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13th Age™



The Archmage Engine

13th Age

Pelgrane Press

A fantasy roleplaying game by

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Fire Opal

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To Dr. Roald Tweet.
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Introduction

Starting 13th Age

We have targeted the game toward experienced gamemasters and players at all levels of roleplaying experience. You can use the chapter summary below as a guide to the rules. If you're puzzled about specific terms as you learn the game, you'll find that the index starting on page 309 doubles as a glossary.

The roleplaying . . .

13th Age is an OGL d20-rolling game that's built to help your campaign generate good stories. As a *13th Age* gamemaster (GM), use the icons and other story features presented in these rules to help set up and drive the campaign.

It used to be that if you wanted to play a game that intentionally engaged the players at the level of character and story, you had to play a non-d20 game. Other games had vampire clans or heroic cults to connect the characters to the campaign. Other games redefined dice rolling as not merely simulation but also as drama. Other games gave GMs the tools to customize their campaigns. They gave players creative flexibility and dramatic authority. With *13th Age*, you can play an OGL d20-rolling campaign that uses story-oriented tricks that other games have used for years.

The rollplaying . . .

Once your players take over driving the story by playing through their characters' unique features, take advantage of the game's relative ease of generating adventure content to give the player characters (PCs) the confrontations their stories demand. To customize new challenges, traps, and skill check obstacles, use Chapter 6: Running the Game and its guidelines for setting Difficulty Check (DC) targets at different levels as the PCs move between forgiving and unforgiving environments.

13th Age offers straightforward rules that make combat exciting and encounters balanced. The rules are designed to be a dramatic experience at the game table rather than an accurate simulation.

Along these lines, a few character classes, including the fighter, bard, and wizard, aim to capture the feel of what everyone knows these classes should be capable of via new mechanics. If you're new to the genre, you might not notice anything that unusual about these characters. If you're an old hand with d20-rolling games, you'll want to take a look at the fighter's flexible maneuvers that let you roll to hit first and then choose and narrate your attack, the bard's songs and ballads, and the wizard's spell-improvisation abilities with the Cantrip Mastery and Vance's Polysyllabic Verbalizations talents.

About that roleplaying: What are icons and how can they be used?

Lots of fantasy campaigns have High Druids. In *13th Age*, she is an icon, one of the most powerful NPCs in the world. Chapter 1 introduces the thirteen icons of the game setting.

Chapter 2 explains how player characters establish relationships with icons like the High Druid. In addition, we have described each icon in dramatic opposition to the other icons, such as the Emperor and the Lich King. The dramatic tension among these icons defines the campaign. The icons also define the written setting, but more importantly they help define events played out in your campaign. The world is in motion, driven by the icons.

Icons work like the clans or factions in other roleplaying games. They give characters real grounding in the setting and help bring the setting to life.

Gamemaster

Use plots involving the icons or their agents to define specific story arcs within your campaign. Use your personal twists on the icons, or even your invention of a new icon, to make your game different from any other campaign.

Players

Use your past and potential relationships with icons to help craft a character with an immediate stake in the world and many juicy hooks for the GM to hang presents on.

A Chapter-by-Chapter Introduction

CHAPTER 1: ICONS details the icons who are the heart of the *13th Age* story . . . at least until the PCs arrive with their own stories. It's a good introduction to the setting. For more on the setting, see CHAPTER 8: THE DRAGON EMPIRE.

CHAPTER 2: CHARACTER RULES tells you what you need to know to create a character. If you're new to d20 games, or feeling rusty, see the glossary at the end of the book and then look at Chapter 5 for the full combat rules.

13th Age offers some non-traditional methods of establishing your character's story, including backgrounds (character-defined skills), icon relationships, and your character's one unique thing.

CHAPTER 3: RACES contains background story and game mechanics for each of the game's races, including four that appear at the GM's option or a player's request.

CHAPTER 4: CLASSES provides all the information on each of the game's nine classes. The chapter starts with a list of which classes are easiest and hardest to play.

CHAPTER 5: COMBAT RULES is our streamlined version of d20-rolling battle. If you can't feel comfortable processing character decisions without knowing the rules system, you'll want to read this chapter and Chapter 6 before you dig through Chapter 4.

CHAPTER 6: RUNNING THE GAME is mostly for GMs. It contains detailed rules for using icon relationships, leveling up, building battles, environments, and rituals, as well as campaign arc advice.

CHAPTER 7: MONSTERS is another chapter for the GM. It starts with the rules for monsters that are different than the player character rules, continues with 100+ monsters from level 1 through level 14 (yeah, monsters go to 14!), and ends with advice on *Do It Yourself* monster-building.

CHAPTER 8: THE DRAGON EMPIRE is an alphabetical guide to our magical land. It's designed with many deliberately gray areas you can customize as you choose.

CHAPTER 9: MAGIC ITEMS is the loot. Magic items are alive in *13th Age*, with personalities of their own. A PC who gathers too many will literally be placed at the mercy of their magic items' quirks! The chapter also contains rules for the few magic items you can buy: potions, runes, and oils.

CHAPTER 10: BLOOD & LIGHTNING is an introductory adventure for between three and seven 1st and 2nd level player characters.

So the designers worked on 3E and on 4E. How does this compare?

Critics complained that 3E weighed the game down with rules for everything, turning an open-ended roleplaying game into a complicated simulation, arithmetic on a grid. *13th Age* is a rules-light, free-form, gridless way to play a story-oriented campaign.

3E took the game forward in terms of player options and universal mechanics, and we have followed suit.

Critics compared 4E to a board game or miniatures game that distanced itself from its roots. *13th Age* is about story-oriented campaigns not minis, and it revisits its roots with its setting and rules.

4E took the game forward in terms of balance and game play, and so do we.

If your group won't switch to a new system . . .

Luckily you can port some of the best ideas from *13th Age* to your own OGL campaign. Our one unique thing, icon relationships, and background mechanics could fit in well in a typical campaign. The same goes for the campaign map, the icons, and the world description. Increments, the escalation die, recoveries, and full heal-ups are portable as well. Help yourselves.

Naming our blessings

In years past, we each had a lot of fun designing d20-rolling games for the big corporation. Now we've had even more fun teaming up to create the game we want for ourselves. *13th Age* is quirkier than our earlier d20-rolling games. It's designed to play quite differently from one campaign to another. We hope both GMs and players will enjoy taking our new game and making it their own.



CHAPTER I

ICONS

Most d20 games have powerful NPCs who shape the world behind the scenes. 13th Age *brings them forward, making these thirteen powerful NPCs into icons the PCs will aid or oppose over the course of each campaign.*



The Archmage

has preserved the Empire for centuries and created astonishing new lands. He has also threatened the fabric of reality with experiments you'd have to be brilliant or hugely arrogant to attempt.



The Crusader

is the armored fist of the Dark Gods. So long as followers of the Gods of Light stay the hell out of his way, the Crusader turns his wrath against the demons that would destroy the world his own gods want to rule. Follow the Crusader if you must win at any cost.



The Diabolist

controls fiends and tampers with forces even the Archmage avoids. She likes her victims screaming and her chaos pure while claiming that the demons she summons would otherwise overwhelm the Great Gold Wyrm who seals the Abyss. There are two differences between her and her demons: First, she likes keeping destruction personal rather than universal. Second, she's capable of kindness, so long as it comes as a great surprise.



The Dwarf King

is lord of Forge, the dwarves' new homeland beneath the mountains. He'd love to reclaim the dwarven Underhome lost to war against the dark elves and the creatures of the deeps. But now that the Empire is stumbling, the dwarves find themselves manning the mountain walls that shield the Empire from the orcs and monsters of the north.



The Elf Queen

rules the Court of Stars, the one place where wood elves, dark elves, and high elves come together as peers and allies instead of as rivals or enemies. Honed by centuries of experience, the Queen's innate magic at least equals the Archmage's spells.



The Emperor

rules the world's greatest human kingdom, known as the Dragon Empire for the mounts of its mightiest warriors. All the signs suggest that the age is turning, but will the Empire fall or shift to a new balance?



The Great Gold Wyrm

is the world's protector and the inspiration for holy orders of paladins and independent heroes. Although the Gold Wyrm's physical form seals the gap that prevents the Abyss from erupting into the world, his dreams and the agents he employs still move through the world, helping those who will fight and even die for what's right.



The High Druid

is the champion of the resurgent Wild, and the spiritual and magical leader of spirits of nature and the elements that were chained by the Empire but are now working themselves free. She might be the great force that shakes the Empire to pieces or the hero who destroys the destroyers and points to a new way to live.



The Lich King

is the lord of the undead, a fallen tyrant who intends to conquer the Dragon Empire and restore his ancient kingdom. He's not entirely insane and mostly understands that ruling a kingdom is not the same as destroying it.



The Orc Lord

is a figure of legend. The last time he walked the land the Lich King fell, in part because of the Orc Lord's attack. Who will fall before his hordes this time? Who won't?



The Priestess

hears all the Gods of Light and speaks for those who please her. She is part oracle, part mystic, and part metaphysical engineer, since she created the Cathedral, an ever-expanding temple with rooms or entire wings for each of the faiths she favors.



The Prince of Shadows

is part thief, part trickster, and part assassin. To some he is a hero; to others a villain. He has squandered the riches of the dwarves, murdered the hopes of a dragon, and plundered the dreams of a god. His exploits have changed the world, but none can tell you his ultimate goals or motives.



The Three

were among the first dragons to walk the world. The Red is a living engine of destruction. The Blue is a sorceress, perhaps even the original mother of all sorcery. The Black is queen of shadows and assassins. Unlike the Great Gold Wyrm, who must fight alone, the Three have learned to join forces.



ARCHMAGE

The Archmage has preserved the Empire for centuries and created astonishing new lands. He has also threatened the fabric of reality with experiments you'd have to be brilliant or hugely arrogant to attempt.

Quote

"Your pardon, but this is the moment you burst into flames . . . **fireball** *. . . and I go save civilization."*

Usual Location

In Horizon, or (rumor has it) peering out through the eyes of one of his homunculi.

Common Knowledge

For hundreds of years, one man has held the Empire together—the Archmage. While an everyday wizard works magic that can astound or destroy a crowd, the Archmage casts spells that make the civilized world safe and prosperous. His magic quiets storms, enlivens crops, and staves off plague. The Empire has experienced a steady growth in order, security, and wealth, largely because the Archmage wards off chaos, peril, and calamity.

The Archmage's plans and projects are beyond the ken of normal people, but even normal people are part of his schemes. The Empire's farms plant different crops at different times, all coordinated by the Archmage's schedule. Merchants and travelers consult the Archmage's almanacs to find the best times to set sail. But the common people have little appreciation for what the Archmage does for them. People even complain about the Archmage's instructions, as if he were a capricious bureaucrat in the imperial offices.

The Archmage maintains the wards that protect the Empire through a series of magical nodes, placed at strategic points across the land. The nodes tap into ley lines, which occur naturally (although the imperial ley lines are better controlled and more powerful) and channel and direct arcane energy from them to the wards.

The Archmage oversees the School of Imperial Wizardry, though it is run day-to-day by one of his trusted inner circle members. Sometimes this school devotes itself to testing and training those with arcane potential. The imperial wizards are notorious for being tight-lipped about their true intentions, and they lie without compunction to cover their tracks. No one holds it against them; the Archmage knows best.

Adventurers & the Icon

Many adventurers long to be hired into the Archmage's service. His wizards provide powerful arcane support, and they reward adventurers well, but the Archmage's missions are notoriously obscure. Instead of killing monsters or rescuing damsels, adventurers hired by imperial wizards may find themselves burying ritual items in wastelands or painting sigils on the walls of ruins. Somehow, it's all very important to the empire.

The less-known truth is that the Archmage is losing his handle on the multitude of tasks he has taken responsibility for and is forced to trust more and more missions to adventurers and agents while he struggles to deal with the high arcana that only he can survive.

Allies

The Archmage swears undying fealty to the Emperor. There are legends of past Archmages who have betrayed their imperial oaths, and those legends always end poorly for all concerned. The Archmage and the Priestess, as fellow champions of the Empire, are bound to work together toward common goals. Some say that high-order goals are all the two icons have in common and that they are never seen together at Imperial functions. Others say that they cooperate more than anyone knows and that the Archmage even helped the Priestess build the Cathedral.

Enemies

Nature, like the High Druid, chafes at the bit that the Archmage has jammed into its mouth. If the Archmage is the enemy of nature, he is careful not to raise the Elf Queen's ire. The Archmage respects the boundaries of the Elf Queen's territory, and for her part she has no particular sympathy for nature in the raw.

History

As often as not, no mortal is worthy to claim the title of Archmage. An Archmage's reign lasts for decades or centuries. Eras in which there is an Archmage tend to be times of growth and recovery, though sometimes an Archmage appears in order to prevent the lands from descending into chaos.

The current Archmage has been in power for centuries, overseeing a gradual increase in general security and prosperity.

The True Danger

Everything will be all right provided that no catastrophe brings down the Archmage's power nodes and plunges the Empire into a maelstrom of rampant elementals, natural forces, monsters from the Iron Sea, and demons from the Abyss.



CRUSADER

The Crusader is the armored fist of the Dark Gods. So long as followers of the Gods of Light stay the hell out of his way, the Crusader turns his wrath against the demons that would destroy the world that his gods want to rule. Follow the Crusader if you must win at any cost.

Quote

"I fear nothing, least of all doing what must be done."

Usual Location

First Triumph, a fortress in a conquered hellhole near Axis. Or out Crusading.

