne, looping between the Giantwalk Mountains and the Owlbarrens, in an orbit that gets a bit wider every year, nudging closer to Horizon and Santa Cora but still some distance away from those cities. Something may have to be done soon about it, but so far the powers in Horizon and Santa Cora hope that the paladins of the ruined Golden Citadel or the perils of the Red Wastes will solve the problem for them.

Sky Sword

Many old stories suggest that the Sky Sword started its existence as a flying fortress for interdimensional raiders. A giant flying black sword is certainly a fearsome vessel. As dozens of would-be raiders have discovered, the realm is as dangerous to anyone who boards it as to villagers in the lands beneath its shadow. Theoretically, "captains" in the hilt of the great blade should be capable of piloting the realm, but either the original crew were forged of stronger stuff than today's mortals or the Sky Sword has always been half-a-breeze away from careening into an inconveniently placed mountain, the Midland Sea, or the Abyss.

The Sky Sword contains vast wealth inside it. That's what happens when successive bands of would-be sky-pirates and dragon raiders have died in horrific crashes and left behind their hoards. The Sky Sword always survives, however, and eventually lifts off. Humanoids, beasts, and dragons traveling in it or above it fare less well. But surely getting in and out quickly, only to grab what loot is easily taken, wouldn't be a problem?

The stories about Sky Sword hanging on to the souls of its former inhabitants haven't been confirmed. Not by diviners operating at a safe distance, anyway.

The Stoneseeds

At any moment, there are between zero and three of these small upside-down mountains rumbling through the sky somewhere in the Empire. There might be even more up north and west, because that's where they spawn. It happens both in the Giantwalks and up north beyond Starport—unusual mountains have decided to spawn through the air instead of birthing new mountains from the ground up like normal mountains. The Stoneseeds split off from their parents, wreath themselves in thundering stormclouds, and sail more or less randomly through the empire until they crash point-down. Some splash into the Midland Sea, either drowned or surfacing later as dangerous islands. One or two Stoneseeds have been co-opted by powerful storm giants who have managed to short-circuit their life cycle and keep them airborne and moving. A couple others have spawned flat-top mountains that are now growing up. And yet others may be headed to crash on a location the PCs care about. . . .

Stratus

What's certain is that this high-flying cloud bank used to be part of the cloud giant's realm of Cloudhome. Some great magician ripped it away from the main banks and managed to keep it airborne, even though most such cloudbreaks crash to earth. Some say that Stratus is a last-gasp insurance policy for the Archmage containing weapons that would only be used if several of the Seven Cities were already forfeit. Others aren't so sure. In the highest towers of the Cathedral, some priests hear great songs of glory when Stratus flies overheard. When pressed, the priests have to admit that the songs were different than they would have expected from a realm populated by spirits dedicated to the cause of the Gods of Light.

Vesuvient

The base of this floating volcano is shrouded in clouds of smoke and ash, even in periods when it isn't actively erupting. It's clear that the lava and great chunks of rock blasting out of the volcano aren't coming from the underground sources that fuel most other volcanoes and they're not diminishing the volcano in any way, so magic or dimensional shifts must be involved somehow. People say that the Red sometimes roosts inside the volcano. Whether or not that's true, what is certain is that Vesuvient is popular with volcano dragons. The volcano is not popular with the High Druid. She normally has no problem with volcanos, but Vesuvient qualifies as an out-of-context incendiary threat rather than a volcano supported by nature.

13 Inns, Taverns, and Roadhouses of Note

We don't want to pin these inns to a point on the map. Use them somewhere that works well for your campaign.

Diamondheart

During a previous age, this massive stone structure was an evil temple. The cult was wiped out, but its mighty temple still stands. Last age, the temple was repurposed as a brothel, and now it's a world-famous inn. The cult may have been evil, but the magnificent stairways, chambers, doors, and statuary prove that they knew how to live. Rooms in the basement are available only for insiders, and only if you book your visit well in advance. It's up to you whether *Diamondheart* is secretly a recruiting center for the Crusader, devoted to even darker gods, or merely possessed of an imaginative marketing schtick.

Goldwatch

This inn is attached to a redoubt controlled by the Great Gold Wyrm's followers. The small fortress is for the initiates only, but it overlooks humble shelters that the paladins make available for travelers of good heart.

In the last year, a dwarven paladin named Morgrim Soulforge has added a touch of sophistication to *Goldwatch* that offsets the inn's rude accommodations. Morgrim mentions offhandedly that he is from another world, which isn't all that uncommon. What *is* uncommon are the diversity and oddity of the ales that Morgrim brews to share with other paladins and guests at *Goldwatch*. Adventurers and travelers not otherwise needing to pass through the dangerous wilderness around the inn have begun making detours to sample Morgrim's frankly otherworldly ales. There's a consensus that Morgrim is biding his time waiting for an invitation to some great battle, so no one expects his brews to be available forever. Maybe not even next week.

King's Crown

Although run by humans and situated in human territory, this inn caters to dwarves, as well as to humans who idealize them. Some dwarves and humans find the whole arrangement a bit odd, but the place is usually full of dwarven travelers and human fraternizers. The tavern's unofficial motto is "Two crowns, one heart." If that sounds sappy to you, best to not mention it, because *King's Crown* has possibly the only tavern in the human world that was designed to facilitate, encourage, and clean up easily after non-lethal bar brawls.

Scroll & Feather

This inn caters to visiting scholars. If ever there was an inn that didn't know how to throw a wild party, it's the *Scroll & Feather*. Games of chance are strictly forbidden, regarded as too easy to manipulate magically. Stiff drinks abound, but high spirits are frowned on, and forget about dancing. The highlight of the inn's nightlife revolves around the debates and disputations, which cover a variety of intellectual and arcane topics. All such discussions are moderated by a sphinx, whose rulings on protocol are as final as the grave.

Vermilion Drake

This inn is a favorite of adventurers, and the owners keep out the tourists and wannabes who seek entry. The best way to gain entry is by the invitation of a well-known adventurer. Inside, it seems to be the very sort of establishment that serves as the starting point of so many legendary adventures. You'll find stout ales from across the world, below it, and above. On the walls and pillars hang trophies from countless perilous journeys. The clientele are a rough bunch but capable in a fight, as is the staff, all the way down to the prepubescent busboy with scars, tattoos, and missing teeth. Some say that no one can truly call themselves an adventurer until they have hoisted a tankard at the *Vermilion Drake*. The proprietors of the inn are devoted to maintaining this image.

Farway House

Run by the eccentric Farway family, this sprawling inn is rumored to be favored by the Prince and his agents. The inn is an unusual construction, with idiosyncratic features, a hidden courtyard, and additional wings built on at odd angles. Finding one's way can be a challenge, but the overall effect is of a charming locale with plenty of color. Just by looking at the buildings, attendants, or clientele, you would never suspect that this is the Prince's territory. Maybe it's just a rumor. If it's more than just a rumor, then *Farway House* is an excellent place for someone associated with the Prince to meet the right contact, find the right map, learn the right secret, or stumble across the right rarity.

Saltspring Home

Far from being a way station along the path, *Saltspring Home* is a luxurious destination. People come from far and wide to take in the natural beauty, enjoy the inn's high-class amenities, and soak in the hot salt springs. The rejuvenating powers of the springs are more than just rumors. The most illustrious dragonics in the Empire are frequent guests, adding to the destination's charm. If you hope to approach these worthies when they are in the best mood possible, this is the place to do it. Be warned, however, that the questions no one wants to answer concern the sources of the springs. They definitely promote healing. They seem to be a bit mystic. After that? Questions generally aren't met with full answers and neither are divinations.

Hospitable Venture

Illusions augment this inn, treating visitors to a variety of pleasant surprises. Different parts of the inn give a visitor the impression of being in different environments: alpine woods, steamy jungle, windswept moors, the haunted underworld, and more. It's up to you whether this is *entirely* illusory.

This inn prospered many ages ago, was lost, and has been discovered and rebuilt in this age. High elves frequently patronize the place. For a change, they compare the new version favorably with its ancient incarnation. The sign hanging out front features colorful images populated by a varying cast of fantastic creatures that move and shift, but never while you're looking.

Lost Palace

While the inns that cater to Imperial visitors are well above average, this one is known across the world as the very best by a wide margin. Some obscure Imperial politics led to vast wealth being funneled into the construction and maintenance of this small complex that has more in common with a palace than a tavern. Drow are frequent visitors, apparently enjoying certain secret accommodations to keep them coming back. Securing a room requires Imperial connections or some other inside track.

Ever-rest

A cadre of quiet spiritualists run this inn, which serves quite explicitly as a haven from the cares and sorrows of the world. Although far from the Cathedral, it bears the unmistakable mark of the Priestess' personality. It features fountains, doves, and flowers that bloom and close in response to the mental states of those around them. Those who are violent, evil, haughty, or greedy find themselves enervated by the aura that defines the place, except for those few who are instead transformed by it.

Sad & Merry

You'll only hear about this tavern if you rub elbows with the common lot of hard-working sailors, dockhands, vagabonds, and washouts that patronize it. Among this stratum of society, the *Sad & Merry* is something of a legend. It features stiff drinks, pit fights, a variety of courtesans, and nonstop gambling. None of its offerings are four-star or world-class, but all of them are thoroughly serviceable. For those who are looking for something more exotic or less legal, there a good chance it can be found within the tavern's walls, or at least a connection to such vice can be had. Nonhumans and semi-humans are welcome, if not perfectly or universally. The sizable job of keeping the peace falls to a contingent of mysterious bouncers and their hellhounds. Painted on the sign hanging outside is a weeping pregnant woman; presumably the clientele is merry.

Opulentastica

Locals will tell you that they remember when this massive inn was a thriving establishment, catering to elites from the across the land and full of light and music. Thanks to the inn's famous name, it attracts a reasonable number of visitors, but the place is a grim shadow of its former self. The new owners try to bank on the inn's legendary status, but they haven't maintained the clientele or the amenities that would attract the elites. A few sections are closed off, and others are badly in need of care. A small cadre of helpful spirits is bound to the building, however, and they continue to serve their new masters. Quite possibly, the legendary inn's downfall is related to the overly helpful spirits willingness (if magically prompted) to eagerly talk about things they've heard in the inn, or to the backstory of one or more PCs, or both.

Lightjoy Tavern

Many consider the *Lightjoy* to be the most well-meaning tavern in the Empire. Run by priests as a ministry for travelers, it's intended to provide people with a healthy, positive alternative to the dens of sin and iniquity that are otherwise so easy to find. Everything in the tavern is light: the staff's uniforms, the art on the walls, the easy-listening music, and the drink. Visitors are encouraged and taught to play a cooperative card game, the tavern's substitute for the cut-throat three-dragon card game that is otherwise popular across the Empire. All visitors are welcome, which means that plenty of them are the oddballs and misfits who wouldn't be welcome elsewhere.

What Jonathan meant when he wrote the "it's all good magic" paragraph at the top right of this page is that players should be grateful for anything they get from GMs. This is also pretty much how I GM, and I'm the one whose players think that "roll for treasure" means "roll to see how much damage you take."

Some of the items that follow are not up to Adventurer Wish-List specifications. They're items that can enliven a story while delivering at least the default bonus. You're not missing anything about the skullcap of wit, for example. It really is that bad. But in a story in which a powerful agent of the Crusader owes you a magic item and chooses to pay you with the skullcap of wit, you'll at least be able to respond wittily to the injury.

If you'd rather make items count every time, or your players only accept items they think are worthwhile, you'll want to avoid the story-oriented items below.

Magic Items

Here are more magic items. We're not trying to cover all the possibilities, especially not for the new classes. There are other books coming from Pelgrane Press that will tackle treasure more directly.

The list includes one new item type, the bracers used by monks, as well as a new optional default bonus for the belt chakra. The magic item rules that start on page 283 of the *13th Age* core rulebook are otherwise unchanged.

What "usually" means: In a few places, we use the word *usually* when we're describing the type of armor or weapon a magic item is most likely to be attached to. If you choose otherwise, you could play up the unusual characteristics of the item and make it proud of it uniqueness.

It's all good magic: Since most of the standard magic items provide a default bonus, even a magic item with a roleplaying-oriented special power can be a valuable addition to a hero's panoply. With that in mind, you'll find some items below with a power that is more colorful than utilitarian.

Items Used by the New Classes

The six new classes in this book find the following types of magic items most useful.

Useful Magic Items by Class

Class	Magic Items of Particular Use
Chaos mage	wand/staff, shirt (armor)
Commander	light weapon, light armor, shield
Druid	symbol/staff, light armor, simple one-handed weapon, shield
Monk	Bracers, shirt/gi/harness (armor)
Necromancer	wand/staff, shirt (armor)
Occultist	wand/staff, shirt (armor)

Arrow, Crossbow Bolt, Slingstone

Default bonus: Expands crit range by 1 (adventurer, champion, and epic tier, always a 1-point expansion rather than 1 point per tier). Ammunition takes the bonus of the weapon that shoots it, if any, just like mundane ammunition does. They're one-shot items that don't have the personalities or quirks of true magic items.

Energy: This ammunition has been enchanted with one of the following types of energy: acid, cold, fire, holy, lightning, thunder. An attack using this ammunition deals that type of damage.

Forceful Impact: When you hit with an attack using this ammunition, the target also pops free from each enemy engaged with it.

Nemesis: This ammunition has been enchanted against one of the following groups of monsters: dragon, giant, orc (yes we know that's not a type), or undead. An attack against the designated nemesis with this ammunition can be rerolled once if it misses. When you use this ammunition, however, it allows each monster of the same group to reroll one attack against you that misses this battle. If you use this type of ammunition two or more times against the same creature group this battle, monsters of that type can instead reroll each attack against you that misses this battle (once per attack). (Note that the types of nemesis ammunition we listed are the most common types; you could probably find other types by going to extra lengths to acquire the ammunition.)

Vulnerability: When you hit with an attack using this ammunition, if the target is from the same tier or lower than the ammunition, it's also vulnerable to all attacks until the start of your next turn.

Wing-clipper: When you hit with an attack using this ammunition, if the target is from the same tier or lower than the ammunition, it loses the *flight* ability (save ends). If the target is presently flying, it must attempt to land during its next turn.

Armor, Robe, Shirt, Tunic

Default bonus: +1 AC (adventurer); +2 AC (champion); +3 AC (epic)

Clever Step (usually light armor): You gain a +4 bonus to all defenses against opportunity attacks. Quirk: Likes to dance little jigs.

Last Stand (usually heavy armor): You gain a +4 bonus to AC while you have no recoveries left. Quirk: Has a high pain tolerance.

Perfection (usually heavy armor): You gain a +1 bonus to all defenses while at maximum hit points. Quirk: Made uneasy by the sight of blood.

Perseverance (quick action – daily): If you are staggered, you regain an expended power as if you had taken a quick rest. You automatically regain a once-per-battle power, but a recharge power requires a successful recharge roll. You can regain a racial power, class power, or magic item power this way. Quirk: Repeats stories over and over.

Belt, Swordbelt, Kilt, Skirt, Girdle, Sash

Original Default bonus: Increase your maximum recoveries: by 1 (adventurer); by 2 (champion); by 3 (epic).

New Optional Default Bonus: Here's an optional default bonus for these types of items. With this new system, you don't increase your recoveries depending on the tier. Instead, the item gives you one extra recovery. But when you heal using that recovery, you don't roll and the hit points you heal depend on the tier of the item: 20 hp (adventurer); 50 hp (champion); 125 hp (epic).

Brutal Vigor (recharge 6+): When you rally, make a basic attack. Quirk: Plays with their weapons.

Glorious Rally: When you rally, you gain 4 temporary hit points that last until the end of your next turn (champion: 10 temp hp; epic: 25 temp hp).

Heroic Resolve (recharge 11+): You can use a recovery to prevent all damage from an attack (including ongoing damage), but not effects. Quirk: Has terrible heartburn.

Last Word: When you heal using your last remaining recovery, you heal 30 additional hit points (champion 75 hp; epic: 200 hp). Quirk: Stubbornly independent.

Resilience (recharge 16+): When you rally, you can use a second recovery to heal after using the first (and seeing the recovery roll). Quirk: Grinningly optimistic.

Fermented Arrak Milk

The silver folk drink fermented spider "milk" for pleasure and because it affects them like a healing potion. For anyone other than a dark elf, it's poison. The tiny cups of arrak milk that are drunk ceremonially don't do much: they might heal a dark elf a couple hit points and hurt anyone else the same amount. But a full dose of arrak milk functions in all ways like a healing potion for drow. Use the healing potion rules, costs, and hit point caps as explained on page 283 of the *13th Age* core rulebook.

A non-drow who drinks a full dose of arrak's milk, whether to prove their toughness, to prove their solidarity with the silver folk, or because they were forced to, must roll a normal save. Success indicates that instead of healing they take poison damage equal to the extra d8s indicated for a healing potion of similar tier on the table on page 283. (For example, 1d8 poison damage for adventurer-tier arrak milk, or 3d8 poison damage for epic-tier arrak milk.) On a failure, you take the full effect of the arrak milk: poison damage equal to your recovery dice roll plus 1d8 per tier. If you roll a natural 1 on the save, you also lose one of your recoveries, but normally you're only taking damage, not burning a recovery.

Book, Scroll, Tome, Grimoire

Default bonus: none.

Codex of Foreshadowed Victory (recharge 16+): Hidden in the wordless diagrams and surreal illustrations of this tome are the secrets of your future and the futures of your enemies. If you study it, this occult knowledge lodges in your unconscious mind. Occasionally, it gives you the forewarning that you need to react more quickly to your enemies.

When you roll initiative, gain a +10 bonus to your roll after seeing it. Quirk: Jumpy.

Scroll of the Fortuitous Outlook (quick action – once per battle): Make a recharge roll for a recharge power you expended this turn (including a magic item power) If successful, you regain that power this turn. Quirk: Paranoid about the weather.

Scroll of the Unerring Shaft (recharge 11+): This treatise on archery seems partly dull and partly incomprehensible, until you have read through it enough for the scroll to become part

of your dreams. From that point on, you (and only you) can discern the secrets written in it.

When you miss with a ranged weapon attack, turn that miss into a hit, dealing your ranged basic attack damage with the attack instead. Quirk: Sings snatches of nonsense.

Tome of the Open Mind (recharge 16+): This dense poetry opens channels in the mind that you didn't even know you had.

When you roll a skill check using Intelligence, Wisdom, or Charisma and dislike the result, reroll the check. Quirk: Annoyingly curious.

Boots, Shoes, Sandals, Slippers

Default bonus: Disengage checks and other checks involving fancy footwork: +1 bonus (adventurer); +2 bonus (champion); +3 bonus (epic).

Boots of Rhythm: You find dancing to be effortless, giving you a +4 bonus to dance checks. No, you can't talk the GM into giving you a bonus on any related checks, especially anything useful, and never above a +1. Well okay, maybe a +2. Quirk: Loves to learn new dances.

Slayer's Boots (recharge 11+): When one or more creatures attempt to intercept you while you're moving to engage an enemy during your turn, you dodge past them instead so they can't intercept. Quirk: Recites death poems of ancient heroes. At length.

Wise Eyelet Boots (quick action – recharge 16+): If you were the last creature to take its turn this round, you pop free from all enemies. Quirk: Hesitates before speaking.

Champion

Sandals of Wall Striding (recharge 6+): Until the end of your next turn, you can move normally along a wall or vertical surface as if you were flying. Quirk: Has compulsion to snatch small insects out of the air and pop them into mouth when they think no one is watching.

Bracers

Bracers are a new type of item that occupies the same chakra as magic melee weapons.

Monks get magic-weapon style powers from magical bracers. A monk wearing magical bracers can't use a magical melee weapon at the same time. As a rule, non-monks don't benefit from bracers. If there is a non-monk character who draws magical power from a set of bracers, then they have a special story.

Bracers have the same types of powers as other melee weapons. Feel free to use the melee weapon magic items in chapter 8 of the *13th Age* core rulebook or in the weapon section in this book on page 238 to determine bracer powers. If a power feels wrong to you attached to bracers instead of a weapon, then you're probably right; in that case, choose a different power for the bracers or create a new one.

The personalities of magic bracers don't always match the quirks found on "normal" magic weapons. You always have room to mix things up with unusual magic item personality quirks—the bracers that help monks fight better can be proof of such possibilities.

We've never wanted to provide a list of generic magic item quirks. That seems flavorless. But a list of magic item quirks that belong to items associated with monks? That's fun, and it goes part of the way toward explaining how bracers are an important part of training monks how to be "better" monks. But don't always use this list, because using existing magic item quirks for bracers can sometimes be fun because they *don't* help the monk be a better monk! When you think an item's normal personality quirk doesn't translate well into a monk's bracer, or you just want a change of pace, select from this list or use it as inspiration.

Bracer Quirk: Speaks too often in terse shouted syllables.

Bracer Quirk: So disciplined that dancing, hanging out, and even sitting down is a mental hurdle.

Bracer Quirk: Unable to sleep without performing an exhausting workout first.

Bracer Quirk: Certain that intimacy with another being depletes one's ki.

Bracer Quirk: Unable to avoid helping smaller innocent creatures in distress.

Bracer Quirk: Always rises at least an hour earlier than everyone else in their group, community, or adventuring band.

Bracer Quirk: Unable to curse or say negative things about people, even if they are true.

Bracer Quirk: Uncomfortable sleeping in the same spot they slept in the night before.

Bracer Quirk: Likes to paint watercolors in their spare time.

Bracer Quirk: Longs for victory in official martial tournaments.

Bracer Quirk: Trash-talks during battle.

Bracer Quirk: Tells detailed stories about great martial arts battles of previous centuries.

Bracer Quirk: Always uses a quick action to pose over the prone body of a just-defeated foe.

Bracer Quirk: Corrects everyone else's posture, sometimes even in the middle of battle.

Bracer Quirk: Has a fondness for sweets, followed by a punishment regimen of only fish soup.

Bracer Quirk: Compelled to climb stairs using their hands instead of feet.

Bracer Quirk: Insists on always moving silently, breezing in and out of situations that in social terms require small noises and acknowledgements.

Bracer Quirk: Can't abide "fancy" food without heartburn (or at least complaints of heartburn).

Bracer Quirk: Insists on being the first to go into a room.

Cloak, Mantle, Cape

Default bonus: +1 PD (adventurer); +2 PD (champion); +3 PD (epic)

Adroit Avoidance (recharge 6+): When an attack or effect deals ongoing damage to you that a save ends, you can roll an immediate save against it. Quirk: Doesn't notice social slights or insults.

Shelter: This long cloak with a full hood keeps you warm and dry, regardless of the elements, barring full immersion in water or other liquid. Quirk: Prefers the outdoors.

The Deck of Dread

The Deck of Dread isn't a magic item per se. It's a set of ancient cards by an unknown artist from an earlier age. The deck has shown remarkable survival abilities over the centuries. It wasn't originally known as the Deck of Dread. It acquired that name in the past few decades as more and more of its cards have registered as apparent prophecies of threats that only surfaced centuries after the cards' first recorded appearances. Wizards in Horizon and clerics in the Cathedral have begun wondering if the Deck is really as non-magical as it seems, or if it's tied into a deeper magic. And if so, should the cards be destroyed, or will that only make things worse?

We're showing three cards that are usually regarded as part of the Deck of Dread, along with the names they are now generally known by: Possession on page 181; the Kraken on page 249; and the Ziggurat on page 251.

Gloves, Gauntlets

See the *Fist Wrought of Blood* and *Gloves of the Dark Path* on page 225 for two unique magical artifacts.

Default bonus: none.

Arcane Contact: These gloves improve your ability to contact, detect, and distinguish supernatural forces, provided you can touch some material object connected to a force. If, for example, you are improvising a ritual to gain a vision related to the scary artifact you just found, touching the artifact will help. The benefit is modest, determined by the GM, and possibly secret. The gloves provide no protection against the supernatural forces that touching an artifact might usher into your soul. Quirk: Always cracks knuckles.

Musical Touch: While you wear these fine silk gloves, you can play any musical instrument without instruction. The gloves, however, don't make you any more of a musician than you already are. Quirk: Hums and picks up tunes easily.

Sure Fingers: You gain a +2 bonus to any skill check that involves sleight of hand, strength of grip, hand-eye coordination, or similar abilities. Quirk: Holds a pinky finger up when holding a cup.

Helmet, Crown, Diadem, Circlet

For a look at an illustrious crown artifact, see the *Feathered Crown* on page 223.

Default bonus: +1 MD (adventurer); +2 MD (champion); +3 MD (epic).

Helm of Psychic Armor (recharge 16+): When an attack that targets Mental Defense hits you, cancel the attack's non-damage effects against you. Quirk: Won't stop going on about "the amazing dream I had last night."

Helm of Psychic Retribution (recharge 16+): When an enemy misses you with an attack that targets Mental Defense, deal 10 psychic damage to that enemy (champion: 25 damage; epic: 60 damage). Quirk: Stares into space often.

Skullcap of Wit: You can banter with a lively wit. If you already have a lively wit, it doesn't make much of a difference. Interpret this ability narrowly enough that it might provide a bonus to a die roll that anyone really cares about only once in a campaign. Quirk: Banters with lively wit.