Common Knowledge

One way or another, it's a bad sign that the Crusader is accommodated within the Empire and sometimes even welcomed. It means either that the common people have lost their good sense or that times are so dire that the people will accept the help of a destroyer bound to the Dark Gods.

If the enemy of your enemy is your friend, then the Crusader is everybody's friend because demons are everybody's enemy. The Crusader, however, is the sort of friend who will burn your house to the ground if he finds it tactically necessary.

The mighty deeds of the Crusader include conquering hellholes and making them his own. The first hellhole he conquered was an especially large and perverted one near the Imperial capital, Axis. It was there that he established his headquarters, known as First Triumph. When he conquers a hellhole, he binds the defeated demons and forces them to garrison the fort he builds or claims at the location.

The Crusader leads an elite corps of ruthless warriors, spellcasters, and assassins. From him, they learn the lost ways of the Dark Gods, speaking oaths long forbidden to those who walk in the light of day. Critics of the Crusader say that the side effect of this training is to burn all pity and love from the hearts of the crusaders, and indeed a pitiless heart is not a side effect but the very point of the training. Many crusader initiates prove unworthy of the challenge. Those who die in training are perhaps luckier than those who live on, forever haunted by what they learned but failed to master.

Adventurers & the Icon

For an adventurer to have undertaken missions sponsored by the Crusader is a cause for bragging rights. Such missions are never mere cakewalks or uneventful garrison duty. The Crusader has stepped on certain toes, and his personal style is unacceptable to certain hosts, so he occasionally hires adventurers from outside his organization to undertake missions in "hostile" territory, such as the Priestess's Cathedral in Santa Cora or in the vicinity of the Golden Citadel.

Allies

The Crusader acknowledges the Emperor as the ruler of the land, though some suspect that he would just as soon acknowledge the Lich King as such.

Enemies

If the Diabolist fears the Crusader, and she probably should, then he's the only thing in all the worlds that she fears. The Priestess works to protect people from the excesses of the Crusader, to the point of hindering his efforts. The bitter rivalry between the Crusader and the Great Gold Wyrm lacks any formal declaration, but it is as thick as ochre jelly.

History

The history books include accounts of imperial champions, but never a hero as dark and forbidding as the Crusader. He might be a new icon, or a recurrent hero icon that has somehow woke up on the dark side of the banner.

The True Danger

Everything will be all right provided the demons keep the Crusader busy and he has no time to pay attention to second priorities, such as stomping on the face of goodness and light.



DIABOLIST

The Diabolist controls fiends and tampers with forces even the Archmage avoids. She likes her victims screaming and her chaos pure while claiming that the demons she summons would otherwise overwhelm the Great Gold Wyrm who seals the Abyss. There are two differences between her and her demons: First, she likes keeping destruction personal rather than universal; second, she's capable of kindness, so long as it comes as a great surprise.

Quote

"Why do you mortals take these blood feuds so seriously? Don't you see it's all just a game? Don't you realize that I've already won?"

Usual Location

She is known to live in Hell Marsh, purportedly in a hellhole rife with ungodly flowers.

Common Knowledge

The longer she lives, the more this Diabolist looks like one of her demons. The stories are that she was originally a human woman, but you'd be hard-pressed to prove it.

If the Diabolist has overarching goals, they are obscure. What's clear is the delight she takes in wielding power and unleashing chaos. Her enemies say that she may be nothing more than a slave to the vast powers she dares to command, but as long as she's smiling she seems to have the upper hand.

The Diabolist leads a scattered and half-mad crew of fiendish cultists. They adore her with respect that borders on worship. In turn, she alternately exalts them and brings them to ruin. With her help, they learn occult secrets, master unspeakable magic, and gloat over the destruction of their enemies. No cultist knows the extent of the cult or its ultimate goals. It is certainly more widespread than the imperial authorities admit to publicly.

The Diabolist lacks the focus and discipline that define the Crusader. She is in it for herself, and she indulges even her petty whims. If she remained on-task the way the Crusader does, things would doubtless be a lot worse. Unless indulging her whims is actually part of a subtle plot that none can guess at until it is too late.

Adventurers & the Icon

Too many adventurers accept missions on the Diabolist's behalf, often because they are reckless. If adventurers knew what was best for them, they would probably have chosen safer careers than adventuring. Still, a few lucky adventurers have profited mightily from her sponsorship, and they love to show off the remarkable weapons and talismans that they have acquired in consideration for their services.

Adventurers who work for the Diabolist for long suspect that her chaotic whims and petty vendettas are cover for howling insanity. There are ranks of fiendish cultists hidden behind the gloating cultists who are easy to spot and kill. The deeper you go the more disturbing and insane the experience becomes.

Allies

The Diabolist and the Prince of Shadows are said to work together. Everyone else hopes they're going to betray each other. They hope that a lot.

Enemies

The Crusader is the Diabolist's worst nightmare, and she's no big fan of the Great Gold Wyrm, either. The Priestess protects good people from corruption, making her a real annoyance.

History

It seems there's always a Diabolist or at least someone who claims the title. Each of these twisted villains has been different from the ones that came before them. Embracing chaos amplifies a mortal's personal traits, making each Diabolist unique. Usually a Diabolist is something of a rumor and a mystery, more a legend than a force to be reckoned with. Unfortunately, the current Diabolist has proven herself to be much more than a story to frighten children with.

The True Danger

Everything will be all right provided that the Diabolist remains unable to corrupt the Emperor or other icons.



DWARF KING

The Dwarf King is lord of Forge, the dwarves' new homeland beneath the mountains. He'd love to reclaim the dwarven Underhome lost to war against the dark elves and the creatures of the deeps. But now that the Empire is stumbling, the dwarves find themselves manning the mountain walls that shield the Empire from the orcs and monsters of the north.

Quote

"In the name of the Ancestors of Adamant, I accept the return of these stolen dwarf treasures."

Usual Location

Forge, the dwarves' underground throne city. In rare circumstances he's been reported seen outside the city.

Common Knowledge

The Dwarf King is the master of treasures, pressing a claim on all marvels pulled from the earth. His halls are filled with legendary marvels. As the Emperor rules the civilized lands above, the Dwarf King rules the civilized lands below.

Adventurers & the Icon

The Dwarf King has the means and the cause to hire mercenaries to represent his interests or retrieve items that the dwarves lay claim to, whether on the surface world or deep underground.

Allies

The Dwarf King works reliably with the Emperor, and he respects the ages-old truce with the Elf Queen.

Enemies

When the Elf Queen's dark elves get out of hand, they are the worst sort of enemy. The Dwarf King has offered a king's ransom for the head of the Prince of Shadows.

History

There is always a Dwarf King. This one has been in place for centuries, and no one would be surprised if he decided to end his reign fighting on the battlefield.

The True Danger

Everything will be all right provided the Dwarf King does not unseal the Hall of Vengeance and retrieve the legendary Axe of Seven Bloods.



ELF QUEEN

The Elf Queen rules the Court of Stars, the one place where wood elves, dark elves, and high elves come together as peers and allies instead of as rivals or enemies. Honed by centuries of experience, the Queen's innate magic at least equals the Archmage's spells.

Quote

"We accept your most gracious offer of an invitation, my dear cousin."

Usual Location

In the Court in Queen's Wood, north of Drakkenhall and Concord.

Common Knowledge

The Queen is mystically connected to every elf, and so every elf is mystically connected to every other elf.

Adventurers & the Icon

Elf adventurers consider it an honor to work for the Queen, and non-elf adventurers consider it something of a miracle. Elf adventurers may find themselves guided by the Queen's dream sendings to join the perilous adventures of other elves who need their help.

Allies

The High Druid is figuratively her half-sister of the woods. The blood truce with the Dwarf King has created a long and prosperous peace, but the truce is technically temporary. The Emperor is a trusted ally, but the Emperor's Priestess and Archmage can be wearisome.

Enemies

The Orc Lord is the elves' shame because they created the original. It may fall to the Queen to dispatch him. The Dwarf King should be her mortal enemy, but an ages-old truce has preserved the peace. The Three resent the Queen for imprisoning the Green.

History

There is always an Elf King or Queen, though sometimes they are hidden and unknown. The current Queen has ruled for most of the current age.

The True Danger

Everything will be all right so long as the dark elves remain out of favor in the Court, so that the Elf Queen sees little reason to exact bloody vengeances for ancient slights remembered only by the elves.



EMPEROR

The Emperor rules the world's greatest human kingdom, known as the Dragon Empire for the mounts of its mightiest warriors. All the signs suggest that the age is turning, but will the Empire fall or shift to a new balance?

Quote
"As long as I draw breath, the Empire is safe."

Usual Location
Axis, the capital of the Dragon Empire.

Common Knowledge
The Dragon Emperor hails from a long line of noble rulers. It is his nature to lead. To the civilized people, he is the champion of their safety and prosperity.

Adventurers & the Icon
Adventurers are routinely hired by imperial functionaries to carry out all manner of ad hoc missions. Adventurers who work exclusively for the Emperor are rewarded with increased pay and greater status, though other adventurers are likely to label them as imperial functionaries.

Allies
The Archmage and Priestess work closely with the Emperor. The Crusader and Great Gold Wyrm ostensibly are duty-bound to the Emperor, but they interpret that duty as they each see fit. The Dwarf King and Elf Queen are united with the Emperor in pursuit of peace and security.

Enemies
The Lich King explicitly claims continued authority over the Empire, a treasure he seeks to reclaim from the Dragon Emperors. The Orc Lord seems destined to face the Emperor, as the previous Orc Lord faced the Wizard King.

History
Ever since the first Dragon Emperor established the Imperial Seal, there has always been a Dragon Emperor. Elaborate and exacting ceremonies ensure that the power and authority of the original Emperor live on. The current Emperor is capable but essentially unproven.

The True Danger
Everything will be all right as long as the Emperor stands stalwart between civilization and chaos.



GREAT GOLD WYRM

The Great Gold Wyrm is the world's protector and the inspiration for holy orders of paladins and independent heroes. Although the Gold Wyrm's physical form seals the gap that prevents the Abyss from erupting into the world, his dreams and agents still move through the world, helping those who will fight and even die for what's right.

Quote

"If you fail me now, then my own sacrifice is also futile."

Usual Location

Centuries ago, the Great Gold Wyrm threw itself into the Abyss to prevent the demons of hell from pouring out into the world. The Wyrm's physical presence and his magical wards are still all that prevents the Abyss from ripping the world wide open.

Most often the Wyrm remains stationary near the worst of the tears in reality, other times he rampages through a portion of the Abyss slaying demons that have caught his eye. Paladins say that if true heroes can find a way to stop the gap, even for a night and a day, the Great Gold Wyrm would be free to reinvigorate his followers, restore the Golden Citadel, and beat back the Three.

Common Knowledge

The best and bravest hear the Great Gold Wyrm's call or receive his visions. They enter into his service as an elite champion, usually but not always as a member of the Golden Order.

Adventurers & the Icon

Various orders of paladins and clerics draw inspiration and power from the Great Gold Wyrm, as do mystically chosen individual heroes. In turn, these orders have been known to hire adventuring bands for special purposes.

Allies

The Golden Order serves the Dragon Empire and its Emperor, albeit at their own discretion.

Enemies

The Wyrm's principal enemies are the Diabolist and the Three. Both conflicts have mythical overtones, and like all true myths, there are moments when the great enemies have worked together, such as when the Red Dragon eliminated the demons that had escaped the Abyss, an act of violence that created the Red Wastes.

History

There has only ever been one Great Gold Wyrm, from the days when the gods made all the worlds to this very day. And some would say that there's not much of the Great Gold Wyrm left.

The True Danger

Everything will be all right unless the Great Gold Wyrm finally loses his battle and the Abyss opens to swallow the world.



HIGH DRUID

The High Druid is the champion of the resurgent Wild, and the spiritual and magical leader of spirits of nature and the elements that were chained by the Empire but are now working themselves free. She might be the great force that shakes the Empire to pieces, or she might be the hero who destroys the destroyers and points to a new way to live.

Quote

"There's a place for your roads and your cities: hunched tight to the shores of that fangless thing you still call a sea."

Usual Location

For the first time in ages, the High Druid has established her environs within the bounds of the Empire, in the Wild Wood near New Port and Santa Cora.

Common Knowledge

The High Druid conducts sacred rituals from the age before the gods or the worlds. With these rituals, she calls up the mighty powers of nature. Druids everywhere, in turn, gain this power through allegiance to her.

It has been a long time since there was a High Druid who lived anywhere near the Empire. So far as anyone knows, the Druids have been strongest far to the North. But this new High Druid, a young half-elf woman, was born in the Empire and has turned the Wild Wood into her place of power. Her influence is being felt in all the other wild spaces, with effects ranging from increased growth of impassable forest to vastly increased amounts of game in the forests, schools of fish in the Midland Sea, and flocks of birds migrating across the land. Even Imperial officers admit that the High Druid's influence seems to make the Empire's lands in the region around Wild Wood healthier. Of course, they are also rightly concerned that it's a region that would not mind shaking off the Empire's cities, farms, and crowns.

Adventurers & the Icon

Many rangers and druids have a relationship, one way or the other, with the High Druid. The High Druid herself may or may not be sending agents into the field. Certainly various high-power druids who respect the High Druid are using resurgence in wild power to pursue their own conflicting agendas. Some of these powerful druids have hired adventurers, and others have responded by hiring adventurers to destroy their rivals' hirelings.