Necklace, Pendant

Default bonus: +1 to saves when you have 10 hp or fewer (adventurer); 25 hp or fewer (champion); 50 hp or fewer (epic).

Cups: When you're drunk, you don't accidentally say or do stupid things that you regret in the morning, and your head doesn't hurt so bad. Does it work on anything other than alcohol? It may believe so. Quirk: Not reluctant to drink excessively in public.

Last Legs: You gain a +1 bonus to saves whenever you have one or fewer recoveries left (champion: two or fewer, epic: three or fewer). Quirk: Loves long-shot bets.

Momentous Harmony: The abstract lines and circles worked into the face of this pendant suggest a mother surrounded by children. The pendant brings out the best in other magic items you carry, so that their quirks turn more positive, or at least become weaker if they cause trouble. If you go over your magic item limit, the pendant ceases to function (including the default bonus) and the formerly subdued magic items express themselves with renewed fervor. Quirk: Treats all their magic items well—talks to them as if they're alive, refers to them as "children," etc.

Rings

Default bonus: none.

Cheap Shot (quick action – recharge 11+): One enemy you're engaged with takes damage equal to your normal melee miss damage. Quirk: Often stops speaking mid-sentence.

Instant Vengeance (recharge 16+): When you take damage from an enemy's attack, choose one ally you can see. That ally can make a basic attack (melee or ranged) against the attacker as a free action. Quirk: Sticks close to their friends, real close.

Iron Grip: When you make a skill check involving climbing, holding something, or otherwise using your hands to grip things, you can use +10 as your bonus in place of your normal bonus (level + ability mod + background; other magic item bonuses still count) (champion: +15; epic: +20). Quirk: Loves to arm wrestle, thumb wrestle, drum fingers on tables, etc.

Jack of All Trades: When you make a skill check, if your background bonus for that check is +1 or +0, you gain a +2 bonus for your background bonus instead (if your bonus is +2 or higher, this ring has no effect). Quirk: Talks as though they know everything.

Relentless Strike (standard action – recharge 16+): Make a basic attack ignoring any effects that give you an attack penalty, prevent you from attacking, keep you from taking actions, or force you to reroll the attack. You can also use this ring's power while you're stunned, even though you couldn't normally take an action. Quirk: Has near-constant insomnia.

Skin of Your Teeth (recharge 6+): When an enemy attacks you, subtract 1 from the natural attack roll after seeing it. Quirk: Regularly finds copper pieces and other minor valuables on the ground.

Wild Heart: Animals accept you and may even show you affection. The animals, however, still react normally if you threaten them, and well-trained guard animals are especially wary of you. Quirk: Seems out of place in civilization.

Shield

Default bonus: Increase your maximum hit points: by +4 (adventurer); by +10 (champion); by +25 (epic).

Bashing: When you move to engage an enemy while using this shield, you can use the shield to push that enemy away from one of your allies engaged with it. That ally can make a disengage check as a free action. Quirk: Can't pass up an opportunity to sing.

Drakefanged (recharge 11+): This spiked shield sports a massive dragon fang that wounds enemies. When an enemy engaged with you misses you with a melee attack, make a basic melee attack against the enemy as a free action, with a +2 attack bonus per tier of the shield (adventurer: +2, champion: +4, epic: +6). On a hit, the attack deals 2d6 damage; on a miss, it deals 2 damage (champion: 4d8 damage, or 5 on a miss; epic: 8d10 damage, or 12 on miss). Quirk: Compares everything to dragons or to draconic things, and judges actions by how they stack up to draconic expectations.

Spiked: When you roll a natural 2 with a melee attack while using the shield, you can make a basic melee attack with the shield as a free action as if it were an off-hand weapon (use d6 damage dice). Quirk: Has shifty eyes.

Staff

A staff counts as both a wand (arcane spells) and a symbol (divine spells). Staffs are champion or epics items only.

Default bonus: Attack and damage with an arcane or divine spell or attack: +1 (adventurer); +2 (champion); +3 (epic).

Champion

Staff of the God's Riches (recharge 16+): When you cast a cleric spell using this staff, you can cast the spell both *for power* and *for broad effect* (if applicable), choosing different targets. Quirk: Careless with money.

Staff of Manipulation: When you cast an attack spell using this staff, you gain a +1 bonus to attack and damage with that spell if it has any additional negative effect on the target(s) besides damage (including ongoing damage). Quirk: Expects to be treated with respect.

Staff of Massacres: When you cast an attack spell using this staff, you gain a +1 attack bonus with that spell if it has more than one target. Quirk: Obsessed with numbers and calculations.

Symbol, Holy Symbol, Relic, Sacred Branch

Default bonus: Attack and damage with a divine spell or attack: +1 (adventurer); +2 (champion).

Chosen One, Sign of the: When you cast your last divine daily spell, roll a save. If you succeed, you don't expend the spell. How long can you keep rolling and recasting the same daily? It depends whether you're the Chosen One or not. Quirk: Obsessed with fortune telling, oracles, signs, etc.

Dominating Truth, Symbol of (recharge 11+): When you cast a divine spell that affects one target with a limited amount of hit points (for example, *turn undead*), you can instead have that spell affect two targets with half the hit point requirement or less. Quirk: Never admits they're wrong.

Godlike Glory, Holy Symbol of: When you cast a daily spell, you gain 2d4 temporary hit points (champion: 4d6 temp hp, epic: 7d10 temp hp). Quirk: Dispenses pithy observations.

Greater Power, Relic of (recharge 11+): When you cast a quick action divine spell that targets allies, the spell affects one additional ally. Quirk: Keeps the relic meticulously clean, rests it on velvet, etc.

Wand

Default bonus: Attack and damage with an arcane spell or attack: +1 (adventurer); +2 (champion).

Body Breaking, Dagger of: This rune-covered bronze dagger also works as a wand. When you cast an arcane attack spell using this dagger/wand, you gain a +1 bonus to attack and damage with that spell if it targets PD. Quirk: Scratches self unnervingly.

Flaring Wand (quick action – recharge 11+): As you use this wand during a battle, it builds up a reservoir of arcane energy that crackles and flashes, allowing you to cast a quick, half-cocked spell with it.

When the escalation die is 5+, cast one of your arcane spells. That spell will miss on any natural odd roll. Quirk: Often looks frazzled.

Mindbending, Wand of: When you cast an arcane attack spell using this wand, you gain a +1 bonus to attack and damage with that spell if it targets Mental Defense. Quirk: Uses pedantically circumlocutious phraseology.

Infighting, Wand of: When you cast an arcane attack spell using this wand, you gain a +1 bonus to attack and damage with that spell if it's a close-quarters spell. Quirk: Physically pushy.

Weapons

Default bonus: Attack and damage when using this weapon: +1 (adventurer); +2 (champion); +3 (epic).

Certain Pain (two-handed melee weapon – recharge 11+): Before making an attack with this weapon, designate it as a "pain" attack. On a hit with that attack, one target takes 10 extra damage. On a miss, you take 10 damage. (champion: 25 damage; epic: 60 damage). Quirk: Fond of gambling.

Climactic Shot (ranged weapon – recharge 6+): When the escalation die is 3+ and you hit with an attack using this weapon, the target takes 10 extra damage (champion: 25 damage; epic: 60 damage). Quirk: Can't stop checking the weapon and its ammunition.

Guardian (one-handed melee weapon): When you hit with an opportunity attack using this weapon, the target is weakened until the end of that turn (–4 attacks and defenses). Quirk: Looks serious all the time.

Mauling (two-handed melee weapon – move action): You can "wind up" while using this weapon. You gain a +1 attack bonus to your next attack you make this turn. Quirk: Yells battle cries during battle.

No Mercy (ranged weapon): If your target is attempting to flee from the battle, a natural even hit against it is a critical hit instead. Quirk: Develops a surprising lip-curl sneer that shows up a bit too often.

Cursed Magic Items

We're covering two types of cursed items. If the curse is minor, then the default bonus is standard (e.g., +1 at adventurer tier). These cursed weapons are just plain worse than a basic magic item of the same type. A hero might use one if they can't get their hands on a decent item, or if something terrible happens to their normal weapon and they have to scrounge in the middle of a battle, but they'll trade up the first chance they get.

If the curse is major, then the item has a default bonus as if it were a higher-tier item (e.g., an adventurer-tier sword with a +2 bonus instead of +1). A sane hero might be interested in using one of these weapons because they see that benefit as being so good.

For the sake of clarity, we'll list the first tier the item can be found at with its actual bonus at that tier. If the item is higher tier, add +1 per tier advancement as usual to its default bonus. For example, the *armor of heedless glory* and the *errant bow* that both have +2 bonuses at adventurer tier would have +3 bonuses at champion tier and +4 bonuses at epic tier.

Adventurer

Minor Curses

Battered Sword (+1 melee weapon at adventurer tier): This old fellow has been around the block, maybe even serving time in an undead army for a stint. In living hands, it's been magically resharpened about a dozen times. It's a great old blade, but it's not the weapon it once was. While using this weapon, all your natural 20 attack rolls count as natural 18s instead. Quirk: Believes current events are less important than ancient history.

Gnoll Flail (+1 melee weapon at adventurer tier): These flails are surprisingly effective weapons despite their crude construction. Unless you've played with one since you were a cub, however, you won't be able to use it correctly. While using this weapon, you can't make opportunity attacks. Quirk: Growls when angry.

Shiny (+1 armor at adventurer tier): When magic armor pays way too much attention to its appearance, you get this super-shiny armor. You gain the AC bonus only when you are at full hit points. Quirk: Stands at attention when everyone else relaxes.

Major Curses

Armor of Heedless Glory (+2 armor at adventurer tier): You take a –1 penalty to MD and PD. Quirk: Exudes overconfidence, especially with the opposite sex.

Errant Bow (+2 ranged weapon at adventurer tier): This bow needs to get warmed up. While the escalation die is less than 1, you take a –4 penalty to attacks and damage while using it (typically only during the first round of combat). Quirk: Slow to get out of bed.

Haughty Rapier (+2 melee weapon at adventurer tier): The rapier loves to look good, and it has no time for anything short of a clean hit. While using this weapon, you don't deal miss damage. Quirk: Obsesses over appearance.

Jonathan and I see cursed items differently. My attitude is that I'd expect fewer cursed items at epic tier because cursed items would tend to die out as power gets real and the stakes become high. I was going to push that direction with rules, but Jonathan thinks exactly the opposite, saying that "the more powerful an item, the more likely it . . .

- *has been constructed wrong and has a weird effect;*
- *has been around a long time and gotten worn out or loopy;*
- *has a personality that gets in the way (e.g., haughty rapier);*
- *has a big bonus that players are willing to suffer for (+4? Sign me up!)."*

That's two different styles of campaign, and you'll have others, so we've made the rules open to using cursed items however you like.

Mace of Smashing (+2 melee weapon at adventurer tier): This weapon works great, unless you get in its way, and then it smashes you a little too. When you attack using this weapon and roll a natural 1 (a fumble), you take 2d6 damage and are dazed until the end of your next turn (champion: 4d10 damage; epic: 10d10 damage). Quirk: Cracks nuts for fun.

Quixotic weapon (+2 melee weapon at adventurer tier): When you attack using this weapon while engaged with more than one enemy, the GM chooses your target, not you. And they don't choose sensibly, because this weapon is a little bit cracked. Quirk: Extremely poor target and goal selection in all aspects of life.

Sword of Frenzy (+2 melee weapon at adventurer tier): You fight effectively but recklessly, making it easy for enemies to get a piece of you. While using this weapon, you take 4 damage the first time that an enemy misses you with an attack each turn (in addition to any other miss damage the attack might do). Damage is of the same type that the attack would normally deal. (champion: 10 damage; epic: 25 damage). Quirk: Has a "weird" gleam in the eyes.

Champion

Haleheart Staff (+1 implement at champion tier, +2 at epic tier): Yes, this staff's bonus is 1 *less* than normal for its tier, so we spelled its bonuses out fully. That said it acts similar to a *staff of health*. When you cast spells that heal or provide temporary hit points, add 4 to the total (champion: 8; epic: 16). Quirk: Avoids physical contact with enemies, as if they were contaminated.

Staff of Soulblood (+3 implement at champion tier): Decrease your maximum recoveries by 2. Quirk: Has an overpowering connection to the staff.

Staff of the Naga (+3 implement at champion tier): You take a –1 penalty to all attacks and skill checks not based on Intelligence. Quirk: Becomes less of a person in every way, with only their intellect spared.

3 Monastic Tournaments

In fantasy worlds based on chivalry and the high-Medieval era, tournaments are fought by knights on horseback with lances. That may happen in your campaign, but our sense is that most of the people who qualify as armored knights are too busy fighting actual wars to spend time in tournaments. The arenas of Axis probably feature armored warrior contests, including matches spiced up by the fact that all participants are spilling each other's noble blood. But the most common martial tournaments in our campaigns are fought out by a class that's oriented toward one-on-one conflict instead of on the battlefield: the monk.

The tournaments we're describing below aren't particularly public. Non-monks might not even know they exist. For a monk who is part of an adventuring party, tournaments pose delicate questions of diplomacy and etiquette. An adventuring party that could promise to behave itself during a tournament might be able to watch, but a party that fails to respect the tournaments' neutral-ground policies and starts fights is going to ruin their monk's ability to participate in any future tournaments, not to mention any other possible perks of the warrior-monk life.

Floating Tourney: The Floating Tourney takes place on a different flying realm each time. Its location, timing, and organizer are not set. Instead, every two to six years, the next organizer gets the message in a dream, more or less verified by several of their greatest rivals having similar meditative events. Some monks think that the dreams are from the otherwise dead Grand Master of Flowers. There's no definite proof of that, but just in case, this is one tournament that strictly forbids ogre magi as participants or spectators.

Ten Dragon Tournament: This tournament occurs every three to seven years at a date set by the previous tourney's winner. There have been a few incarnations of the tournament over the centuries. The current version is a joint effort of dragonic monks from Drakkenhall and Concord, usually held on neutral ground on one of the Wake Islands.

The point of the five-day tourney is to involve monks from the styles and monasteries inspired by both the chromatic dragons and the metallic dragons. Depending on the tournament, results vary from hotly contested bloodbaths that function as limited micro-wars to relatively amicable exchanges of fighting style. The Black's assassins hardly ever kill anyone at the tournament, and monks devoted to the Great Gold Wyrm hardly ever suffer lethal attacks of righteousness. The tournament probably wouldn't exist if it still invited dragons as onlookers. That didn't work out.

The Walls: The Cathedral's monastic tourney is probably the most visible of the monastic tournaments. It started as a sort of informal sport in which monks from various Cathedral-based monasteries, as well as guests, practiced racing across the Cathedral's baroque and ever-unpredictable roofs and walls. Free-racing monks weren't exactly what the rest of the Cathedral needed to maintain spiritual balance. So the tourney known as The Walls arrived as a compromise. Through most of the year, the Cathedral's monks agree to stay off all but a small section of

the building. During a three-day tournament each year, monks compete in several categories of races, some of which allow direct monk-on-monk mayhem, while others are only about speed. Winners of the tournament nearly always volunteer as part of the Cathedral work crews that spend the next month or two repairing the damage, with the rest of their monastery enthusiastically joining in to celebrate the win.

Surprisingly, monks from the dark paths are welcome to participate in The Walls. A striking percentage of such participants eventually leave the dark ways and drift into the paths of light, something the evil-focused monasteries may or may not have figured out yet.

FOUR NONPLAYER CHARACTERS

Here are four NPCs that can serve as allies, rivals, and personal connections for the characters in your campaign. These NPCs work best as recurrent characters, cycling in and out of the campaign over time, possibly playing different roles in the storyline as the PCs rise in level.

The heroic and ambiguous NPCs can provide lots of material for roleplaying. If the NPC is friendly, they serve as a way for the characters to make another personal connection to the world. NPCs can also be useful to the PCs they favor, and each has a free-form ability showcasing what the NPC can do.

If the NPC is dismissive or hostile, they provide a challenge to the heroes as someone the characters don't like but can't kill. Villainous NPCs offer more of a challenge than just a fight. The NPC's free-form ability describes the resources that they bring to bear when pursuing a goal. Before going toe-to-toe with a villainous NPC, the heroes might have to use politics, espionage, and sleuthing to counter the villain's plans. Players can get used to dropping their enemies, so a political foe that they can't battle can challenge them in a new way. Even when their plans are thwarted, a cunning villain may well escape, only to return one day for vengeance.

We present the following NPC cast:

Sammy: A flashy, optimistic, garrulous human male bard who seems to know everybody.

Maudlin: A witty gnome male bard who works for the Great Gold Wyrm; specifically, he performs the assassinations that are sometimes necessary.

Cecilia: A beautiful tiefling female cleric whose good works may be too good to be true.

Roland: A stern human male paladin of the Great Gold Wyrm who mercilessly hunts down evil magicians.

NPC Stats

We'll describe the four NPCs but leave the actual stats for you to develop. The stats will depend on what level the NPC is and whether they are an ally or an enemy. In fact, an NPC's level and powers may change over the course of the campaign, especially as the NPC plays different roles relative to the party.

GAMEMASTER

These four NPCs come from four generous Kickstarter backers who helped make this book possible. Remember that each NPC comes from the heart of a fan, and run them accordingly. Feel free to give these NPCs charmed lives, assuming that they have the resources to prosper and survive in the face of opposition.

Stats for allies: If the NPC joins the party and fights alongside them, base their attack bonuses, defenses, and hit points on a typical member of that class. The NPC probably is about the same level as the members of the adventuring group. It's tricky to add a higher-level NPC to a group without having them outshine the PCs. Give the NPC a restricted list of powers and talents rather than the full complement that a PC would get. When an NPC joins the party for a battle, even if it's only one fight, define the NPC's abilities narrowly enough to make sure they don't crowd any of the PCs. If you add Sammy to a party that already has a bard in it, for example, don't let him duplicate effects that the PC bard usually uses. If the NPC sticks to basic or at-will attacks, they will still add a lot of firepower and hit points to the group, so they'll be valuable even if they're not on par with the rest of the party. Special powers that provide bonuses and benefits to the PCs are also good choices.

Stats for enemies: Set the NPC's level at the PCs' level or a little higher, and use stats for a double-strength monster rather than a PC. By default, give the NPC an attack ability or two that allows them to target two enemies or make two attacks at half the normal strike damage amount, which plays better than a single attack for full strike damage. Adjust initiative, defenses, and hit points as you see fit to match the way you portray the NPC. Each NPC also has a number of abilities that are designed to work regardless of the NPC's level, and you should feel free add your own, as well.

GAMEMASTER

These NPCs are presumably a bard, a bard/rogue, a cleric, and a paladin. If anyone at your table is playing one of these classes, ask them to describe the general knowledge that people know about their class. They should clarify how their own character compares to the typical member of that class, and usually the PC is an exceptional example of their type. In particular, have the player identify which class-related elements are special to the PC rather than common among their class. Determine with the player how common the class is in society. Then you can use this information to determine how to portray the NPC. The NPC and PC may recognize each other as elites, which could lead to camaraderie or to competition. The NPC might even seek the PC out on those grounds. The NPC should poach on the PC's turf enough to get that player's attention but not to make the PC look small. The PC should have something special over the NPC, such as a unique talent, even if an adventurer PC meets an epic NPC.

Sammy, aka Smiling Sammy G., aka Samuel J. Goldheart

Human male bard

Samuel J. Goldheart stands out in a crowd, with flamboyant clothing and an extraverted style to match. He has blond hair, emerald green eyes, a short beard, and long, wild (never dirty) hair, kept under a fetching hat. He stands a couple of inches under six feet tall. He's often wearing some sort of eye-catching garb, as if he were oblivious to the concept of fashion, such as a long purple coat with a bright yellow undershirt. Despite his unorthodox style, he manages to pull off his look in a charming way.

Sammy has been entertaining audiences with his stories, songs, and music for over ten years, during which time he seems to have talked to everyone in the worlds and then some. It doesn't matter whether he's conversing with a farmer or an icon, Sammy gets people talking, and he listens with respectful attention. He has a reputation for always smiling no matter how bad things get, and it's true.

Sammy's needs are simple, and despite his talents he has generally been willing to work for room and board. Recently, however, he's come into his inheritance, and now he's truly independent. Rather than settle down, however, Sammy used the money to expand his travels, spreading his notoriety all over the Empire and becoming a celebrity. He suddenly shows up in a town or village and books a room at an inn for a week or two, playing at the inn or nearby taverns, mostly as a way to gather crowds and get more stories to spread. He loves finding adventuring groups, because they always have the best stories to tell, and on some occasions he's been known to travel with a group for a bit, to experience first-hand their adventures. He's handy enough with a weapon or two, since traveling the land is not always the safest endeavor, so he rarely holds a group back. Then he'll just up and disappear during the night, only to show up in another town a few days later, ready to swap more stories—and still as enthusiastic as he was at eighteen and grinning that grin.

Sammy's inheritance comes from his father's alchemy business. His father had wanted Sammy to work beside him in the business, but instead he ran away to become a minstrel and raconteur.

Sammy the Free Agent

Use the following guidelines to portray Sammy as a potential ally or possibly a rival. Maybe he simply serves as a source of local color, someone for the PCs to get to know, probably on good terms.

Free-form Ability—Connected: Sammy has talked with just about everybody, and he seems determined to talk to those he hasn't met before all is said and done. His style, charm, and optimism get him through doors that are closed to most. If he can't solve a problem on his own, he usually knows someone who can. He is a valuable source of information, knowing a vast array of others' personal stories as well as who to go to for information he doesn't already have. It's also hard to resist talking to Sammy and forging one's own connection with him.

Chatter: Sammy may work his subtle magic on the heroes, chatting them up and gleaning all sorts of information from them. Sammy's style puts people at ease and makes them want to connect to him. They may spill more than is strictly necessary, or he may get a PC going on a rant about a pet topic. If your players are like ours, they'll get suspicious of anyone who might be a spy, and they may want their characters to clam up instead of play ball. It's bad form to force players to play their characters one way or another, so instead lay out the following option. Sammy is so disarming and innocuous that the only way not get caught up chatting with him is to be passively or actively hostile (that is, looking like a jerk). Then let the players choose between chatting with Sammy and looking like grumps.

Invaluable information: If you want Sammy to be valuable to the party, maybe he has recently traveled through the very place that the heroes are headed: a town, metropolis precinct, temple complex, noble mansion, or other location. If they can persuade him to come with them, he will be able to identify numerous people and help the PCs gain the information they need or zero in on the mystery they're trying to solve.

Trusted confidante: Sammy might have a secret that he wants to keep from the world. If the PCs find out about it, he tries to swear them to secrecy. Now that he is indebted to them, the PCs are more likely to trust and like him.

Beloved martyr: Would you like your players to really hate your campaign's archvillain? First get them to like Sammy, which should be easy. Then arrange for the villain to capture Sammy and torture him in ongoing attempts to reveal the secrets of his unique magic. He's reportedly escaped certain death before, but he can't escape imprisonment. His only hope is the heroes, who

learn of his plight. If they succeed in rescuing Sammy, they may discover some of his secrets along the way.

Certain doom: Arrange for Sammy to die "off-screen" but in a massive disaster from which there can be no escape. Maybe he gets trapped in a building that gets blasted to charred rubble by an explosion of sorcerous and draconic power. The PCs are sure he's dead, but no one saw him die. If he shows up later in the campaign, he says something vague about miraculously being thrown clear of the blast.

Sammy the Brother in Arms

Sammy is happy to pitch in with an adventuring party, and most adventuring parties would be happy to have him.

Man of legend: Sammy is higher level than the PCs, and he recruits them to help face down a bone hag (whatever that is). Sammy engages in a magical duel of song against the hag, while the PCs fight off the hag's minions. If Sammy loses the duel, the PCs may have to flee.

Wrecked man of legend: As above, but Sammy is so hurt and exhausted after an initial battle that he's now functioning at about the PCs' level. He fights as an equal rather than as a champion, and the PCs do the heavy lifting in any battles they have.

Volunteer adventurer: When he hears the heroes' story, Sammy supports their quest and offers to throw his sword in with theirs. He is the same level as they are.

Fragile bless-monger: As a bard, Sammy knows the secret songs that the heroes need. Without those songs, the party can't withstand the accursed magic of the dungeon they have to kill. Sammy is lower level than they are, and they have to protect him, both in reaching the correct location and while he sings. His songs, however, make victory possible.

Ring of red fortune: Sammy has a magic ring that protects him from all sorts of poisons, but it has a weird side effect. When his blood is exposed to the air, it dissolves into a mist and dissipates into nothing. "That's why I can wear such colorful clothes into battle. No bloodstains."

Sammy the Villain

If Sammy turns out to be a villain, the PCs may face him in battle. He might have powers like these.

Discordant song: As sweet as his songs normally are, this one is harsh. It's a wordless chant that makes your skin crawl. It also reveals Sammy's inhuman nature (whatever that is). Each PC in the battle subtracts the escalation die from their attacks instead of adding it. The effect is hard save ends (16+). Although Sammy starts the song at the beginning of the battle, the PCs don't begin rolling saves until the second round, when the escalation die effect becomes obvious.

Tricky move: Once during his turn when Sammy misses with a melee attack, he can make the same melee attack against a different enemy as a free action.