Allies

The High Druid is a force unto herself. She is figuratively half-sister of the Elf Queen, but there's more sibling rivalry than love.

Enemies

The High Druid challenges the Emperor's authority in the territory she has colonized. The Archmage has been restraining the tempestuous forces of nature to protect civilization, and the High Druid can feel it in her bones.

History

There usually is a High Druid. Sometimes there are two, but not for long. The High Druid's affairs mostly concern the wilds, and civilized people know little about them.

The True Danger

Everything will be all right unless the Emperor and the High Druid truly go to war.



LICH KING

The Lich King is the lord of the undead, a fallen tyrant who intends to conquer the Dragon Empire and restore his ancient kingdom. He's not entirely insane and sometimes understands that ruling a kingdom is not the same as destroying it.

Quote
"All may hate me, but none may deny me."

Usual Location
In the Necropolis, an island in the Midland Sea near Omen Island. Or teleporting into most any other ruin in "his" realm.

Common Knowledge
During the day, the Empire is a land of light and song. But at night, it is easy to look out one's window at the moon-touched land and see that it very nearly still belongs to the Lich King.

Ages ago, the Lich King was the Wizard King, and he ruled all the lands with magic and tyranny. The first Dragon Emperor, the elves, and the dwarves joined forces to defeat him. Ages later, however, the Wizard King returned as the undying Lich King.

The Lich King commands all undead, to some extent. His power grows when sacrifices to the dead are not maintained and graveyards are desecrated, but even when all rites are properly observed he schemes, betrays, and attacks.

"By the fist of the lich" is a common macho curse. The magic hand the Lich King wears to replace his missing hand is a fearsome artifact in its own right. Those who would rather not call the Lich King by name refer to him as the One-Eyed King.

Adventurers & the Icon
Evil clerics gain power through the Lich King. Wanted criminals have sometimes given their lives to the Lich King rather than to justice.

Allies
Who would betray life and ally with death?

Enemies
The Priestess, the Orc Lord, the Elf Queen, the Dwarf King, the Three, the Great Gold Wyrm, and everyone else.

History
There has only ever been one Lich King, the former Wizard King of an earlier age.

The True Danger
As long as the graveyards are maintained and the imperial rituals repeated, the Lich King will never retake his throne.



ORC LORD

For centuries, the Orc Lord has been nothing but an old story, sometimes forgotten. The previous Orc Lord helped bring down the Wizard King, who has now become the Lich King. Who will the Orc Lord bring down this time?

Quote
"I love cities. They burn."

Usual Location
On the outskirts of civilization, probably but not definitely in the North or the West.

Common Knowledge
Orcs have always been a problem for the Empire, but not like the plague they are now. The idea that there is a true icon leading the orcs now makes terrible sense, given the number of villages being lost on the frontier and the increasing dangers of the wilderness. Most people think there may have been an Orc Lord at some point in the past, but only elves, historians, and people who pay attention to the world's real problems are aware that the Orc Lord is a problem that has returned from the times of the war with the Wizard King.

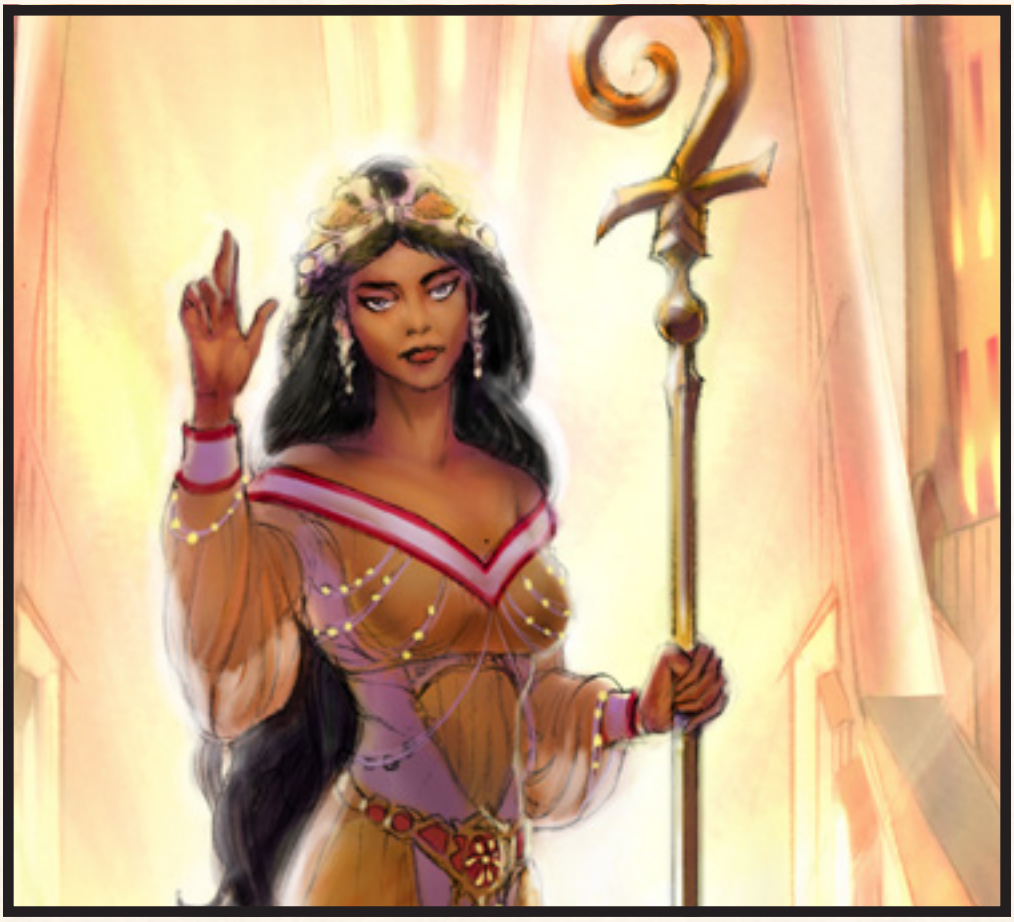
Adventurers & the Icon
Adventurers who like plunder more than law have joined up with the Orc Lord. Lawful and good adventurers are making their way to face the Orc Lord, but without much enthusiasm, since so much of the loot the orcs take gets spoiled quickly.

Allies
The Orc Lord is a big unknown. This icon has shown up only once before, so it's hard to predict what he will do. Destruction is clearly in the cards, and the other icons are mostly sensible enough not to cozy up to the Orc Lord. That doesn't mean they won't try to use him to their advantage.

Enemies
The Orc Lord helped bring down the Lich King before, when he was the Wizard King, so there's bad karma between them. As a creation of the ancient elves, the Orc Lord has a special thirst for the Elf Queen's blood. It's the Emperor's duty to defend the Empire against the Orc Lord. And the Dwarf King takes the Orc Lord's claim on the mountains and the lands of the North as a personal affront.

History
The elves (or perhaps some rogue faction within the elves) seem to have created the original Orc Lord as part of a successful bid to take down the Wizard King. No Orc Lord has appeared in the ages since then until now.

The True Danger
Without allies, the Orc Lord will dash his army against the Empire and die before he sees Axis. With allies. . . .



PRIESTESS

The Priestess hears all the Gods of Light and speaks for those who please her. She is part oracle, part mystic, and part metaphysical engineer, since she created the Cathedral, an ever-expanding temple with rooms or entire wings for each of the faiths she favors.

Quote

"If you listen carefully, you can hear the world's song of hope."

Usual Location

The Cathedral, a towering edifice in Santa Cora, the City of Temples.

History

If the Priestess has come to the land in previous ages, it was in some other form, perhaps an oracle. Even so, she seems to be something new under the sun. Some say that she is this age's embodiment of the Fool.

The True Danger

As long as the Priestess's Cathedral unites the people of the Empire, civilization will surely stand.

Common Knowledge

The Priestess and her followers could be the most approachable and humane of the icons. She clearly cares about most everyone, somehow managing to convert that emotion into action and organization that helps the world. She's giving religion a good name.

Adventurers & the Icon

When the Priestess selects heroes of great heart to brave the forces of evil for her, she sends them into danger with miraculous blessings.

Allies

The Priestess serves the Emperor, alongside the Archmage. The Great Gold Wyrm is on her side in the abstract, but her followers and his have a notorious tendency to rub each other the wrong way.

Enemies

Villainous icons drive people to the Priestess, where she can protect them. But the Crusader draws people to darkness. His victories are her losses.



PRINCE OF SHADOWS

The Prince of Shadows is a trickster whose exploits reshape the world nearly as often as they redistribute its wealth. He has squandered the riches of the dwarves, murdered the hopes of a dragon, and plundered the dreams of a god. His exploits have changed the world, but none can tell you his ultimate goals or motives. Your attitude toward the Prince of Shadows depends on how you feel about anarchy, and perhaps how you feel about anarchy happening to you.

Quote

'"Don't bother thanking me, I already thanked myself to your gold and your lover's heart."

Usual Location

Shadow Port, or anywhere else he cares to be.

Common Knowledge

Not everyone believes there is a Prince of Shadows. This works out extremely well for the Prince. He doesn't care about getting credit for his exploits. Consequently, there are places where he's blamed for every major theft, and other places where he's viewed as an invention of the Thieves' Guilds to cover their tracks.

Adventurers & the Icon

Adventurers sometimes work for the Prince of Shadows without ever knowing it. In some sense, anyone who accepts one of his gifts is doing the Prince's work. Other adventurers like the Prince's style and aim to further his schemes, but that's a shifty path and what works for an icon can often as not walk an adventurer into a wall of swords.

Allies

The Diabolist has profited from certain of the Prince's "transactions," but the Priestess, at least, believes that the Prince stole more from the Diabolist than the Diabolist suspects. Who can say?

Enemies

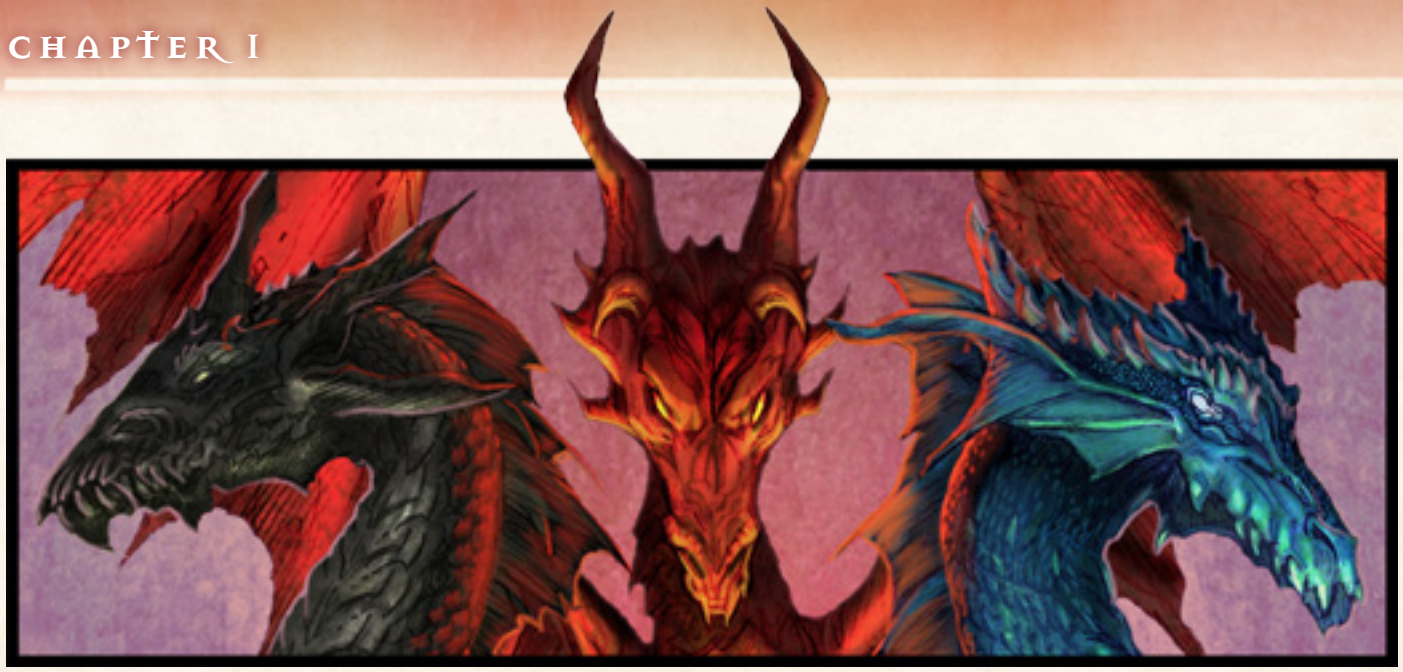
The Dwarf King has offered a king's-ransom in platinum for the Prince of Shadows' head, but no one knows why. The Archmage has tried to retrieve certain stolen artifacts from the Prince, but hasn't claimed success in the endeavor.

History

Shadowy figures appear on the margins of official histories. Some of these mysterious figures are previous incarnations of the Prince of Shadows in other guises with other names.

The True Danger

If the Prince of Shadows ever ends up leading the forces of evil, it's going to be bad news.



THE THREE

The Three were among the first dragons to walk the world. The Red is a living engine of destruction. The Blue is a sorceress, perhaps even the original mother of all sorcery. The Black is queen of shadows and assassins. Unlike the Great Gold Wyrm, who must fight alone, the Three have learned to join forces.

Quote

"If the gods didn't intend for us to eat you, why did they make you taste so good?"