Cry of endings: The first time Sammy drops to 0 hp, he lets out an inhuman cry. His hit points increase to 25% of his starting hp, and he makes an attack dealing psychic damage against each enemy in the battle as a free action: the attack is against MD and uses the standard attack bonus and strike damage for a normal monster of his level (so +10 for 18 damage at 5th level, for example). The heroes can see that Sammy doesn't have it in him to cry out a second time.

Thirteen Things to Observe, Surmise, Guess, Hear, or Overhear About Sammy

Not all of these things could be true at the same time. Use the things that work for your campaign or use these ideas as inspiration.

1: Sammy's father isn't dead. Sammy just wishes he was. In fact, his father has some sort of control over him, either magical or psychological.

2: Sammy's perpetually sunny disposition is the result of alchemical conditioning that he suffered at his father's hands.

3: Sammy has a habit of running unthinkingly into dangerous situations to right injustices. It's a surprise he hasn't died a dozen times over already.

4: There's a popular ballad sung in the north about a bard who stole a giant golden ring from the cloud giants. Sammy won't sing that song. And he sometimes turns up with great bricks of gold that still have traces of cloud giant runes in the ingots.

5: Sammy was part of an adventuring party on Omen, but he and many members of the group were killed. But here he is again, just fine as if nothing had happened.

6: Sammy is an alchemical golem, built by his "father." This inhuman origin gives him his unnatural optimism. There is one tell-tale sign that Sammy is something other than a human with a sunny disposition: his blood gradually turns to reddish smoke when exposed to the air.

7: After Sammy leaves a place, bad things happen there. Valuables go missing. People take ill and waste away. Inns burn down. It's hard to believe he's cursing these places. Maybe he's sucking out all their good luck. By accident?

8: Sammy's diet is unusual to say the least. He says that growing up in his father's alchemical labs did a number on his natural humors, so his appetite is unique. The food he eats is normal, but he eats things in the wrong combinations, preparations, and quantities. When he asks for his steak coated with salt and burned to a char, he means it.

9: You don't believe that good-guy act for a heartbeat, do you? My cousin worked in Drakkenhall for a while, and when Sammy came through there, everyone knew he was a Diabolist plant, probably going around and collecting people's hair or personal possessions to use against them later. The Blue Sorceress basically barred him from the city, and a bunch of bugbears were sent to drive him off. The Blue Sorceress, she knows all kinds of stuff about him that we don't know.

10: You can see how impressed women are with Sammy's talent and sunny disposition. He certainly entertains a lot of lovely ladies, delighting them with his wit and voice. But he seems not to take advantage of the opportunities he has. That's because he gets his power from the Abyss, and he's the love slave of a succubus that visits him at night.

11: Sammy often travels with adventuring parties, but for some reason he doesn't stick with any party long, and he never travels with the same party a second time.

12: Sammy is the male counterpart of the Priestess. He's a bard with the heart of a cleric. Somehow she achieved iconic-level power. Maybe he will, too, one day. Or maybe she took the bulk of the power that they should have shared evenly.

13: Sammy sings amazing songs that he learned somewhere. They're in some forgotten tongue, and their rhythm and meter are alien. Everyone who hears them is touched by them. He only shares these songs with select audiences, and sometimes he even tells people that he doesn't know any such songs.

Cecilia, Angelic Cleric of Togetherness, aka Cecilia Maria Susannah Airn

Tiefling female cleric

Cecilia is a lovely female tiefling who puts people at ease and organizes charitable campaigns of all sorts. Her specialty is rehabilitating criminals, or even monsters, inspiring them to contribute to the common good somehow. Inevitably, some people object to her campaigns, saying that they don't work, that they give people the false impression that it's safe to fraternize with the criminal element, that trouble ensues when her campaigns bring together different people who are better kept apart, and that you can't trust a tiefling after all. She must be up to something.

Cecilia is in her early twenties, with fair skin and two large curled ram's horns protruding out from the wavy blonde hair on her head. Her girlish and enthusiastic demeanor completely offsets what could potentially be a very imposing figure; she is quite tall and athletic but somehow hides it well.

Generous, kind, and proper, Cecilia works to spread her influence through good and upright means. Lending aid to individuals in their times of need, helping communities work together, defending the public in both the battlefield and the court—who could fault her for such efforts?

Cecilia is a cleric of "togetherness," a value that comprises love, justice, and community. Strangely, she is part of no formal religious organization, although she participates in rituals held by compatible temples. She gains her powers straight from "the ineffable force of togetherness," with hardly a mention of any gods or goddesses.

Of course, not everyone buys her story. What are the chances that a tiefling with an idiosyncratic mission is above board? She's got to be up to something.

Running Cecilia

Use these guidelines to chart out what Cecilia is up to and how difficult it is for anyone to counter her plans. Cecilia may start as an ally and only later turn out to be a foe.

Free-form ability—Dealmaking: Cecilia has an uncanny knack for winning people over to her way of seeing things, often because her deals promise people what they really need. Where she can establish herself, she soon becomes invaluable to important people or organizations. Where she is new to a scene, she effortlessly finds ways to do good and to win over the hearts and minds of the local leaders. Heroes are likely to attempt to turn people against her or to gather information about her, but these challenges are very difficult.

Invaluable service: Wherever Cecilia is operating, she has become indispensable to a sympathetic and powerful NPC, possibly by helping a lot of people in a tangible way. At the very least, she operates within the law and enjoys its protection. Any violence committed against her would be not only a crime but the sort of crime that gets you strung up in front of a jeering crowd.

Blithe confidence: If you want to provoke some homicidal attitudes on the part of the players, have Cecilia flaunt her immunity. Maybe she shows off her silver javelin (see below) to someone who's bound to recognize just what its implications are.

Savior: If you want to get the players on Cecilia's side, she rescues a beloved NPC, especially one that the player characters have inadvertently imperiled. Her good deeds might also include giving inside information to the adventurers, who use that information to defeat powerful, evil opponents.

Foe on the Battlefield

If you use Cecilia as a villain, she might face off against the heroes in battle. For Cecilia's attacks, you can style them as melee attacks or spells. Her spells may take a decidedly diabolical bent once she is pressed to fight for her life. In addition to her attacks, Cecilia might have any or all the following combat-relevant features.

Abyssal protection: The best-aimed attacks against Cecilia and her allies tend to slip off-course at the last minute. Critical hits against them deal normal damage instead of double damage.

Heal: As the cleric's class feature.

Infernal payback: When Cecilia or an ally is staggered, they gain a +4 bonus to attack rolls until the end of the battle.

Shield of beauty: When an attack that hits would drop Cecilia to 0 hp, the attacker must roll a normal save; on a failure, the attacker pulls back at the last second, turning the hit into a miss. Of course, the miss might do her in anyway.

Thwart mind control: Attempts to charm, confuse, or otherwise control Cecilia's behavior produce an interesting feedback loop in the assailant. The lucky ones get away with nausea and an extreme aversion to the color pink for several months. The unlucky ones scream themselves to exhaustion; in battle, they spend all their actions each turn screaming (hard save ends, 16+).

Thirteen Things to Observe, Surmise, Guess, Hear, or Overhear About Cecilia

You're not going to want to use all these ideas in the same campaign, but hopefully some of them will help create a Cecilia to reckon with.

1: She is a pure soul, as pure as her bloodline is wicked. If she weren't a tiefling, everyone would accept her as a saint and no one would spread these scurrilous rumors about her.

2: She was a normal young woman, but a diabolical spirit has possessed her. It's somehow manipulating her, and through her the spirit is undertaking some obscure, long-term operation.

3: She was born with a sweet disposition and a soul as black as hell. She uses her apparent goodness to undertake an obscure, long-term operation at the direction of the Diabolist.

4: She's the Diabolist. Duh.

5: She doesn't eat in company, or at least not much. In private, she indulges in an appetite best left hidden.

6: Her campaigns to rehabilitate evil-doers are a ruse. No one knows what her plans are, but they probably involve getting evil-doers better access to vulnerable people.

7: Despite her holiness, she isn't associated with the Priestess. That's because her independent streak is too strong.

8: Her do-good campaigns have an ulterior motive, but it's nothing spooky. Her noble lineage is disgraced, and her father is using her to establish important connections for the family's eventual rehabilitation.

9: The matronly servant who accompanies Cecilia everywhere looks harmless but she is an inhuman bodyguard of incredible puissance.

10: That simple sundress she often wears is actually plate armor under a magical disguise. She says her weird silver javelin and "antique" jewelry from an unrecognizable period are "keepsakes from home." Which home? The Abyss?

11: In New Port, she led a bunch of disreputable people on a campaign to clean and tend to public features, such as fountains, statues, and footbridges. It sounds good, but when a bunch of riffraff start operating where decent people live, there's bound to be trouble, and there was. Insults and fist-fights progressed to a riot and serious vandalism. Cecilia says it was the fault of the "square" citizens being hostile to her crew, but she should know that stirring things up will lead to violence.

12: In Axis, she talked a bunch of half-orc gladiators into joining a Flower Parade on the spring equinox. Now those half-orcs are on good terms with many of the better-heeled citizens of the city and even associate with them socially. If only Cecilia could work her magic everywhere, why, we would all get along like one big, happy family.

13: In Glitterhaegen, she led prisoners in extended hymn singing. The hymns of the prisoners impressed people so much that a magistrate ended up freeing many of the prisoners early. Just think what she could do if only people would stop spreading scurrilous rumors about her.

Roland, aka Sir Roland Abendroth, Witchfinder

Human male paladin of the Great Gold Wyrm

Across the Empire stalks Roland, the Great Gold Wyrm's best paladin for finding evil mages. His stated goal is to liberate all men and women from bondage to evil magicians, but his true motivation is an abiding need for vengeance. Throughout the land are various mages whose souls shade from off-white to pitch black. Many are tempted to use their arcane powers to deceive, control, or manipulate others; and some are downright murderous. To this field of gray, Roland brings a clear white light, and most mages' souls look dim in comparison. Roland has

brought down some dangerous mages, so if he sometimes seems excessive in the punishments he metes out, officials are lenient. While no one doubts Roland's efficacy, some say that he is as cold-blooded in pursuit of his goal as the Crusader himself.

Free-form Ability—Witchfinding: Roland has a preternatural talent for sensing, tracking, trailing, watching, ambushing, and defeating evil mages. He shines at evading traps, nullifying protective runes, spotting magically-hidden perils, and otherwise getting past a mage's defenses. Mages put down by Roland do not get back up again.

Dismissive Superior

If Roland is much higher level than the PCs, then they may deal with him in a free-form, roleplaying encounter. The basic outline is that once Roland shows up, he outshines them. Before he showed up, the PCs were a big deal, but once he's on the scene, everyone's excited about him instead. He and his retinue may even squeeze the heroes out, so that the PCs can no longer get the rooms at the nice inn, an audience with the local lord, or the top billing at the grand ball. If an NPC gushes to the PCs about how wonderful Roland is, that could drive home the point. Ideally, the players take exception to being pushed aside, and they will want to meet Roland again after they've gained a couple levels. For now, the PCs can maneuver to retain some of their status and possibly to win some sort of aid or information from Roland. This sort of encounter reinforces that Roland is valuable to the Empire but hardly a do-gooder.

Boon Companion

Roland may find common cause with the heroes if they are about his level and have an evil mage as an enemy. Roland asks for a share of any magical books or other information that would be useful in his career, and he asks that he be given the opportunity to hack down the evil mage personally.

Thwart arcane defenses: Roland can help the party get past magical traps, exploding runes, mind-blasting sigils, body-wracking symbols, and other terrible defenses that evil mages favor.

Lay on hands: Roland can use this talent to grant free recoveries (not using his own).

Cleric's domain of vengeance: Roland can grant two reroll blessings per battle to allies as per the cleric domain of vengeance, and those rerolls gain a +4 bonus.

Smite witch: When attacking an evil mage, Roland gains a +4 attack bonus and deals +1d6 damage per level; half damage on a miss. Mages of ambiguous morality may protest that they don't exactly count as evil, but they sure bleed just like regular evil mages do.

Implacable Foe

If the PCs include a mage of questionable morals among them, Roland might come after them. He may well have a band of brutal warriors with him to cover his back. Give him the following powers.

Smite enemy: Roland gets a single mighty swing per round (one double-strength attack rather than two standard attacks these NPCs normally get). He deals half damage on a miss. He typically augments this ferocious attack with an oath or threat, as in "By the gods, now you die!"

Resist arcane damage 18+: In addition to taking half damage from arcane attacks against him on natural rolls of 17 or less, his resistance also protects him from non-damage effects. When an arcane attack against him has an effect, if the natural roll is 17 or less, Roland can roll a normal save; on a success, he cancels that effect.

Implacable: Roland saves against ongoing effects at the start of his turn instead of at the end.

Thirteen Things to Observe, Surmise, Guess, Hear, or Overhear About Roland

Pick and choose among the ideas that follow. Some suit Roland as ally, others suit him as a foe. Or both.

1: He embodies a rare icon, the Inquisitor. It's not in the stars for there to be an Inquisitor icon in this age, but he definitely embodies more than mortal power.

2: He embodies a rare icon, the Inquisitor. When he comes into his power, the worlds will be changed, and the age will come to an end.

3: He was exiled from Horizon after he killed some well-connected mages.

4: His sword glistens and gleams almost like a mirror, and blood rolls right off it, leaving it spotless.

5: Roland has gone rogue, pursuing his own missions and goals without reporting to or caring about the Great Gold Wyrm. As long as he's taking out evil mages, no one wants to bring him in line, but his definition of "evil" seems to be getting a bit loose.

6: Roland is secretly under the influence of the Lich King, who is using him to destroy mages that the Lich King wants taken out. Or maybe it's the Diabolist.

7: Roland's ultimate goal is to bring down the Blue, the most infamous evil mage around. He's looking for her secrets and weaknesses because obviously the ruler of Drakkenhall won't die easy.

8: Roland holds it together well, but he has suffered mightily on his quests, and he won't be an active paladin for much longer. He is looking for a worthwhile successor, someone with whom he can share his secrets. And someone worthy of wielding his amazing sword.

9: Roland is something of a mage himself, though that's a part of his nature that he conceals carefully.

10: After defeating a mage, Roland drinks their blood and gains some of their power. His mission of revenge is really a clandestine campaign to amass tremendous arcane might.

11: Roland's one weakness is elf women, especially drow. He's tightly controlled most of the time, but when he spends time around elf women, look out.

12: Roland is fated to die in the underworld, which gives him a lot of confidence when it comes to taking on evil mages in the surface world.

13: Roland's secret genius is playing mages off against each other, as each tries to direct him toward their own rivals. Mages scramble to betray each other and set each other up, thinking that it will spare them from Roland's wrath. There are plenty of grayish mages that like to put on white hats when Roland comes to town.

Maudlin, aka a few dozen other names, none of them the least remarkable

Male gnome bard/rogue

In any metropolis where things are happening, you may well encounter a sharp, deliberate gnome bard with strong but somehow quickly forgotten features named Maudlin. He may be in town for a special holiday, for a meeting of bards, as an envoy to local potentates, or for some other mundane purpose. If you think that there is more to gnomes than meets the eye, you're right as least as far as Maudlin is concerned.

Maudlin works for the good guys, especially the Great Gold Wyrm. His shadowy handlers assign him the missions that might be distasteful to paladins or other high-minded enforcers. Maudlin himself doesn't know all the details of his missions, just enough to get the job done. More and more, his assignments are assassinations. Otherwise, they can run the gamut of secret agent missions. Maudlin takes pride in being the hero that no one recognizes.

Maudlin also makes a nice personality to play off against the heroes. He's elite, articulate, insightful, and charming.

Free-form Ability—Dirty Dealings: If it has to do with the sort of business that decent people don't want to think about, Maudlin can undertake that business with steely determination and sharp instincts. Eavesdropping, spying, tailing, abducting, interrogating, infiltrating, poisoning, and backstabbing are all tasks that Maudlin completes without compunction or misstep. It's true that he's a bard, but he's also a rogue of the deadliest inclinations.

Death-Dealer

If the worst rumors are true, Maudlin is able to dish out a massive strike by using his void shadow.

Shadow blade: Maudlin's weapons flicker with void shadows. The first time each battle he misses with an attack, a shadow flies from his weapon to a nearby PC (GM's discretion). As a free action, Maudlin can make the same attack against that "shadowed" PC that turn, and the attack deals double damage on a hit. With a miss, the shadow moves to a new PC it hasn't touched yet and Maudlin can make the attack again, and so on until he hits or until the shadow has touched each PC once. The damage stays at double for all subsequent attacks.

Masterful Leader

If Maudlin is several levels higher than the heroes, he might recruit them for help on one of his missions. According to his plan, he brings them to a magic portal, which they must guard to make sure nothing gets through it to alert the other side. He provides them with potions and oils, and maybe a true magic item or two. Maudlin warns them that local alarms will sound once he teleports away, and that's exactly what happens. The alarms are ghosts that suddenly manifest and sound large, curling horns. Local monsters quickly arrive and head toward the portal, and the PCs must stop them.

Set the battle up so that it will pound the party into the ground if given enough time. Bring in more monsters round by round, so that it can be really tough without being overwhelming right out the gate. Maudlin told the heroes that he would need less than a minute to get his job done, after which he'll teleport back, shred the opposition that the heroes have been losing to, and get everyone out in one piece. Decide just how long Maudlin takes, either until the escalation die reaches 6 or a number of rounds equal to 2 + 1d4.

When Maudlin comes back, let a player roll the gnome's attacks with his *heroic shiv*. Most likely, the monsters arrayed against the PCs get cut down fast, attacking Maudlin with little result. There's a chance, however, that Maudlin will be cursed or weakened during his mission. In this case, the monsters beat poor Maudlin down (taking the pressure off the PCs), and the PCs have to save him.

Heroic shiv: Maudlin makes a basic attack, except that if he misses, he can make a second attack that round as a free action. For the second attack, add his level in damage, hit or miss.

Song of triumph: Maudlin sings this song when he returns. It allows each ally to heal using a recovery each time they use a standard action to make an attack.

Mysterious Battle Brother

If Maudlin is about the PCs' level, he might accompany them on one of their quests. He might travel with them for safety, fighting side-by-side with them when they are coincidentally attacked. It may be that they need his secret talents to help them get past a particular security measure (what you might call a "can opener"), and they recruit him for that job.

Bardic aid: Pick an effect from one of the bard powers or spells and apply it as simply as you can during battle. If there is a PC bard, choose an effect that is different from something that character can normally do.

"Can opener": Maudlin has a sneaky ability that is rare and useful to the heroes' current needs. He might have a "song of subtlety" that creates a circle of silence. Or maybe he has a *cloak of invisibility* that makes people invisible if they just hold onto the cloak. Maybe he has *arrows of death* that can kill someone by shooting the last place they slept. Whatever it is, the heroes need it badly enough that they temporarily work with Maudlin.

Thirteen Things to Observe, Surmise, Guess, Hear, or Overhear About Maudlin

Even if you pin down an agent of mystery's truths, can you be certain? Use some of these ideas or create your own mysteries.

1: Maudlin is working for the Prince of Shadows. The Prince has infiltrated the good guys so deeply that he just has them assign Maudlin the missions that the Prince wants done. Conveniently, there are plenty of bad guys that the Prince would like to see assassinated, so it looks as though Maudlin is working for the good guys.

2: Maudlin is a shapeshifter. He adopts a gnome form for his public persona because who's afraid of a gnome?

3: Maudlin thinks he's working for the good guys, but actually his handlers have him pursuing their own, wicked goals.

4: Maudlin knows he's not working for the good guys. That's just his cover. It's especially useful when he needs to dupe gullible adventurers into helping him on a mission.

5: Maudlin is a gnome, all right, but he's a rare "night gnome," with all the magic powers and evil habits for which the dread night gnomes are infamous (whatever those might be).

6: "The gnome that people think is Maudlin is really an alchemical double who serves as Maudlin's public face. The real Maudlin may look very different indeed. You may even have encountered him without knowing it." (And then the person saying this stares meaningfully into your eyes.)

7: Maudlin's gnomish powers of illusion are stronger and more convincing than those of the typical gnome.

8: Maudlin is working for agents of the Great Gold Wyrm, the Emperor, and other heroic icons, but his handlers are operating outside their scope and authority. They are using him to eliminate targets that would otherwise be protected by politics, nepotism, or corruption. He is a great unsung hero of the Dragon Empire.

9: Maudlin has a magic ring that allows him to see anyone who can see him. So if you're thinking of scrying on him, comb your hair first.

10: When Maudlin assassinates someone directly (as opposed to using poison or some other indirect means), he can steal something from their soul—some secret, power, skill, or quality. These accumulated boons make him versatile and able to draw on numerous unique abilities to accomplish his missions. With each assassination, he gains more personal resources and power. It's only a matter of time before he goes after someone really major. He might even kill his way into icon status.

11: Most of the time, Maudlin is a regular mortal. When actually closing in on victim, however, a powerful spirit or being possesses him and takes over. In this possessed state, Maudlin has secret, deadly powers. In his normal state, however, he can't even remember what he's done while possessed. Even if Maudlin is captured or killed, the possessing being will just find another agent to work with.

12: There's more than one Maudlin, but there are never two of them in the same place at the same time.

13: One of his bardic songs is the soundless void song, which is apparently a song of perfect silence.

THE KRAKEN

UNDERKRAKENS

Along with the Wild Garden in the following section, the underkrakens join *13 True Ways* as one of the living dungeons conceived by our illustrious Kickstarter backers. Unlike the Wild Garden, we have decided against treating underkrakens as finite tactically relevant dungeons. Instead we're using the story of the underkrakens as an opportunity to suggest strategic mysteries for epic-tier campaigns. Campaigns that want a few aberrant Swords of Damocles hovering deep in the underworld can leverage the story of the underkrakens and soul flensers to complicate the PCs' triumphant procession through the epic tier.

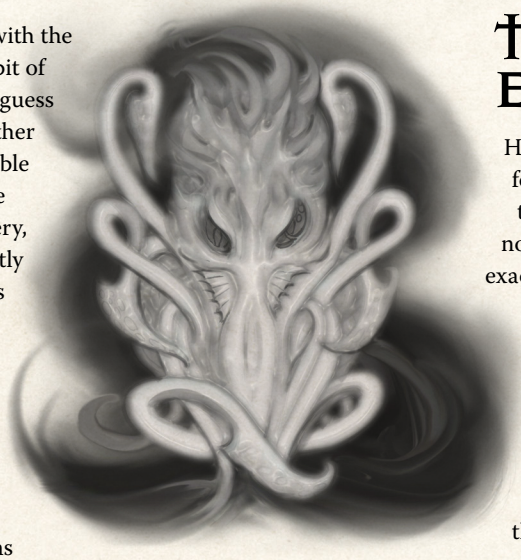
Underkrakens are enormous city-sized creatures, vehicles, or colonies from another dimension, or perhaps from an unknown portion of the world. They probably look a lot like the tentacled horror shown on the ancient card of prophecy from the Deck of Dread, not that any hero is likely to get a perspective to confirm the image! Until recently, underkrakens and their soul flenser passengers were either unknown or ancient legends. Within recent memory, *or during your campaign*, a number of underkrakens have smashed through the deep underworld in unstoppable rampages. (We'll write in the past tense, as if these things already occurred, but if you decide to make a big deal of the underkraken story, you may want to move the action into the present tense of your campaign instead of making it backstory.) If the dwarves still occupied the deep underworld, it would have been an unprecedented catastrophe. A few scattered dark elf outposts were not so lucky.

Unless you want the underkrakens to have maintained entirely covert movements, it seems likely that the surface world shook from distant earthquakes as the dungeons arose. Probably nothing too destructive, but to those who had an idea of how the earth should move, like the High Druid and the Dwarf King, these were obvious signs that something was wrong in the deeps.

And then the shaking stopped. All the underkrakens stopped rising. No one knows why, but it doesn't seem to have been part of a unified plan. Individual underkraken are scattered deep in the underworld, tentacles barely moving, life processes functional, but no longer tearing great gouges through the earth as they surge toward unknown targets.

After the underkrakens stopped, the soul flensers emerged. They radiated out through the underworld, traveling first back along the enormous and devastated trails left by the passage of their underkraken, and then splitting off to travel through the underworld and toward the surface. If you haven't already, you should read the soul flenser writeup on page 199. The flensers are busy stealing pieces of sentient beings' souls (their powers) and teleporting away with their illicit goods back to their home underkraken.

If you want your campaign's interactions with the soul flensers and underkrakens to start with a bit of knowledge about these monstrosities, the best guess would be that the soul flensers are trying to gather portions of soul energy and magic that will enable their underkrakens to start moving again. Since the underkrakens are intended as a great mystery, we're being deliberately vague about what exactly the underkrakens need to restart their journeys and what their ultimate targets might be; the types of power wielded by high level PCs seem like a safe bet, though! And of course your campaign doesn't have to be vague.



We're not entirely comfortable writing as if you *should* make the underkrakens the focus of a campaign. We suspect that there will be a lot more campaigns where soul flensers and their hideous tentacled homes will be an element of the campaign rather than the focus. So we're writing to aid both approaches and leaving the choices up to you.

City? Vehicle? Creature? Living Dungeon?