Usual Location

The Blue is found in Drakkenhall, though she usually finds you first. The Black flits between marsh hunting grounds and evil monasteries in the mountains. The Red is too freaking large to move around the Empire without triggering all the Archmage's wards, so unless he feels like precipitating a confrontation, he lives where he pleases off the north, west, and east edges of the map.

Common Knowledge

The Three are the evil counterpoint to the Great Gold Wyrm. They're not as strong as the Wyrm but they're also not stuck in the Abyss. And one of the Three, the Blue Sorceress, has somehow forced an entry into the official hierarchy of the Dragon Empire, serving as the Imperial Governor of Drakkenhall under geas from the Emperor and the Archmage. So apparently the Three are only fully evil and dangerous outside of Drakkenhall, and in Drakkenhall they are considered "the establishment."

Adventurers & the Icon

Evil adventurers gain access to secret knowledge, training, or magic by allying themselves with the Three. True heroes make their name fighting against them. The lines are muddier in Drakkenhall.

Allies

Sometimes the Three hardly seem to be allied to each other, let alone to anyone else.

Enemies

As the Wizard King, the Lich King killed the White, and he takes inordinate pleasure in turning evil dragons into liches. The Elf Queen holds the Green as a captive, not that the Three or the Elf Queen openly admit it. And, of course, the Great Gold Wyrm is only going to be an enemy.

History

In most ages, only one or two of these monsters live up to their epic potential. In this age, all three of them have grown to epic proportions.

The True Danger

With the Blue suborned by the geas that gives it Drakkenhall, the Three cannot unite to destroy the Empire. Unless the plan is to somehow destroy the Empire from within. . . .

ICON ALIGNMENT

We aren't mandating that you have to use the 9-alignment system that's traditional in our fantasy games. If you want to use it, use the chart that follows as your first guide to the possible alignments of the icons.

Your campaign plans or your players' backgrounds and One Unique Things may well change the story of the icons, even those that appear firmly rooted in a particular section of the grid.





CHAPTER 2

CHARACTER RULES

CHARACTER CREATION OVERVIEW

Many elements of character creation in *13th Age* will be familiar to d20 players. *13th Age*'s additions to the d20 heritage include the following new ideas:

- Ability score bonuses come from both race and class, so you can match up any race with any class and still have a viable character.
- Instead of choosing specific skills, you put points into broad backgrounds that can be used to assist a variety of skill checks.
- Character creation involves indie-game style elements such as inventing one unique thing about your character and orienting your PC around relationships with the most powerful NPCs in the world, the demigod-like icons.

CHARACTER CREATION CHECKLIST

This is an overview of what's to come. Detailed treatment of each item on this checklist appears below. If you need someplace to record all of the pertinent information, there's a character sheet at the back of the book on page 308 that you can photocopy, or you can download one at **13thage.com**.

Gamemaster input: The setting is designed to be customized, so ask your GM if there's anything you need to know about it.

Race: Races work like normal, except that you have an option as to which ability gets your racial bonus.

Class: Every class gets special powers it can use, but the classes play very differently from each other. Your class gives you a bonus to your primary or secondary ability (a different ability from your racial bonus). Choose your class talents, and then select your 1st level powers or spells, which might be at-will, recharge, or daily.

Generate abilities: Many groups think that rolling character ability scores is fun. Other groups that are more concerned about fairness prefer to use a standard d20 point-buy system with 28 points. Both methods work. We think either method is fine, and are okay with letting the player choose.

Combat stats: Use powers, abilities, and base stats by class to calculate basic attack bonuses and damage, power/spell attack bonuses and damage, Armor Class, Physical Defense, Mental Defense, hit points, and Initiative.

Your one unique thing: Invent some non-mechanical trait that makes your character unique. If you want hard mechanical bonuses for the trait too, you'll need to "trade in" class or race features to balance those bonuses out, with the GM's approval, of course.

Icon relationships: Define your character's relationships with one to three icons.

Backgrounds: Your character has at least eight background points. Use them to define your character further.

1st level feat: You get a feat choice every level. To keep things simple, you could choose your 1st level feat at the end of the first session, but if you've got the time and the will to choose your feat before playing, go for it. (The general feats and feat lists are located toward the end of this chapter on pages 45-55; most feat descriptions are located in the class write-ups and are attached to specific talents, attacks, or spells.)

Gear: Specify the sort of weapons, armor, and other gear that your character has.



Hey players, you know how GMs are. They like to think they're in charge. Be sure to let your GM talk about what's "special and unique" about their world and how they're going to run the campaign. The more details you get from the GM, the more you'll be able to get away with when you create your character.

CHOOSE RACE

Choose your character's race from this list. *13th Age* is less restrictive than other d20 games, and your racial choice won't limit your class selection.

- Human
- Dwarf
- Dark Elf (drow)
- High Elf
- Wood Elf
- Gnome
- Half-elf
- Halfling
- Half-orc

You get a +2 racial bonus to one of the two or more ability scores associated with your race. The bonus can't be applied to the same ability score that you choose for your class bonus. You also get racial features based on your race.

See Chapter 3: Races for stats and background details for these races, as well as shorter notes on four other common d20 racial options (holy ones, dragonic, forgeborn, and tieflings).

Nonstandard races: Players can always come up with their own unique stories. The system is designed to be simple enough that gamers can improvise. If you want to play a different race from ones listed here, pitch the idea to your GM. You might find your pitch easier to make if your new racial choice lines up closely to the mechanical features of a supported race even if its flavor is very different. For example, if you want to be a one-off, half-successful experiment in artificial life created by the Archmage, you can bolster your case if you say you'll take the racial features of a supported race. "Half-orc" would be an obvious choice, but it could be anything.

CHOOSE CLASS

Choose your character's class from this list.

- Barbarian
- Bard
- Cleric
- Fighter
- Paladin
- Ranger
- Rogue
- Sorcerer
- Wizard

You gain a +2 class bonus to one of the two or more ability scores associated with your class. The bonus can't be applied to the same ability score that you choose for your racial bonus. Go to Chapter 4: Classes to see which ability scores give a bonus for that class.

Multiclassing

We recognize that fighter/wizards and barbarian/sorcerers are a staple of many fantasy campaigns, but we're not supporting multiclassing in this book. The multiclassing rules will appear in an expansion for the system. For now, a few classes have features and talents that let them borrow from closely associated classes, including the paladin's Cleric Training talent, two ranger talents that allow limited spellcasting from the cleric or sorcerer classes, and the sorcerer's limited access to wizard spells.

GENERATE ABILITY SCORES

We use different methods to create *13th Age* characters. Rob lets players roll their ability scores if they want to because he thinks it's fun and it suits the system's old-school spirit. Jonathan has players use the point-buy system to keep things fair. You can use whichever system or mix of options you prefer; we think it's fine if some players roll their ability scores while others use the point-buy system.

Roll 'em

Roll 4d6 for each of the six ability scores (Strength, Constitution, Dexterity, Intelligence, Wisdom, and Charisma). Drop the low die in each roll. Put the scores into any order to best fit the character you want to play.



Players who roll their ability scores and then wish they had used the point-buy system are missing the point: roleplaying weird and even non-optimal characters is part of the appeal of rolling your scores. If the thought makes your teeth grind, don't use it.

When one or two characters end up with ability scores way below those rolled by the other PCs, I sometimes find story/background-related reasons for letting the PCs with crappy stats gain ability score bonuses quicker and no one in the group minds, since everyone knows those characters got shafted early on. Still, if your group gets touchy about some characters being better than others, you may be better off using Jonathan's preferred point-buy system.

Point Buy

You get 28 points to buy your abilities using the chart to the right. Each ability has an associated ability modifier. Ability modifiers follow the standard system: subtract 10 from the ability score and divide by 2, rounding down. The chart only covers the ability scores you can buy, but the modifier bonus pattern continues above and below what's listed. For example, buying an 18 ability score and using a +2 modifier from race or class, a starting character can have an ability score of 20 and a +5 bonus, but you can't buy a 20 outright.

Ability	Cost	Modifier
18	16	**+4**
17	13	**+3**
16	10	**+3**
15	8	**+2**
14	6	**+2**
13	5	**+1**
12	4	**+1**
11	3	**0**
10	2	**0**
9	1	**–1**
8	0	**–1**

You will get bonuses to ability scores as you rise in level also, so it's not a waste of points to have an odd number.

See page 309 in the appendix for sample point-buy arrays.

COMBAT STATS

See Chapter 5: Combat Rules for the details on how combat works.

As you'll see below, although Armor Class, Physical Defense, and Mental Defense are based on a single ability score, which score each defense uses depends on the character. In each case, you look at three ability modifiers and use the middle value (not the highest or the lowest). If two or more modifiers are tied, you use one of those tied scores as the middle score. (For example, with modifiers of +3, +3, and +1, the middle score is +3.)

By using multiple ability scores to determine defenses, it keeps any one ability from becoming too important.

1st Level Hit Points

1. Find the base value for your class (6, 7, or 8) in the *Base Stats for Classes* chart on page 76.
2. Add your Con modifier to get your "hit point value."
3. Multiply your hit point value by 3 to get your total hit points at 1st level.

Armor Class

1. Find the base AC value for your class (10 to 16) in the *Base Stats for Classes* chart on page 76.
2. Find the middle value among your Con modifier, Dex modifier, and Wis modifier. That value is your AC modifier.
3. Add the AC modifier to your base AC value.
4. Add +1 at 1st level (and increase by +1 at each additional class level).

AC Example

For example, a character with a Con of 10 (modifier +0), Dex of 15 (modifier +2), and Wis 14 (modifier +2) has a middle value modifier of +2 in the three abilities that determine AC. Their AC modifier is +2.

Physical Defense

1. Find the base PD for your class (10 to 12) in the *Base Stats for Classes* chart on page 76.
2. Find the middle value among your Str modifier, Con modifier, and Dex modifier. That value is your PD modifier.
3. Add the PD modifier to your base PD.
4. Add +1 at 1st level (and increase by +1 at each additional class level).

Mental Defense

1. Find the base MD for your class (10 to 12) in the *Base Stats for Classes* chart on page 76.
2. Find the middle value among your Int modifier, Wis modifier, and Cha modifier. That value is your MD modifier.
3. Add the MD modifier to your base MD.
4. Add +1 at 1st level (and increase by +1 at each additional class level).

Initiative

Your Initiative bonus is a d20 check, not a static value.

1. Start with your Dexterity modifier.
2. Add +1 at 1st level (and increase by +1 at each additional class level).

Recoveries & Recovery Dice

Most characters start the game with 8 recoveries. (See Chapter 5 for rules on how recoveries work.) Some classes and talent choices may give you more recoveries.

Each class also has a different recovery die, usually a d6, d8, or d10, as specified in the class write-up. When you roll a recovery, you'll roll a number of recovery dice equal to your level and add your Constitution modifier.

Attacks and Powers

You calculate attack and damage rolls based on the ability scores favored by your class or by the specific powers you choose within your class. Most classes use one specific ability score for most of their attacks. See Chapter 4: Classes for more information.

Your One Unique Thing

Each character should have one unique feature you invent for him or her when you create the character. Your one unique thing is an unusual trait that sets your character apart from every other hero. The moment when all the players sit down together with the GM to create their characters' one unique thing is often the moment when a campaign comes to life.

The intent is not to create a new ability or power that will help you in combat; your character class already comes loaded with firepower and combat moves. The intent is to hint at a unique story that you and the GM will take advantage of and learn more about in the course of the campaign. Good one unique things ("*uniques*") frequently provide clues to how your character engages with the people, places, and things of the game world. Sometimes good *uniques* drip with obvious story hooks for you and the GM. Other times they're a promise of a mystery to be unfolded later.

One Unique Thing: Players' Examples

- "I am a deathless pirate whose soul is trapped in a gem controlled by the Blue dragon."
- "I am one of a couple dozen surviving members of the Order of the Koru, a group of rangers who move through the Empire on or beside the Koru behemoths."
- "I am the bastard son of the Emperor."
- "I am the oldest elf in the world."
- "I cut off my own arm to show how tough I am."
- "I hear pain as music. Sweet, sweet music."
- "A paladin of the Crusader cut off my arm where I was holding a demon-bow . . . and in doing so, cut all the evil out of me, so that I am now a paragon of the path of the Great Gold Wyrm."
- "I am a dwarf who was born covered in scales from the egg of a dragon."
- "I am a former cultist."
- "I am the reincarnation of an ancient icon. I don't know which one yet."
- "I am the three-time winner of the dwarven drinking championships."
- "I was the rudest lady-in-waiting of the Imperial Court."



One Unique Thing: Jonathan's Examples

- "I am the incarnation of a hero who lived ages ago, and I'm sure that Destiny has brought me back for a reason."
- "Unknown to me, I am fated to destroy the Lich King, but probably not in this age."
- "I am the daughter that the Archmage doesn't know he has. Unfortunately, I don't have any proof, but I believe what my late mother told me."
- "I sneaked into the Priestess's Cathedral to steal stuff, and ended up eating some sacred bread that maybe I shouldn't have. I have no idea what, if anything, is going to happen to me."
- "Unlike other sorcerers, I charge up my arcane batteries by suffering."
- "I'm the only human to be called into the dwarven priesthood—ever."
- "I see dead people."
- "The stars sing to me. Sometimes they tell me things, and sometimes those things are true."
- "To you I might look like a halfling sorcerer, but I'm a dragon that's been stripped of its mighty form and power. Not that I'll ever tell anyone that."
- "I've been cut off from the mystic union that other elves feel with the Queen, and now I prefer the company of non-elves. I have developed a sort of reflexive, unconscious sympathy for other sentient beings, except other elves."
- "I'm human, but I'm a member of a large, greenish-skinned race from a distant continent or world. Our ancestors came to this land ages ago, and we preserve our alien culture in a few isolated enclaves. Each enclave is locked in sworn vendettas against all the others, though these feuds are largely ceremonial. We have lots of odd traditions, but we also have secret wisdom about spirits and curses."

No combat bonuses, no combat powers: To repeat: a unique feature shouldn't provide general practical value in combat. Not as a bonus you can count on. And not as a power or defined ability you can count on in combat.

If you find yourself asking, "What type of action do I need to use my *unique*?" or "When do I get this bonus?" you are asking the wrong questions.

If a *unique* does amount to having a power, it should be a non-combat power that opens up new angles on the story. Talking with trees (whose voices are in the control of the GM)? Being such a party-animal that you can eat most anything (including maybe some poisons)? Always telling the truth in a way that other people know you are telling the truth? All okay. These powers open up roleplaying opportunities.

Story effects are great: Sometimes your *unique* will have a practical effect on what your character can do in the world, but it's within the context of the story, not the rules. Characters who are unique tend to have an impact on people and on magical events, so if plots in the story are afoot because of your existence, it's certainly also the case your one unique thing may provide unexpected resources for you or the GM to create and suggest during play.

Hints of power: Some *uniques* can suggest that there are powers that might be associated with the character's unique status or strange history. The suggestion and the possibility are fine—this is the stuff that fantasy protagonists are made of, the hint that they might be capable of extraordinary things. But hints rather than definite powers are best. Any powers or abilities that surface out of your *unique* could come as a surprise to you and will come as part of the cooperative story you and the GM will weave over the campaign.

For example, if your character's one unique thing is that they were born from a virgin impregnated with the blood of the Blue (one of the Three), then you might be the only PC able to sense the growing power of a nearby sorcerer who is tied to the Blue. That's a cool story angle in the GM's control, not a *sense-magic-related-to-the-Three* power you control yourself.

Campaign pivots: Some *uniques* are so exotic or compelling that they will create a strong impetus for the campaign to revolve around their storyline. That should be a good thing. *Uniques* are meant as one of your opportunities to add to the story of the campaign. It's possible that you will surprise the GM with plots or details they hadn't realized existed or were going to be part of the campaign, and that's part of the fun of running *13th Age*—the GM gets to be surprised as often as the players.

Of course, not everyone can be on center stage at once. When every PC ends up with a potentially world-shaking plot suggested by the long-term consequences of their *unique*, the GM decides which stories will play out in which sessions and in which tiers.

Characters'* uniques *can grow: As characters rise in power through champion and epic tier, new revelations and the natural consequences of dozens of dramatic storylines will shape and redefine their *uniques*. Stories grow, and that's as it should be.

Suggested backgrounds and icon relationships: Quite often your one unique thing will suggest backgrounds and icon relationships that you'll be choosing in the next stages of character creation. That's fine. It makes perfect sense for a character whose *unique* is that they are a bastard child of the Emperor to have an icon relationship with the Emperor and some sort of background related to their history around the Imperial Court or wherever they lived in exile. But you don't have to work for this type of link, and don't force it if it's not what you want.

Art, not science: The one unique thing feature deliberately dances along the line between solid rules and improvisational storytelling. Try using our guidelines first. Then if you're comfortable with the system, a high-powered campaign where everyone's *unique* comes loaded with true powers won't pose as many difficulties.

GAMEMASTER

If players don't want to come up with a one unique thing right away, or if they want to give the game a chance to develop, it's fine to let some players feel their way into what is unique about their characters after the first or second session.

This delay may come in especially handy if a player wants to figure out what the tone of the campaign is before settling on their big secret or special feature.



More than Jonathan, I sometimes push players to come up with ways that their characters are truly unique—the only person in the world who has this particular story. Obviously I enjoy games that push into new territory right away . . . but I also run a lot of demo games, where we only have a couple hours to get to the core of what's cool about a character and the game. When I have an entire campaign, I'm happier starting calm and building into something greater, if that is what's appropriate for the character's story.



I don't need the characters' uniques to be wild and crazy. The story works out fine when the one unique thing is something as prosaic as "I'm incredibly good looking and I get treated a lot better than I probably should just because I'm so good-looking." Of course I'm fine with far-out unique things like the human child of a zombie mother we'll talk about in a few paragraphs. But in my games, the important thing is the player invents something that interests them about their character that's different from any of the other player characters.

One Unique Thing Examples

Let's go through some examples with comments that sort through the options available to the player and GM.

Players Creating the Story

The world is half-created. We hit some high points, but we left a lot of things open. It wasn't because we were being lazy. It's because we want each campaign to pioneer new stories.

I am the only halfling knight of the Dragon Emperor: In most *13th Age* campaigns, there could be multiple warlike halflings serving the Emperor, but not in this campaign, because Sir Gilly Tallfather wanted to be the only halfling knight in the world. Gilly's choice seemed likely to push the rest of the halflings firmly toward their hairy-footed pacifist origins, but it might also be possible that the Emperor saw something in Gilly that Gilly isn't aware of yet. Being a Knight of the Empire could turn out to be a lot more significant than Gilly realizes. . . .

I am the only acrobat who performed their way out of the Diabolist's Circus of Hell: Wow! Wonderful! We didn't know there was a Circus of Hell. But of course there is. This halfling rogue walked with just a touch of brimstone. It was a convention game, so we didn't get deeply into the character. But when bad things happened around him, people just nodded knowingly and said, "Yeah, well, Circus of Hell."

I am the only human child of a zombie mother: This is the type of big picture *unique* that a GM can hang an entire campaign on. And Jonathan did, for a while, since the prophecies concerning this character seemed to be forcing at least three of the villainous icons to accelerate their timetables of destruction.

Cool Idea, Consequences Later

Some *uniques* sound so fun that everyone knows they're going to work out. The GM and players might not know what they mean to the story yet, but they know those *uniques* will have an interesting effect some day. . . .

I have a clockwork heart made by the dwarves: Another convention halfling. We had no idea why this was true. In a real campaign, we'd find out, and the consequences would be interesting for everyone. In the convention game, the clockwork heart came in handy when a monster that should have killed the character fumbled with a natural 1; clearly the enemy's sword thrust encountered a powerful clockwork heart instead of halfling flesh-and-blood.

My eyes were unjustly put out in the elven Court so the Elf Queen replaced them with magical opals: I referred to this wood elf ranger as the "Queen's Eyes." In a full campaign, his eyes would eventually have conveyed messages from the Queen, and perhaps other visions, with the problem being that the visions would appear to people looking at his opal eyes, not to him. Unlike reliable powers of prophecy or future-telling, which is what some player characters always want, these visions would have been unreliable and cryptic, images flashing across opals that would have to be interpreted on the fly.

I see truths in shadows that cannot be seen in the real world: The player of this character likes to pry out information he shouldn't really have. At first he just wanted to be able to look at a person's shadow and tell if they were lying. Of course, I didn't want such a clearly defined power. And that's a terrible ability to allow into the game; along with mind control and seeing the future, being able to tell whether NPCs are lying can ruin dozens of excellent stories. So I reinterpreted the *unique* to be fun for both of us: this character has a unique relationship with shadows. He does see things that no one else sees in them. But he doesn't see anything until I tell him what the shadows look like. He has to interpret the fact that his ally's shadow just turned into the shadow of an axe (well, that wasn't hard, given that his friend had just picked up a roaring epic weapon), or that the shadow of a wizard's spellbook now looks like the shadow of a book on fire (much more cryptic).

I'm full of demons: This drow sorcerer made himself the GM's friend. He hinted that the demons might occasionally surface and provide a helpful power. But he admitted that ordinarily the fact that he was full of demons created unfortunate skin conditions and even more unfortunate social awkwardness. And since this was his one unique thing, I knew that in the long run, this wasn't going to be just any case of demonic possession. No, this was going to be serious juju. Clearly, his *unique* will also involve some form of icon relationship with the Diabolist. And possibly the Crusader.

I am bizarrely well-read, knowing everything about everything: Jonathan takes characters like this at their word, supplies more background points connected to knowledge, and looks forward to playing on their knowledge and paranoia as a means of motivating the campaign. They can't literally know everything, but they know a lot.

Rob notices that a character who has read a lot of books is not entirely unique, not in a world that contains an Archmage. So Rob would find out if the player is interested in becoming the personification of an ancient library or a sentient reading-spell who has attained personhood. Jonathan wouldn't bother pushing in that direction, but he'd be perfectly happy if the player started with the weirder option for their one unique thing.

Seemingly Innocuous

Players with a great deal of experience playing d20 games sometimes have trouble coming up with ambitious *uniques*. When you've always understood that game balance is primary, it can be hard to let your unique flag fly free. So we're okay with players who invent *uniques* that seem minor . . . at first.

I am the only elf in the world with human ears: A convention demo character. It's possible the player had something very special in mind for her future. It's also possible that round ears are sometimes just round ears and that being different in precisely this fashion was enough. In Rob's home game, the player would eventually uncover reasons why it was extremely interesting that this elf had human ears . . . unless the player didn't actually want center stage and was deliberately choosing a *unique* that gave them an out.

I am an elven pyromaniac: Wait, did we say innocuous? Perhaps we meant *simple*. This isn't necessarily a *unique* on any grand scale, but it's more than enough to work with. The player has specified that all other wood elves are not pyromaniacs. And that their character is a freak and a danger to society. It's sure to win them special friends and special enemies.

Too Much for 1st Level

Sometimes it's best to think of your *unique* as the first chapter in an epic story. You're an adventurer-tier hero. Some day maybe you'll be epic. There are *uniques* that would be right for an epic-tier character that aren't right for an adventurer-tier character.

I am a dragon rider: When Rob had a player want to be a dragon rider, he said that seemed like a great thing for the character to grow into. At 1st level, Rob said that the character would be better off having a special rapport with dragons. In this case, the character had established that part of their background was having had a noble title stripped from them. It was an easy stretch to imagine that it had been the post as the Keeper of Dragons in Axis, so that the character's rapport with dragons was natural and would stand them in good stead in champion tier, especially if they regained their titles.

I am the reincarnation of a previous Archmage/Emperor/High Druid and I remember everything: Well, no, you don't. You are a 1st level character rather than an icon. But as you rise in power, up toward 10th level, you will remember more and more.

Deliberately Pushing It

There's a fuzzy line with *uniques* that some players will insist on pushing. If you have a player who insists that their character's cool story-based *unique* essentially amounts to a combat-relevant power they want to define, you *can* work with that. But you need to make it clear to everyone involved that the character is going to pay a price . . . and since the one unique thing is ordinarily free, the price has to matter. A PC with abnormally great power as an adventurer-tier character can expect to attract more than their share of dangerous attention. As GM, you'll want to define these types of power in the story of the world in ways you *want* to take advantage of.

I am the only elf/dwarf/person in the world who can fly: Well, that definitely sounds like a power that's combat relevant. So here's how we would negotiate it. First, how do you fly? Are you saying that you are actually the only winged elf/dwarf in the world? Because if true, that's interesting. And if you have wings, well, sometimes you can fly, maybe. But come on, you're only an adventurer-tier character, and you're still figuring out this flying stuff. Your wings will be more powerful later on.

A winged wood elf? Hmm, maybe replace the elven grace racial ability with a unique elven flight ability that uses the same style of die roll and allows a round or two of flight instead of an extra action.

A winged dwarf? Let's talk about mechanical wings that require being fed true magical items that have no effect other than occasionally powering the wings.

In both cases, there's a story element that's richer than simply "I can fly." And there's a price that a pure power-gamer won't want to pay, but that could lead to more fun in the story of the game. If you decide to allow a *unique* that comes with a special power, it needs to be swapped for one of the character's normal racial or class powers, something roughly equivalent to the power that you've allowed.

Icon Relationships

Inventing your character's relationship to the mighty icons who rule or shape the world is key to engaging your character with the game world. RPGs about vampires have clans, RPGs about pagan highlanders have cults, and *13th Age* has icons.

If you haven't already, scan over the icons in Chapter 1 and read the full entry on any icon that intrigues you. As you decide on the relationship to the icons that suits your player character, remember that it's the nature of this magical world that even the most powerful figures need a lot of help to accomplish their goals. The icons have risen to power levels where they balance each other in an uneasy equilibrium. To advance their agendas further, the icons need heroes and champions to tip the balance in their favor. You should feel free to make your character central to big plot lines, if that's what suits you.

The fate of the icons is written in the stars. Your character's fate, however, is in your own hands.

Relationship Points

At 1st level, each character gets 3 relationship points. The number of points you spend on a relationship is a measure of its overall usefulness, since the relationship mechanic lets you roll one d6 per point invested in a relationship when you're trying to leverage your connection to the icon (see Using Relationships, on page 179).

The *Icons Relationship Master Chart* above summarizes the likely roleplaying and story-oriented consequences of positive, conflicted, or negative relationships with heroic, ambiguous, and villainous icons. Our suggestions for which icons qualify as heroic, ambiguous, and villainous appear below, but you'll see that we expect each GM to tinker with the icon identities to suit the campaign's story arcs and player character's concepts.

13th Age assumes that you're playing as heroes. If you want to run a game about becoming archvillains, you'll probably want to flip the point maximums between the heroic and villainous icons.