What are the underkrakens, exactly? You get to decide for your campaign, but that's not going to stop us from giving you our initial answer, which is all of the above, but not necessarily all at the same time. As a mystery, it seems fun to have multiple answers. If the PCs start thinking that they understand underkrakens, surprise them with an option they didn't see coming.

So is an underkraken a vehicle? Possibly. It could be the earth-burrowing equivalent of a starship, crewed by soul flensers, burrowing between dimensions on five hundred year missions of specimen-collection or conquest.

Could an underkraken be a city, a vast tentacled living organism that's carrying thousands of soul flensers and other aberrations inside it? Sure. Something like the subterranean inter-dimensional counterpart of a Koru behemoth, perhaps. Seems like there's got to be at least one underkraken that fits this description, though perhaps it hasn't emerged into the world . . . yet.

Could an underkraken be a straightforward, elder god-sized threat of a monster? Absolutely. We don't feel like giving stats for these beings because five player characters, even at epic tier, don't walk up to such an entity and kill it. Even the icons don't usually manage that. These underkrakens should be nearly impossibly tough and hard to kill, even in their senescent condition.

Or are underkrakens an ultimate expression of the living dungeon? It could be, but our guess is that an underkraken that turns out to be a living dungeon was never really an underkraken—it's a living dungeon that has adapted protective coloration as something that looks like an underkraken to try and reach the surface!

So can PCs tell which type of underkraken is which? Not easily. The clues aren't there for people from the world. Just finding out how many underkrakens there are in the world might require an epic adventure. The PCs don't see the world the way soul flensers do. Well, at least not *at first*. . . .

The Terrible Enlightenment

Here's a horror-oriented optional rule for sending your epic-tier campaign off the rails into a dark place. Of course, it's not really going off the rails if you know exactly where you are destroying the tracks!

The key mechanic is a d20 roll that the PCs must roll each time they regain a power that a soul flenser has flensed away from them—when the PC succeeds with a *connection to the oversoul* save (see page 199), that character must roll another d20. If the roll is less than or equal to the total number of powers that PC has had flensed away during their career (whether or not they got them back), the PC gains 1 point of TE, which stands for *terrible enlightenment*, or *tentacles' embrace*, or *terminal ectophagamy*, or other made-up terms you enjoy more.

Having TE means that you now can start to see the world as the soul flensers see it. Now you can start telling the difference between individual soul flensers and know exactly which underkraken they come from. Suddenly you know that the underkraken deep under the Midland Sea is an elder creature whose name is a two-hour symphony sung by voices stripped from three dozen dead worlds, while the underkraken that's sleeping deep beneath the Frost Range is a military grade vehicle designed to grapple with weaponized stars created by one of the soul flensers.

Perhaps having a point or two of TE is a sharp-edged boon. Perhaps a party with a terribly enlightened PC could slay the soul flensers piloting the military-grade underkraken and commandeer it for a rendezvous with a hellhole, the tarrasque, or another city-sized problem. That couldn't possibly set a dangerous precedent, right?

At a certain point, TE no longer has heroic utility. The higher the TE goes, the less the character can see the world as a humanoid of its race. Once a character has a few points of TE, tentacles grow from their head under their hair. (If you've lost a *Call of Cthulhu* character or two to SAN-loss, you're familiar with where this could go.)

Could there be rituals or quests or epic spells that reverse the process? Maybe. This is either a serious threat that PCs can overcome with their own powers and the power of the icons or a deadly finale for one or more PCs. We aren't going to set point totals and calibrate them to effects because different campaigns, with different amounts of interaction with soul flensers, should probably get to fudge the numbers for what works for the campaign. We've got the sense that TE 4 is a very bad number and that TE 8 is a great number for creatures with tentacles, which is probably what you've become at TE 8.

As within, so below: You might link the PCs' TE points to the activity level of the underkrakens. As TE rises, so do the underkrakens toward the surface. The Empire has seven great cities. It could lose a couple.

Other enlightenments: If you don't want to use the full dose of the tentacular embrace, another interesting option would be to establish connections with other souls the flensers have taken slices out of. Maybe not all the flensed powers that the PCs recover with successful *connection to the oversoul* saves are their own powers. Maybe the PCs recover portions of other people's souls, with powers to match. These flensed souls may not even be from this world. . . .

World Antidotes

Not every campaign is going to want to allow a detour into TE-style horror. If your players hate that stuff, you probably don't want to go there. Treat them as optional rules.

Whether or not you've taken the TE route, the PCs may want to do something about the problem of the underkrakens. We're not going to provide specific antidotes because we're sure anybody running an epic-tier campaign can tailor their own. But we have a couple of starting ideas.

Enter the occultist: What else is new in the world? The one-and-only occultist. Depending on whether you see the occultist as a potential victim or the protagonist of the tale, the occultist's magic might be calibrated to take down the underkrakens. Perhaps, after initial exposure, the occultist can ritually adjust her magic so that expending her focus can reverse a flensing that almost-occurred-but-has-been-knocked-out-of-reality. Perhaps the occultist's flensed spells are what the underkrakens need to get moving again, but the occultist's active spells are what can force underkrakens out of the world?

Who's got the right one unique thing?: By the time a campaign can grapple with soul flensers and underkrakens, all the player characters' *uniques* will have expressed themselves fully. But perhaps there is more to a player character's story. Maybe the occultist isn't necessary. Maybe the hero whose story intersects with the underkrakens is already in the party and their *unique* opens to reveal that destiny.

Our Priestess: Who else is new in the 13th Age? That would be the Priestess. Maybe the Cathedral isn't just a place of worship. Maybe the Cathedral has been aimed toward the threat of the underkraken all along. Maybe, with a lot of help from PCs working to assemble the proper magical artifacts, the Cathedral will save the world by shining a Mighty Light in the deep down darkness. Odds are the world won't look the same afterward.

The Dwarf King: Being kicked out of the underworld by dark elf magic was bad enough. Now this? Perhaps the Dwarf King marches down to war, taking the fight to the underkrakens without worry about the crazy-making effects of the underworld. This suggests that the PCs may end up helping on either or both sides of the climactic battles "with" the Dwarf King in both senses of the word.

Wild Garden, aka The Ziggurat, aka The Abomination

Once the Wild Garden was known as Sunlit, a flying temple to all good-souled sun gods, centuries before the Cathedral made that sort of syncretism part of the world's standard cultural make-up. Sunlit enjoyed decades of solar-powered flight as a symbol of the Empire's ability to improve upon the kingdoms that had come before. And yes, that's probably what pissed off the Lich King.

As Sunlit carved a trajectory high in the overworld, forces from Necropolis used the ghost of one of the ancient sky roads to assault the temple during one of those incredibly rare and yet often predictable moments when the sun itself went dark. As seen by helpless wizard-priests scrying from far below, Sunlit's sun-powered stone golem defenders couldn't protect the temple and the Lich King's forces had already taken the temple when their victory twisted into an unforeseen defeat.

One of the spell-capable undead serving the Lich King was a recently "converted" druid named Carid Tolyack. In the haste to mount the assault on Sunlit, Carid had been slain and ritually prepared but not properly searched. Carid was carrying an

artifact that other druids now refer to as "the Seed of New Life." As the undead were smashing the temple's sacred network of mirrors and lenses, a sliver of sun returned and caught Carid and the Seed full on. The undead heard full-voiced laughter from a creature that should only have been capable of death rattles. The Seed of New Life blossomed, turning undeath into something new that severed the Lich King's control.

Sunlit disappeared afterward, evading all searches and divinations. The sun gods' worshippers hoped that whatever happened on board had brought a swift and merciful end to all who'd been left alive.

The Present Threat

Welcome to the world's 13th Age. The ziggurat that was Sunlit has returned, and something awful has taken hold of it.

The ziggurat still flies. But now it's upside-down and covered in weird plant life that blends life and undeath. The ancient Deck of Dread has a card of an upside-down flying ziggurat. It appears that the prophesied threat has finally arrived.

The ziggurat flies randomly and low, scraping peaks, eliminating towers, and smashing through treetops. Weird servitors fly out to harvest new life forms, though surviving witnesses are few.

The seeds left by the ziggurat's passing kill off normal life and replace it with strange mutant forms that live and die quickly. Unless you want your story to start in full catastrophe mode, you can say that the power of the ziggurat is still growing and that most of its seeds die off after powerful warding rituals destroy them, but that the seeds are growing stronger and will soon surpass the capacity of the Empire's wards to thwart them.

The name "Wild Garden" comes from followers of the High Druid. It's an euphemism. They're pretty sure the "Garden" needs to be destroyed in a way that stops it from ever coming back. Druids and magicians who think that the secrets of the Wild Garden should be uncovered and "used for good" make sure they don't express this sentiment where devoted followers of the High Druid can hear them.

For once the Lich King and the High Druid agree on something. The Lich King refers to the ziggurat as "the Abomination." He wants what became of Sunlit destroyed, but he'd also like to understand how this "Seed of New Life" corrupted his power and prevent it from happening again.

Champion-tier dungeon: Play the Wild Garden as a champion-tier dungeon. It might make sense if you're willing to do the work to advance it to epic, but don't whittle it down to adventurer-tier.

Life and undeath: You may have noticed the flowers of unlife on page 194. They capture the theme of the dungeon: life transforms to undeath and vice versa. Let the flowers of evil be the first monster to surprise PCs with the trope, then use it as you like.

Quick format: We don't have space to write a full adventure. Instead we'll outline the way the adventure could progress, providing ideas for each of the levels. As GM, you should fill in other details as you like.

Experience helps: We don't have the space for all the stat blocks and variations that might be required in this quick format. It's going to work better for experienced GMs who can handle customizations. Of course, if you've run a game all the way from 1st level to champion-tier, that's you.

Without apology, the* Bestiary*: Our suggestions will use several *Bestiary* monsters. They're the right tools for the job and this book isn't about reprinting monster stats. If you are running the game and plan to run this dungeon, you should look at the *Bestiary* pages we reference.

An upside-down-tower-crawl: The stones have overgrown what would normally have been openings into the ziggurat. There's no entry at what used to be the top of the ziggurat and is now the bottom. To enter the ziggurat, you probably need to land on the broad formerly flat base and locate an entrance in the thick and dangerous jungle there. Once you've found a way to get in, the corridors within still function and you'll be going down, the traditional direction for dungeon-crawls.

All doors have been blown out long ago by pulsing roots or magical surges. The PCs will be walking on the ceilings. Milk that oddity as much as you like by requiring strange climbs and jumps. Since the interior is also overgrown with trees, fungus, and other strange plants, there is usually a way to climb on vegetation or earthworks left from years of decay even if a path wouldn't normally exist in a barren upside-down corridor.

Things get weirder as the PCs descend. Carid, the original undead druid who was transformed by the Seed of New Life, maintains the Wild Garden's magic with rituals he performs in the low capstone of the ziggurat. Yes, it's a quest to the bottom, which was the top.

Flying Around

Looking for a way into the top (now bottom) or sides of the monument makes perfect sense. But PCs who observe from a distance won't find one. PCs who fly around the ziggurat looking for an opening will find gargoyles instead, half-covered in green and gray plant life but able to drop off their perches and attack as well as any other gargoyle. Use the gargoyle stats from page 224 of the *13th Age* core rulebook and give them the *rocky hide* nastier special ability. Use *twice* as many gargoyles as the battle would ordinarily call for. Instead of fighting to the death, these plant-covered gargoyles respond to becoming staggered by breaking off, flying to sit (upside-down) on the ziggurat again, and being quickly overgrown by swarming plant life. At the start of its next turn, the gargoyle is absorbed into the ziggurat and is no longer a target for PCs who want to make sure of the job by bashing it to pieces.

The Jungle Atop the Base

The top of the ziggurat is a jungle dominated by unusually bone-white bamboo. There are several large openings that seems like they might lead into the interior, but only one actually breaks through instead of to a dead end. While the PCs are searching for the right entrance, they'll be stalked by some dangerous giant praying mantises (page 161). As a large 8th level monster, it won't take more than two mantises to challenge most champion-tier parties.

Rattling bamboo: Make the most of the bamboo forest during the mantis fight by having each of the mantis' attacks scythe away big chunks of the bamboo. If the PCs stay and fight

in a section of the jungle where the mantis has already spent a round attacking, the mantis gets to add the escalation die to its attacks because the cover of the bamboo has been cut away. Don't bother giving the mantises a defense bonus when the jungle is intact, except perhaps a +2 AC/PD bonus during the first round when the PCs haven't figured out what is bamboo and what is mantis. Just use the threat of the cut-down-cover to see if you can keep the PCs on the run through the bamboo jungle. And as they run, that's the moment to spring an ankheg attack if you need to round out the battle's difficulty level. A normal level 2 ankheg isn't much of a challenge, so level up the ankheg or ankhegs to at least 5th or 6th level.