Icon Relationships Master Chart

Icon	Positive Relationship	Conflicted Relationship	Negative Relationship
Heroic Icon			
Usually: Archmage Emperor Great Gold Wyrm Priestess *Possibly:* Dwarf King Elf Queen	**Spend 1, 2, or 3 points.** As far as this icon is concerned, you're one of the good guys, a white-hat hero. Authorities often help you, and civilians often trust you. On the down side, you may be called on to serve representatives of the icon even when you have other plans. You might also be a target of villainous icons or this heroic icon's rivals.	**Spend 1, 2, or 3 points.** You're probably one of the good guys, but for some reason you're suspect to the icon. Maybe you're a convict who has served his time, or an imperial soldier who was too good and got drummed out of his legion. You have insider knowledge and allies who are in good with the icon, but you also have enemies associated with the icon.	**Spend 1 point.** In the icon's eyes, you're a dissident, opponent, rival, or foe. You may have contacts or inside knowledge that you can use to your advantage, but some form of trouble waits for you wherever this heroic icon has influence.
Ambiguous Icon			
Usually: Crusader Dwarf King Elf Queen High Druid Prince of Shadows *Possibly:* Emperor The Three	**Spend 1, 2, or 3 points.** Thanks to your relationship with the icon, you are a hero to some, a villain to others, and possibly even a monster to a few. The enemies of your friends may turn out to be your friends, and vice versa. Advantages and complications will come from all sides.	**Spend 1, 2, or 3 points.** Your relationship with the icon is complex, an uneven relationship with an icon who's a hero to some and a villain to others. One way or another, you can find help or hostility anywhere. You don't just live in interesting times—you create them.	**Spend 1 or 2 points.** Your enmity with this icon makes you some enemies, but it also makes you some useful friends. You may be a dissenter, unwanted family member, or even a traitor in some way.
Villainous Icon			
Usually: Diabolist Lich King Orc Lord The Three *Possibly:* Crusader Prince of Shadows	**Spend 1 point.** You are able to gain secrets or secretive allies, but your connection to this icon brings trouble from people associated with the heroic icons who oppose the villain. Be prepared to justify why you're not imprisoned, interrogated, or otherwise harassed by the heroic icons and their representatives whenever they encounter you. Or for that matter, by the other PCs.	**Spend 1 or 2 points.** You mostly work against the icon, but you're also connected to the icon in a way you can't deny. Your connection sometimes gives you special knowledge or contacts, but it also makes you suspect in the eyes of many right-minded would-be heroes.	**Spend 1 or 2 points.** You are a special foe of this icon, perhaps because of your virtue or possibly for less happy motives. Your enmity wins you allies among right-thinking people, but some of the villainous icon's forces are out to get you in some way.

Rolling Icon Relationship Dice

We'll cover the full rules for using icon relationship dice starting on page 179 in the Running the Game chapter. For now, as a player, you need to know that when you're called on to check your icon relationships, you'll roll a single d6 for each point of relationship. You roll 1, 2, or 3 (or possibly 4 at epic level) six-sided dice, the same number of dice as the points you spent for the relationship with that icon.

Hope for 6s: If any die is a 6, you get some meaningful advantage from the relationship without having complications. If two or three dice come up 6, that's even better.

Look out for 5s: If any die is a 5, your connection to the icon is going to work out as well as a 6 would, but with some unexpected complication. If it's a good icon, you might be drawn into some obligation. If it's a villainous icon, you might attract unwanted attention.

Both 5s and 6s: Rolling 5s when you also rolled 6s should make life both interesting and advantageous!

Why the d6? Yes, this is a d20-based game. Yes, most of the mechanics that matter use a d20. By using d6s for relationship rolls, we're singling them out. This is the moment when the story pivots on your possible connection to one of the beings who shape reality. Level, Charisma, a good head-chakra item, none of that helps.

Gamemaster Advice: Icons

Some GMs work out how all the icons are going to play out in their campaign. These GMs figure out the motivations of each icon, especially the ambiguous ones, and offer guidance when players are choosing icon relationships so that player choices work out well in the scope of the campaign.

Other GMs let the players take the first crack at the icons and build out their campaigns to suit what their players have in mind. These GMs are willing to work with a character's backstory that sounds far-fetched at first, adjusting the campaign background to incorporate elements of all the players' backstories.

We generally do a little pre-planning and offer guidance around the icon roles, followed by adjustment and retconning as the players create their *uniques* and backgrounds.

The notes on relationships with the following heroic, ambiguous, and villainous icons supplement the master chart. This isn't new information since it's all in the chart, but the text's phrasing may spark something for you that the chart didn't.

Heroic Icons

Usually Archmage, Emperor, Great Gold Wyrm, and Priestess. Possibly Dwarf King and Elf Queen.



Positive Relationship with Heroic Icon (max 3 points)

The icon is favorably inclined toward you, possibly based on your family history, your personal accomplishments, omens in the stars, etc. You can often parley this favor into personal advantage.

Conflicted Relationship with Heroic Icon (max 3 points)

The icon harbors both favorable and unfavorable inclinations toward you. The conflict is often between two different levels of social interaction: such as, you're from a family to which the icon is indebted but your personal behavior has caused real problems. You can usually manage it so that the connection benefits you more than it sets you back, but sometimes it bites you on the ass. Occasionally, if you're a troublemaker, you might have the opportunity to cause problems for the icon that relates to your conflict.

Negative Relationship with Heroic Icon (max 1 point)

One way or another, you have gained the icon's wrath. Even so, the connection represents some sort of resource for you, such as insider knowledge associated with the icon or acquaintance with the icon's rivals, who may treat you as an occasional ally.

Ambiguous Icons

Usually Crusader, Dwarf King, Elf Queen, High Druid, and Prince of Shadows. Possibly Emperor and the Three.



Positive Relationship with Ambiguous Icon (max 3 points)

As with a heroic icon, except that the relationship is more likely to provide you access to the dark side of power politics.

Conflicted Relationship with Ambiguous Icon (max 3 points)

As with a heroic icon, except that you are more likely to find heroic allies siding with you against the icon. In most social circles, for example, one is expected to have no better than a conflicted relationship with the Prince of Shadows, and a character with a publically positive relationship to him would fall under suspicion.

Negative Relationship with Ambiguous Icon (max 2 points)

As with the heroic icon, except that being at odds with the icon is much more socially acceptable.

Villainous Icons

Usually Diabolist, Lich King, Orc Lord, and the Three. Possibly Crusader and Prince of Shadows.



Positive Relationship with Villainous Icon (max 1 point)

Any character who is in the good graces of a villainous icon has some explaining to do. One point of positive relationship is the maximum because villains and their henchlings aren't in business to help heroes.

Conflicted Relationship with Villainous Icon (max 2 points)

The icon has reasons both to destroy you and to support you. This sort of relationship is a rich vein for personal drama. You might be an angst-driven former villain, a hero who is secretly drawn to a hidden dark streak, or a well-intentioned hero who is embroiled with a villain through no fault of your own.

Negative Relationship with Villainous Icon (max 2 points)

The icon is out to get you, at least in the abstract or by implication. This relationship often implies some special knowledge you have about the icon or power against the icon.

Relationship Points are about Utility, not Strength

The number of points you invest in a relationship with an icon doesn't necessarily correlate with the closeness of the connection or the strength of the relationship. It *does* correlate with the utility of the relationship. It's not necessarily about how well the icon knows you or how strong the icon feels about you. Instead, the points reflect the chance that your relationship will be helpful to you.

We have a PC in one campaign who is a bastard son of the Dragon Emperor who spent a good deal of time in the presence of the icon and in court. But the relationship is only a one-point relationship. The Emperor has a lot of bastards in this campaign, and although the connection is often recognized, not everyone in the Emperor's service is keen on helping out yet another of his bastards. The Emperor's personal feelings about his son aren't the point.

Therefore you don't necessarily need to stick to the numerical strength of the points when you get into the hopefully atypical situation in which PCs are actually meeting and interacting with one of the icons. Storytelling and roleplaying demands could take over, so you aren't *forced* to roll icon relationships in a situation when the actual icon is making a personal appearance. As GM, you could choose to roll the relationship or opt for roleplaying and let the PC's story-based history with the icon shape the interaction.

To be clear, our games almost always treat the icons as off-stage characters, and we usually bring them in directly only at epic level. If you, as GM, want to bring an icon to center stage, make sure that NPC doesn't steal the spotlight from the player characters.

Icons' Organizations

Most of the time that you're interacting with an icon, you're actually interacting with his or her lower-level functionaries, acolytes, disciples, bureaucrats, lieutenants, barons, or priests. Functionaries are the GM's best friends, and they can be your worst enemies.

Keep in mind, however, that *any* level of relationship with an icon can be enough to get you noticed by other people who are connected to that icon.

Using Negative Relationships in a Positive Way

The most straightforward way to use your relationship points is on positive or conflicted connections that generally provide you with outright assistance and useful information.

What, then, is the use of a negative relationship? Usually it provides inside knowledge, special skills, opportunistic allies, and possibly some sort of supernatural advantage against a villain.

If you have a negative relationship with an icon, you have a definite connection with that NPC that can be exploited. It's the old adage about not being able to hate someone properly if you don't love them first. A negative relationship with an icon implies that you know enough about the icon to be a thorn in their side, or at least in their organization. Your knowledge might even amount to some form of destiny, a fated or seemingly "just-lucky" ability to thwart the icon's plans. Confronting the icon's efforts needs to be part of your character arc, and the information and opportunities that fall into your lap thanks to using your negative relationship need to help you have bigger and better confrontations with your enemy, rival, or jilted lover—however you choose to phrase the conflict!

Often you might find that enemies of your rival see you as an opportunity to strike against that mutual enemy. You might get help, wealth and resources, and even magic items from quite unexpected sources, some of which may not be entirely to your liking. If you are a renowned enemy of the Diabolist, for example, you might get help from the Crusader or the Great Gold Wyrm. Choosing a negative relationship with a heroic or ambiguous icon is tantamount to asking for dramatic and unexpected twists to be thrown into your life . . . often.

In addition to aid from others, icon relationships provide characters with special knowledge. For example, if the heroes are



exploring an ancient graveyard, a player with any relationship to the Lich King, positive, conflicted, or negative, might be able to discern some important pattern or underlying structure of the tombs that the group wants to know more about, or that will help the group achieve their goal.

A negative relationship with a thoroughly villainous icon is more in keeping with the heroic lifestyle, but you should expect that the assistance you get from a negative relationship may end up being more directly confrontational than more conventional conflicted and positive relationships. If you are a player who likes to choose negative relationships with the icons, you must want conflict. And you'll get it.

Remember, when you assign dice to a relationship, you are the one deciding how useful this relationship is going to be. Back that up by being creative with how your relationship applies to events in the game. Negative relationships just require more work to make sense of.

Changing Relationships

When your character achieves champion level (5th), you gain an extra relationship point. Use it to increase an existing relationship by one die or gain a 1-point relationship with a new icon to match your character's story thus far. You can't break the relationship point limit maximum (yet). Of course, you can save the extra relationship die and decide to apply it later, when there's a dramatic campaign event or a solid story reason for it.

At 5th level, or any time thereafter, you can switch an existing relationship point from one icon to another, including to a new icon. You owe the GM and other players an entertaining explanation of what this big change represents for your character personally, of course.

When you reach epic level (8th), you gain another relationship point, which you can use to increase an existing icon relationship by one die, including up to 1 point over maximum. As at 5th level, if switching a relationship point from one icon to another makes sense for your 8th level character, go for it.

GAMEMASTER

Rules and suggestions for using icon relationships in play start on page 179.

BACKGROUNDS & SKILL CHECKS

Selecting your backgrounds is one of the fun parts of character creation where you get to make up story elements to add to the game. Each background is a piece of your character's history that contributes to your character's ability to succeed with non-combat skills.

Instead of assigning points to skills as with other d20 games, in *13th Age* you assign a certain number of points (usually eight) to backgrounds. With backgrounds, you still choose how to allocate a certain number of points that function as bonuses to d20 skill rolls. But these points aren't pegged to individual skills. Instead you put them into backgrounds, which are broad categories of experience (cat burglar, for example) rather than specific implementations of that experience (climbing and hiding).

Backgrounds don't sync to a specific ability score, though some backgrounds obviously may get used more often with certain ability scores than others.

Assigning Background Points

Each character gets 8 background points, though the bard, ranger, rogue, and wizard have talents that award bonus points. Assign your background points to as many backgrounds as you want, up to your total points. You can assign a maximum of 5 points to a single background (and minimum of 1).

When you roll a skill check to find out if you succeed at a task or trick, the GM generally tells you which ability score is being tested. Then you (or in some cases the GM) choose the background you think is relevant to gain the points you have in that background as a bonus to the skill check. In rare cases, the GM may tell you that the background you're arguing for isn't actually relevant and that you won't get to add the background points to the skill check. In other rare cases, your roleplaying approach to the situation and the background you've suggested using may change the GM's assessment of which ability score should be tested as the basis of the check.

Most skill checks require you to equal or beat a Difficulty Class (always abbreviated as DC) that's set by the environment you are operating in, in order to succeed. Other d20-mechanic games use a variety of ways to set skill check DCs; as you'll see on page 185 in the Environment DCs for Skill Checks section, we mainly care about whether your character is in an adventurer-tier environment, a champion-tier environment, or an epic-tier environment. Low-level characters can stray into areas they don't belong, but they shouldn't expect to succeed with many skill checks there.