As foreshadowing of what's to come, slain mantises atop the ziggurat twitch and thrash and never stop moving—they don't quite come back to life in a dangerous manner though (no hit points or ability to attack). We wouldn't be surprised if the PCs hack and blast them for awhile anyway, until they *almost* stop moving in very small bits.

First Level Down

In the days of Sunlit, the first level was living quarters, eating halls, and spaces that people lived in when they weren't acting as priests. After the terror of the fight with the giant mantises atop the base, lull the PCs with a few rooms that are empty except for humid plant life and mushrooms. Then hit them with mushroom monsters—fungaloids from the *13th Age Bestiary*! The fungaloids are mostly adventurer-tier monsters, but inside the upside-down ziggurat, they've grown in power—increase their stats by three or four levels.

If you'd like to run a roleplaying interaction first, have the first fungaloid encounter be a meet-and-greet with sympathetic twygzog priests. Truly sympathetic, the priests will explain that they have only been alive a day, so they have not yet been taken below to meet the Seeds of Unlife, and they can tell it's bad down there. They're sorry that the PCs didn't get here just a few minutes earlier, because they've just been called. Poof! They discorporate into spores and at that point the unlife-corrupted fungaloid forces launch an attack (not that most fungaloids need to be corrupt to appreciate a good unlife magic source).

Second Level Down

The stone seems to breathe. Meanwhile some plants are made of stone. Boundaries blur. If there's a chaos mage in the party, make everyone else feel uncomfortable by telling the mage that this place seems normal to them.

This is the place for a first battle with the flowers of unlife (page 194). The flowers have no trouble being as mobile as any creature in the corridors of the warped temple, twining around and through other vegetation as they move in from unexpected angles.

Third Level Down

Keep the pressure on with waves of flowers of unlife attacking throughout the level. Show just how tense things are by starting battles at 1 on the escalation die, even if the PCs have managed a quick rest.

This was Sunlit's temple level, full of marble statues of sun gods and solar barges. Most have tumbled and broken but a few are held in place upside-down in the gloom of the shut-in sunless halls. PCs looking for opportunities to loot may find ancient treasures buried in the debris here—be generous if they're looking for treasure in the middle of battle!

Carid's phylactery: Characters who have been thinking about searching for the Seed of New Life itself might find it with a ridiculously hard skill check or detailed searching of this level while under attack from the flowers of unlife. Carid keeps the Seed hidden in the chest of an ancient upside-down wooden statue of a former High Druid. Finding and starting to investigate the statue will bring Carid and his allies down from the capstone, which may not actually work in the PCs' favor since they'll have no chance of getting help from the sun golem's and Sunlit's original solar protocols as they would if they fight him in the capstone.

Capstone

This was Sunlit's observatory level and the halls are full of twisted mirrors and metal lenses from when the windows opened to send the sun streaming through in ever-intensifying glories. The original caretakers were sun-powered stone golems, which provide you with some choices of how to handle this level of the dungeon.

Stone golems as enemies: If you'd like to use the stone golems as firm allies of Carid and the powers of unlife, play the stone golems using the normal rules on page 232 of the *13th Age* core rulebook with the following three exceptions:

- They only have *golem immunity* against natural odd attacks. Natural even attacks that create any type of non-damage effect bypass the *golem immunity*.
- Replace the finishing smash *natural even hit or miss* effect with the following: The target must use its next standard action to rally or attempt to rally (save ends).
- When the stone golems drop, allow the PCs to breathe a sigh of relief as the constructs crumble into dust. One round later, on the stone golem's initiative, bring the dust back to life as a giant zombie formed from the golem's bio-mineral remains (*13th Age* core book, page 251, a double-strength mook, but who's keeping count?).

Stone golems as surprising allies: As the PCs have descended, the ziggurat has grown darker. The capstone is full of great solar lenses and telescopes and the stone golems have pieces of lenses built into their bodies. The upside-down ziggurat is going to some lengths to escape the light of the sun. Could some combination of capstone controls, solar golem mechanics, and player character magic right the ziggurat?

If you choose to go this direction, you might set it up by allowing the PCs to open windows and operate controls that get other lenses working lower down.

Opening windows and getting solar lenses working could help power up stone golems that would then help the PCs against otherwise overwhelming numbers of flowers of unlife. PCs who realize this might work can use a standard action or two to manipulate levers or knock out huge wedges placed in doors, mostly tasks requiring hard

champion-tier skill checks or icon relationship story angles. Flooding the capstone with sun might be enough to get it to start turning right-side-up, or you might find that a lot more satisfying as a consequence of slaying Carid . . . either the first time, or the ultimate time!

Meeting Carid: The final battles on the capstone center on the utterly crazed quasi-undead remainder of the former druid, Carid Tolyack. You can choose whether Carid is accompanied by fungaloids (perhaps the twygzog priests met earlier, refleshed as fungaloid monarchs with mook followers), flowers of unlife, or corrupted solar stone golems.

Carid looks like a skeleton wreathed in ivy and death creepers, with bonsai versions of the flowers of unlife twining out of his eye sockets and spinal column. For stats, play Carid as a double-strength 8th level Lich Count from page 135 of the *13th Age Bestiary*. Reinterpret the lich's *empowered fireball* attack as a *druidic lightning* attack.

If the PCs drop him, Carid shrivels to dust, lich-style . . . and transfers his consciousness to a Seed of New Life, hidden lower in the Ziggurat within a wooden statue of a previous High Druid shaped out of living trees.

Now the question is whether you want Carid surfacing after a quick rest for one last huge battle, or if you want to let him escape from the Wild Garden and show up as a recurring villain.

Carid's seeded incarnation: When Carid returns to life as a humanoid plant creature thanks to the Seed, use the set of stats below for him. If Carid is slain for the second and last time in the capstone, choose between an uplifting finale and an ominous finale. (PCs who engineered the opening of the capstone should get the uplifting finale!)

Uplifting: The magic of the Wild Garden starts to fade and the ziggurat begins a slow descent. There's powerful solar treasure that survived in a few niches in the capstone.

Ominous: The upside-down capstone explodes out of the bottom of the ziggurat, spewing a final payload of unlife on whatever happens to be below. Consequences ensue.

Carid, Reseeded

It's recognizably the same weird druid you fought before, but this time his body is a writhing tangle of leaves, flowers, and whipping tendrils.

Triple-strength 8th level troop [PLANT]
Initiative: +14
Vulnerability: fire

Impossible tendrils +13 vs. PD (2 attacks, each against a different engaged or nearby enemy)—80 damage
Natural even hit: The target is hampered (save ends), *but* the target also regains a random limited power it has expended!
Miss: 40 damage.

C: Spores of the New Seed +13 vs. MD (2d3 random nearby enemies)—30 damage, and the target is confused until the end of its next turn; the target also regains a random limited power it has expended!
Limited use: Carid can use this ability only when the escalation die is even.

Almost eternal: Carid, Reseeded only takes half damage from misses.

AC 25
PD 23 **HP 500**
MD 20

Complications

There's nothing like a rival group trying to force its way through the same dungeon. We suggest a squadron of devils, who might or might not care at all about the original iconic connections of the place (depending on how you've used *Chapter 5: Deviltry*) but could certainly find things to do with unlife.

Quick Icon Relationship Results

Here are a few examples of fun things that could optionally affect an adventure in the Wild Garden, presented as possible consequences of icon relationship results! For simplicity's sake, relationships are assumed to be positive or conflicted, working for you this time. When we suggest that an event might require two die results, they *could* be results from different PCs!

One Archmage result + one Dwarf King result: On the third level, the character or characters with these results can see clearly how to open the windows and rig the surviving lenses to burn away the worst of the plant life. Scorch a flower of unlife or two out of the battle, or give them some other fitting vulnerability.

Crusader 6: There's no chance this thing is flying anywhere near a hellhole soon, especially not on its post-battle downward trajectory. But just maybe once the capstone has blown open and the control vents are obvious, you could manage to crash it into the Cathedral. Accidentally.

Elf Queen 6: Even in the midst of this terrible twisted unlife experiment, there are patches of normal growth. In a corner, small blue blossoms turn out to be bluestars, one of the ancient royal flowers that died away in a previous age. But there's a bluestar alive here. You could take it to the Queen's Wood.

Elf Queen 5: There's something just a little bit wrong with the bluestar you found that will require a new quest up to Starport to solve.

Emperor 6: One of the stone golems still obeys ancient words of command, at least enough to stop it. Good thing you had access to that scroll awhile back.

Emperor 5: Oops. The words of command seem to protect you, but not anyone who lacks a relationship with the Emperor.

Two or more Priestess 6s: After you've seen the flowers of unlife's *resurrection/resurgence* operate a couple times, if an ally dies in the Wild Garden, the inspiration of the Priestess might allow you to perform a one-time resurrection along similar principles but without so much unlife.

5s in that Priestess mix: Well, maybe just a bit of unlife. Contained within the Priestess' light, of course.

Prince of Shadows 6: Wait, if this is the true Sunlit, the real treasure probably isn't in the Capstone. There may be sun diamonds left somewhere on the ledges of the third tier. You just have to find the time to get out there and hope they haven't been warped by the rest of this magical drek.

Prince of Shadows 5: Yes! Sun diamonds! And hello, gargoyles roosting on the ziggurat's exterior.

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arcane implements: Wands and staffs that spellcasters use to focus and improve their spells. Usually used by bards, chaos mages, necromancers, occultists, sorcerers, and wizards.
artifacts: Extremely powerful icon-related magic items that exert strong influence on their wielder. 223
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Cecilia (Cecilia Maria Susannah Airn), NPC cleric 243
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closest nearby enemy/ally: The legal target that is closest to the PC using the power or spell, in regards to the distance between those creatures.
command points: A class feature for commanders used to power commands. They are accrued through the Fighting from the Front class feature, Weigh the Odds action, and other commander talents and feats. 31
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darklight: The necromancer's version of the *light* cantrip. 82
deck of dread: A set of ancient, prophetic cards sometimes referenced by scholarly works. 236
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divine implements: Symbols and staffs that spellcasters use to focus and improve their spells. Usually used by clerics and druids.
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focus: The occultist needs it to cast his or her spells. 95
forms: The monk's fighting style uses forms usually named after animals, beasts, or mythic creatures. Each form has three elements—an opening attack, a flow attack, and a finishing attack—that must be followed in order throughout the rounds of a battle, though the elements can come from any form. 67
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incremental advance: For the record, if you use an incremental advance for a spellcaster like a chaos mage or a terrain caster druid who casts all spells at a certain level, you only get to cast one spell at a higher level thanks to the advance.
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joker demographic: Rob's term for players who enjoy randomness and the bizarre in their games. 13
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ki: Discipline brings it. It helps you perform amazing feats of physical and mental skill. Monks can spend it to add extra power to their attacks. 69
feat ki power: Feats that allow a monk to spend ki to gain additional benefits to an attack or power.
Kickstarter: A great platform to let awesome gamers help make otherwise impossible rpg books.
limited-power: A nonbasic attack that has a limited number of uses per battle or per day; for example, once per battle,

daily, recharge after battle.
lose hit points: A few powers and spells might require a character to "lose hit points." Hit point loss can't be prevented by damage prevention; you have to pay the cost of the action with your hit points.
lycanthropy: A curse (or blessing?) that turns humanoids into hybrid beasts known as lycanthropes. It may or may not be curable. 51
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monk traditional weapons: melee weapons that a particular monk school tradition uses as part of their fighting style. For example, nunchaku, sai, kama, and tonfa. 67
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multiclass: Two classes combined into one; you get talents, powers, and spells from both classes at a cost of acting at a level lower in each one.
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next to: Generally close to another creature; an enemy engaged with you is next to you, as is an ally also engaged with the same enemy. It is occasionally important for spells or powers where the target needs to be touched.
NPC: A non-player character that the characters interact with; usually run by the GM.
occultist: There can be only one! 92–101
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Seven Deadly Secrets: Powerful monk talents that are closely guarded secrets of each tradition. While there are seven rumored to exist, only three are revealed in *13 True Ways*. 69
shift (see druid Shifter talent) 47
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stones: In reference to the chaos mage, you use three sets of stones (or chips, or similar items) each of a different color to determine your upcoming options for your next turn: attack, defense, or iconic. You draw the stones unseen from a bag or cup. 15–16
summoning: The act of bringing forth a partly magical creature using a spell that will serve you and fight for you.
summoning, general rules 11
tactics: Bossy powers available to the commander that do not require command points and usually come with recharge rolls. 32
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TPK: Total Party Kill; also known as "time to start a new campaign"
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warp, elemental: There are six elemental warp effects: air, earth, fire, water, metal, and void. 20–21
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