Making Skill Checks:

D20 + relevant ability modifier + level + the number of points in a relevant background *vs.* a DC set by the environment

You can't apply multiple backgrounds to the same check; the background with the highest bonus applies. For example, if Silke has "Traveling Acrobat +2" and "Cat burglar +4," she could get a +2 bonus to checks to tumble and a +4 bonus to checks to pick a lock. If both backgrounds applied equally to a situation (such as a check to balance in a precarious place), she would use the +4 bonus, not add them together for +6.

Skill Check Example

Kasarak the half-orc wizard grew up in the wild mountains north of Axis and trained as an assassin in the service of the Three before breaking free of his masters' hold and making his way into the service of the Emperor.

Kasarak has 8 points to put into backgrounds. Kasarak's player decides to split the 8 points as follows:

- Imperial Mage +4
- Tooth of the Black Fang (assassin training in the service of the Black Wyrm) +3
- Wild Mountain Tribe +1

Kasarak is a 3rd level adventurer, and he has to spend a night alone on top of a mountain waiting for a griffin courier from the Emperor. The GM decides that even repeated castings of light spells aren't going to help Imperial Mage make any difference, and asks Kasarak to make a Con skill check using his Wild Mountain Tribe background to avoid being damaged by a night of exposure on the cold slopes. Kasarak says, "Well, yeah, this is no big deal to my people, but I'm even better than you'd think at waiting in terrible conditions because that was part of my training with the Black Wyrm; the most important part of being an assassin is being able to wait until the moment to strike, and often you have to wait in the worst places where no one expects you."

The GM buys it and tells Kasarak's player that Kasarak can use his Black Fang background, so the player rolls a d20 and adds +3 for Black Fang, +3 for Kasarak's level bonus, and the half-orc's Con mod of +1, a total bonus of +7 vs. the normal adventurer tier environment DC of 15. If the GM thought the mountain was particularly nasty it would be a hard check, a DC of 20.

Opposed Rolls?

Other d20-rolling games frequently use opposed d20 rolls that pit skill vs. skill. Our system doesn't do that much, partly because we're not tracking skills for our NPCs and monsters. We'd rather use DCs set by the environment the skill check is occurring in than have to figure out accurate backgrounds/ability scores/skill checks for all our creatures.

But of course Initiative is sort of an opposed skill check. And if two PCs are competing to see who is the first to do something, or who does it better, by all means, use opposing skill checks and award speed or quality to the character with the better result.

Choosing Your Backgrounds

Most players choose backgrounds that help them make sense of their character's past. If you're stuck, think about jobs your character has had. If you're still stuck, give the job a setting. Still stuck? Use the short list of backgrounds below or the lists at the start of each class section.

The fun of roleplaying diverse characters is figuring out how your background might help in unexpected ways. GMs can interpret backgrounds benevolently or rule out cheesy ploys. *13th Age* isn't about min-maxing, so background and skill use is meant to be about fun in-character methods of attempting to advance the plot.

Some players will want to choose backgrounds that correspond to their character's class. The most boring way to do that is to say "Well, I'm a fighter, so I'll put 4 points into a fighter background." We usually don't settle for that in our games. Instead we ask players to figure out what type of fighting their characters did in the past. Did the fighter learn weapons as a gladiator? A bounty-hunter? A bodyguard? Or perhaps as a former sentient magic weapon turned into a dwarf as a reward for long service (which would probably also involve the character's one unique thing!). So long as the GM agrees, you should feel free to create a background story about a group that the character was part of or perhaps a special magic or monastic style that's part of the character's past.

On Languages

It's a staple of our fantasy games that most everyone can speak the same language (call it common) while individual races and monsters have their own preferred languages (elven, dwarven, orcish, gnollish, etc.) and that there are even stranger Big Languages in the world (magic languages, god tongues, Abyssal, etc.). Our attitude toward languages is that you should pay attention to them when it's cool and ignore them when it's not. Is it cool that the orc berserker screams "Many parts are edible!" in orcish as he attacks? Absolutely. Is it cool if no one understands the battlecry? Not so much.

So we assume that most everyone speaks a common tongue and that when people say things in other languages, anyone with a relevant background should be able to speak enough of the language to piece it together, especially if they have backgrounds that make that more likely.

But if you like games that are more specific about languages, decide what the languages are going to be in your campaign and then use the adventurer-tier and champion-tier linguist feats (see page 44) to provide access to them. Again, if a player makes a big deal about speaking languages as part of their background, we say give it to them. Don't charge feats unless there's going to be true advantages in your campaign for the character who has mastered many tongues.

Short List of Possible Backgrounds

We're not going to attempt an exhaustive list. It's more fun for you to come up with what works for your character, or even use the backgrounds from other roleplaying games you like. But here are some example backgrounds that have been used in our games. For more examples see each of the class write-ups.

Acrobat, alchemist, animal trainer, architect, aristocratic noble, assassin, Cathedral servitor, chef, conwoman, dinosaur hunter, goblin exterminator, hunted outlaw, knight errant, Legionnaire of the 17th [Legion], magecraft, priest, refugee, scout, shepherd, soldier, spy, temple acolyte, thief, torturer, transformed animal, traveling martial arts pupil, tribal healer, tunnel scout, wandering minstrel, warrior poet (which might be a cheesy maneuver to get two good things in one, and could therefore be interpreted literally, or not, depending on your style), and so on.

Choose the Relevant Ability Score

For players, the point of this background/skill system is to encourage roleplaying and creative solutions to problems. For the GM, it's the chance to make all of the ability scores matter at one time or another.

The wizard won't be able to solve all her problems with her high Intelligence when her attempt to run across the floor without stepping on fluctuating ley lines requires a Dexterity skill check using her magecraft background. The same problem confronting the rogue might be a Dexterity check using his thief background.

A fighter might use his Wisdom in combination with his gladiator training or a tribal champion background to figure out which enemy is most dangerous while the conversation is still going on among the party and NPCs. A bard with a good line of patter might be able to learn the same thing with a Charisma check using her conwoman background to get one of the enemies to point out who their strongest warrior is.

A fighter might have to make an Intelligence check using bounty hunter as the relevant background to identify what type of weapons (and thus a clue to the type of group using them) was used on a group of villagers murdered by a secret cult. The party's cleric might not know anything much about weapon styles, but a Wisdom skill check using her former cultist background might help her identify the attackers based on fearful eyewitness descriptions. And so on.

Natural 20s and Fumbles with Skill Checks

When a PC rolls a natural 20 with a skill check, the GM should feel free to give that character a hell of a lot more success than the player expected.

When a PC rolls a 1 with a skill check, the skill check fumbles and fails, perhaps in a particularly bad way. But a failure isn't *always* entirely terrible. . . .

GAMEMASTER

Through most of our playtesting, we used varying numbers of background points for each of the classes. We were sticking with traditional fantasy interpretations of the rogue as a high-skill character and the fighter as a low-skill character.

We never felt entirely comfortable about this traditionalism. We included equal background points an optional rule. But our playtesters had stronger feelings. They hated giving some classes fewer background points. They felt it betrayed the game's storytelling possibilities. So we finally decided to write the rules the way people want to play instead of acting like cantankerous traditionalists.

So if you are a GM who wants classes to start with unequal backgrounds (and the class talents that help the rogue, ranger, bard, and wizard in certain directions aren't enough for you), use our original background points numbers as your optional rule: *barbarian* 6; *bard* 10; *cleric* 8; *fighter* 6; *paladin* 6; *ranger* 10; *rogue* 10; *sorcerer* 6; *wizard* 8.

Fail Forward!

A simple but powerful improvement you can make to your game is to redefine failure as "things go wrong" instead of "the PC isn't good enough." Ron Edwards, Luke Crane, and other indie RPG designers have championed this idea, and they're exactly right. You can call it "fail forward" or "no whiffing."

The traditional way to interpret a failure is to see it as the character not being up to the task at hand. A low roll on the d20 implies some unexpectedly poor showing on the character's account. This interpretation is natural, and in practice we still use it quite often: occasionally we *want* failure to mean sheer failure and nothing but. That's particularly true when characters are attempting skill rolls as part of a battle; when the rogue tries to be stealthy in the middle of a fight and fails we're generally not failing them forward.

But outside of battle, true failure tends to slow action down rather than move the action along. A more constructive way to interpret failure is as a near-success or event that happens to carry unwanted consequences or side effects. The character probably still fails to achieve the desired goal, but that's because *something happens* on the way to the goal rather than because nothing happens.

Suppose a player makes a Charisma check to have his or her rogue rustle up some clues as to where a certain monk of the black dragon might be hiding. The player fails the check. Traditionally, the GM would rule that the character had failed to find any information. With *13th Age*, we encourage you to rule that the character does indeed find clues as to the monk's location, but with unexpectedly bad results. Most likely, word has gotten to the monk that the rogue is looking for him, and he either escapes before his lair is found, or prepares for the group, either setting up an ambush or leaving a trap. The failure means that interesting things happen.

Here's an example from Jonathan's campaign: *Honeybottom, the ambiguously gendered halfling rogue who is way too friendly with the Prince of Shadows for her allies' comfort, is sailing to Drakkenhall thanks to the Archmage's artificially channeled winds thrusting the ship efficiently forward. As an accomplished mingler and agent, Honeybottom attempts to befriend and impress one of the ship's officers. It's a Charisma check using Honeybottom's entertainer background. It's not that hard a task, so it has DC 15, but Honeybottom rolls a 4 and her level bonus, Charisma modifier, and points in entertainment don't get her anywhere near 15. Used to the old way of interpreting failure, the player offers this interpretation: "I try to make small talk with him, but then I throw up a little on myself." With "fail forward" as his mantra, Jonathan interprets the bad d20 roll quite differently. The suave PC does indeed make a good impression on the officer, but in private conversation the officer seems to be strongly hinting that he's a recreational cannibal of some stripe. Honeybottom hasn't exactly failed in winning the officer over, but she has failed in advancing her own agenda. If anything, the party's prospects became a bit dimmer now that one of them has drawn the attention of a sociopath.*

Here's another example from one of Rob's games: *Sir Gilly Tallfather makes an Intelligence check using his heraldry background to loudly proclaim the likely result of the upcoming game of Cricket, a complex halfling sport in which two trained crickets alternately sing beautiful songs together or tear off each other's legs in gladiatorial combat. Gilly fails badly, but instead of making the wrong prediction, he correctly calls the result of the match, while costing a gang of gnome toughs who were controlling the betting a hefty chunk of change. Rob didn't know the toughs were involved in the match UNTIL Gilly failed.*

And one final example that almost happened in Rob's campaign but the action went elsewhere: *The party is climbing a set of cliffs to stage an ambush on agents of the Diabolist traveling in hot-air balloons kept aloft by demons. The Strength and Dexterity checks using various relevant backgrounds don't go very well, but ruling that the characters can't climb any further or that they fall to the bottom in a hail of boulders doesn't advance the story in a meaningful way. Instead, two of the PCs end up taking standard-level damage from short falls, hit points they have to use a recovery to heal from. Meanwhile, unknown to the PCs since their rolls were SO bad, the falling rocks wake an ill-tempered werebear that was trying to hibernate through the winter, and it begins stalking the group as they finish the ascent.*

Background/Skill Advancement

Many d20 games offer new skill points when you gain levels. We let all your skill checks increase by 1 when you level up. If you want even better skill checks, take the Further Backgrounding feat (page 44). You can match the story of your character by picking up a new background or improving a background you already have.

If you just want to move around the bonuses you already have to show how your character is changing, you can move one background point around among your current backgrounds each time you gain a level, or swap the point into an entirely new background, with the GM's permission.

GAMEMASTER

As an experienced roleplaying gamer, you may have found personality-crafting tools you love in other games. If you like, you can bring in any other roleplaying mechanic from character-oriented RPGs. We recommend the 3 by 3 alignment system from d20, the kicker from *Sorcerer*, the important person from *Over the Edge*, and the personality traits from *Burning Wheel*.

Since this is a d20 game, many players will want to use the 3 by 3 alignment system from d20. Lawful Good, Lawful Neutral, NG, N, NE, CG, CN, CE—it's part of our culture. We like the 9-alignment system and it is language that many gamers feel comfortable with. But if you don't want to play with a tight alignment system, *13th Age* won't force you to.

If you choose to use the 9-alignment system seriously, you should probably decide on the alignment of the icons in your campaign. You can use the Heroic/Ambiguous/Villainous ratings in the icons section as your initial guide, or use the *Icon Alignment* chart we put on page 27.

Feats

Characters choose a feat at 1st level, and at every subsequent level.

Feats appear in three tiers: adventurer feats, champion feats, and epic feats. Adventurer feats are available to any character between level 1 and level 10. Champion feats are available starting at level 5. Epic feats are available starting at level 8.

Feats per Level

Level	Player Character		
1	1 adventurer		
2	2 adventurer		
3	3 adventurer		
4	4 adventurer		
5	4 adventurer	1 champion	
6	4 adventurer	2 champion	
7	4 adventurer	3 champion	
8	4 adventurer	3 champion	1 epic
9	4 adventurer	3 champion	2 epic
10	4 adventurer	3 champion	3 epic

Since humans start with an additional feat at 1st level, add one to the number of adventurer feats humans possess all the way up the chart.

As you'll see from digging through the character classes, most of the feats in the game are attached to specific class talents, attacks, and spells. There are also a few champion feats in the Races chapter (page 63).

If a feat is attached to a talent, power, or spell, you must have the talent, power, or spell in order to choose the feat. When there is more than one feat attached to a specific talent or power, you have to choose the lower tier feats before you pick up the higher tier feats. (If your GM approves an exception in a case where the feats aren't obviously building on each other, you must have done something right.)

General Feats

Here's the list of general feats available to any character. As usual, a character can't take a specific feat more than once. A few general feats only have adventurer-tier versions; others also have champion- and epic-tier versions that can be added later in your career.

Further Backgrounding

Adventurer Tier: Add a total of 2 points to backgrounds you already have, or choose 2 points of new backgrounds that make sense for your character. You still can't go over the 5-point-per-background maximum.

Champion Tier: Add a total of 3 points to backgrounds you already have, or choose 3 points of new backgrounds that make sense for your character. You still can't go over the 5-point-per-background maximum.

Epic Tier: Add a total of 2 points to backgrounds you already have, or choose 2 points of new backgrounds that make sense for your character. These points can take one of your backgrounds over 5, to a maximum of 7.

Improved Initiative

Adventurer Tier: Gain a +4 bonus to Initiative checks.

Linguist

Adventurer Tier: If your campaign cares about languages, this is the feat you take to speak enough arcana, dwarven, elven, gnomish, gnoll, goblin, orcish, and other standard humanoid languages to comprehend enough of what most other humanoids are saying or screaming during battle. You are probably not fluent in all these languages, no one will mistake you for a native speaker, and your vocabulary is probably adventurer-centric, heavy on words connected to danger rather than philosophy or emotions. But if it's important to your character and it matches your backgrounds and story, sure, go ahead and be fluent in a few.

You can also read enough to get by in all these languages.

Champion Tier: You can speak, read, and write all the humanoid languages fluently. Stranger languages are no problem for you either: giant speech, flame tongues, Abyssal, 4th Age reptiloid, lich-cant, etc. If someone is speaking it, you can probably figure it out given a bit of time to ponder and cross-reference.

There shouldn't be any *need* for an epic tier linguist feat. If you really want one, you know what you want it for better than we do.

Precise Shot

Adventurer Tier: When your ranged attack targets an enemy who is engaged with an ally, you have no chance of hitting that ally.

Rapid Reload

Adventurer Tier: Reloading a heavy crossbow now takes only a quick action. Reloading a hand or light crossbow is a free action.

Reach Tricks

Adventurer Tier: We don't want to bother with ticky-tacky rules for reach and reach weapons as they exist in other games. But if you are the player who loves using halberds and longspears to get unexpected advantages in combat, and your character already knows how to use those weapons, take this feat.

Once per battle, tell the GM how you are using your weapon's reach to perform an unexpected stunt. To use the stunt, you must roll a 6+ on a d20. (Examples would include getting an opportunity attack against an enemy who disengaged and then moved, striking a nearby enemy you are not engaged with, etc.)

GAMEMASTER

We suggest the Reach Tricks feat for the fighter and paladin only, and possibly the ranger if there's a ranger who's using a spear or halberd. It feels tacky for other classes, though a War domain cleric could make a case.

Ritual Casting

Adventurer Tier: You can cast any spells you know as rituals. Classes that are already ritual casters (cleric, wizard) don't need this feat. (See page 192 for the ritual casting rules.)

Skill Escalation

Adventurer Tier: Twice per day, you can add the escalation die to one of your skill checks. Choose after you roll the check.

Strong Recovery

Adventurer Tier: When you roll recovery dice, reroll one of the dice and use the higher result. At 5th level, reroll two of the dice. At 8th level, reroll three.

Toughness

Adventurer Tier: You get additional hit points equal to half your baseline class hit points (rounded down). For example, a ranger has a baseline hit points value of 7 and would gain 3 hp with this feat.

At 5th level, the total bonus hit points increases to your baseline hit points value.

At 8th level, the total bonus hit points increases to double your baseline hit points value.

FEAT LIST

General Feats

Feat Name	Pre-Req	Tier: Why You'd Want It	Pg
Further Backgrounding	None	**A:** Add 2 total points to your backgrounds, or 2 new points of backgrounds. **C:** Add 3 total points to your backgrounds, or 3 new points of backgrounds. **E:** Add 2 total points to your backgrounds, or 2 new points of backgrounds. You can raise one background to 7.	44
Improved Initiative	None	**A:** +4 to initiative checks.	44
Linguist	None	**A:** Speak all normal humanoid languages well enough. **C:** Speak, read, and write normal languages fluently; and speak bizarre languages no one else can deal with.	44
Precise Shot	None	**A:** Ranged attacks won't hit engaged allies.	44
Rapid Reload	None	**A:** Quick action to reload heavy crossbow; free action to reload light or hand crossbow.	44
Reach Tricks	None	**A:** Once per battle, use a reach weapon in a special way.	44
Ritual Casting	None	**A:** Cast spells you know as rituals.	44
Skill Escalation	None	**A:** Add the escalation die to your skill checks after seeing roll; 2/day.	44
Strong Recovery	None	**A:** Reroll one die when rolling recovery dice. At 5th level, reroll 2 dice. At 8th level, reroll three dice.	44
Toughness	None	**A:** Gain bonus hp equal to half your class baseline hp; improves at 5th and 8th level.	44

Racial Feats

Power Affected	Pre-Req	Tier: Why You'd Want It	Pg
Cruel	Dark Elf	**C:** Once per day, use *cruel* to deal 5 ongoing damage per level against a target you miss or you roll a natural odd attack roll against (even a 1).	66
Breath Weapon	Dragonic	**C:** *Breath weapon* now targets 1d3 enemies in a nearby group.	71
That's Your Best Shot?	Dwarf	**C:** If escalation die is 2+, the *best shot* recovery is free.	64
Heritage of the Sword	Elf	**A:** Use d6 and d8 swords without penalties; or if already able to use such swords without penalties, +2 melee damage.	66
Confounding	Gnome	**C:** Target of *confounding* is weakened instead of dazed.	68
Surprising	Half-Elf	**C:** Use *surprising* an extra time, but only to change a nearby ally's d20 roll.	69
Evasive	Halfling	**C:** The foe's reroll when you use *evasive* takes a –5 penalty.	70
Lethal	Half-Orc	**C:** If *lethal* attack reroll is 16+, use *lethal* again that battle.	65
Highblood Teleport	High Elf	**C:** When you teleport, deal damage equal to twice your level to engaged enemy.	66
Halo	Holy One	**C:** *Halo* now activates whenever you heal using a recovery.	71
Quick to Fight	Human	**C:** Increase escalation die by +1 when you roll natural 19 or 20 for initiative.	63
Never Say Die	Forgeborn	**C:** When you roll 16+ on your *never say die* save, take an extra standard action next turn.	72
Curse of Chaos	Tiefling	**C:** Use *curse of chaos* for free when a nearby enemy gets a natural 1 attack roll.	72
Elven Grace	Wood Elf	**C:** Once per day, start a battle rolling a d4 for *elven grace* instead of a d6.	66

Barbarian Feats

Power Affected	Pre-Req	Tier: Why You'd Want It	Pg
Barbarian Rage	Class Class Class	**A:** When escalation die is 4+, start raging for free as a quick action. **C:** Now start raging for free when esc. die is 3+ **E:** Now start raging for free when esc. die is 2+	80
Ancestral Warband	Talent	**E:** The warband fights for 1 round even after you are unconscious.	81
Barbaric Cleave	Talent	**A:** Gain +2 bonus to Barbaric Cleave attacks, and on a hit with Barbaric Cleave, you can heal using a recovery. **C:** You can move for free before using a Barbaric Cleave attack. **E:** Use Barbaric Cleave as often as you want in one battle.	80
Building Frenzy	Talent	**A:** The bonus damage dice are now d6s instead of d4s. **C:** The bonus damage dice are now d10s instead of d6s. **E:** Use Building Frenzy twice per day now.	80
Natural Will	Talent	**A:** Use Natural Will twice per day now. **C:** Bonus increases to +4 MD. **E:** Use Natural Will as a free action, even as a reaction to an attack.	81
Relentless	Talent	**E:** Gain resist damage 12+ until next turn after you crit.	81
Slayer	Talent	**A:** Gain +2 bonus to Slayer attacks. **C:** Once per battle, deal Slayer damage on a miss. **E:** Gain 20 temp hp when your Slayer attack drops a non-mook enemy.	80
Strongheart	Talent	**A:** Increase your maximum recoveries by 1. **C:** You gain +1 PD and when you heal using a recovery, you can roll a save. **E:** Increase your maximum recoveries by 1 (2 total).	80
Unstoppable	Talent	**A:** The recovery from your Unstoppable attack is free. **C:** Add 2 x Con mod to the total healing from the Unstoppable recovery. **E:** Use Unstoppable twice per battle now.	80
Violence	Talent	**C:** Deal half damage with missed attacks when you use Violence. **E:** Attack roll bonus using Violence increases to +1d6 from +1d4.	81
Whirlwind	Talent	**A:** Deal normal miss damage with missed Whirlwind attacks. **C:** Penalty to AC and PD from Whirlwind is now –2. Disengage attempts after using Whirlwind succeed automatically. **E:** Use Whirlwind anytime during your turn now.	80

Bard Feats

Power Affected	Pre-Req	Tier: Why You'd Want It	Pg
Bardic Songs	Class	**A:** Songs continue for one round when you are silenced, stunned, or unconscious.	83
Battle Cries	Class	**A:** Use your 1st or 3rd level battle cries without making a melee attack.	83
Balladeer	Talent	**A:** First time you use the ballad-created relationship, 5s become 6s. +2 to Balladeer checks. **C:** Sing two ballads a day. **E:** Gain 3 or 4 bonus dice at the cost of an equal number of cursed dice with each enemy.	85
Battle Skald	Talent	**A:** Once per day, use battle cries on yourself. **C:** Battle cries used on yourself also help an ally. **E:** Once per battle, reroll an attack meant to trigger a battle cry.	86
Jack of Spells	Talent	**A:** Gain 3 cantrips if you choose wizard; gain *dancing lights* if you choose sorcerer. Also use Charisma for attack and damage bonuses with the spell you've jacked. **C:** Jack another spell from a second other spell-casting class. **E:** Jack another spell from a third other spell-casting class.	86

Bard Feats (continued)

Power Affected	Pre-Req	Tier: Why You'd Want It	Pg
Hang Tough!	Battle cry	**A:** If the ally is staggered, double *hang tough* temporary hp. **C:** Add your level to the temporary hp (before any doubling for being staggered). **E:** You can be the target of *hang tough.*	89
It's All Yours!	Battle cry	**A:** Your ally's attack also deals +1d6 damage. **C:** Damage bonus increases to +3d6. **E:** Damage bonus increases to +3d12.	89
Move It!	Battle cry	**A:** Your allies gain a +2 bonus to *move it* disengage checks. **C:** Bonus increases to +5. **E:** Ally can pop free of one enemy automatically before rolling disengage.	87
Pull It Together!	Battle cry	**A:** Target ally also heals +1d4 hp per point of escalation die. **C:** Battle cry now triggers on any natural even roll; healing increases to +1d6 per point. **E:** Use the battle cry 3 times per battle; healing increases to +1d10 per point.	87
Stay Strong!	Battle cry	**A:** The AC bonus also applies to PD. **C:** The AC bonus also applies to MD. **E:** Bonus increases to +4.	87
The Time Is Now	Battle cry	**E:** The battle cry now triggers on a natural 18+ instead of 19+.	91
They Fall Before Us!	Battle cry	**E:** The battle cry now triggers on a natural 19+ instead of 20+.	91
Victory is Ours!	Battle cry	**C:** Trigger is now 3+ on the escalation die instead of 5+. **E:** Allies' damage bonus is now +3d12.	90
We Need You!	Battle cry	**A:** The battle cry save now gets a +1 bonus. **C:** Save bonus increases to +2. **E:** If escalation die is 3+, two allies can roll a save.	88
Arrow of Verse	Spells & Songs	**C:** Recharge after battle is now 11+. **E:** Bonus dice and miss dice are now d12s.	90
Battle Chant	Spells & Songs	**A:** Use d6s instead of d4s for *battle chant* damage. **C:** Once per day, expend a recovery to reroll a *battle chant* attack. **E:** One battle per day, use d10s instead of d6s for *battle chant* damage.	88
Befuddle	Spells & Songs	**A:** Recharge check for *befuddle* now 6+. **C:** Target of *befuddle* now only needs to be in sight. **E:** On a hit, the confusion effect is now save ends.	88
Overworld Two-Step	Spells & Songs	**C:** Recharge check is 11+. **E:** Far away allies can now also have their positions swapped.	91
Song of Thunder	Spells & Songs	**C:** Number of targets increases to 2d4. **E:** Two of the targets can now be far away.	90
Soundburst	Spells & Songs	**A:** On a natural even hit, the dazed effect is now save ends. **C:** Spell is now recharge 16+ after battle. **E:** Spell now targets 1d4 + 1 enemies in a group.	89
Vicious Mockery	Spells & Songs	**A:** Hit effect is now a save ends effect. **C:** Recharge check for *vicious mockery* now 6+. **E:** Natural even miss doesn't expend *vicious mockery*.	90
Wild Heal	Spells & Songs	**A:** *Wild heal* is now recharge 16+ after battle. **C:** Add a third random target. **E:** *Wild heal* effect now provides free recoveries.	90

Cleric Feats

Power Affected	Pre-Req	Tier: Why You'd Want It	Pg
Heal	Class	**A:** Target can now be nearby instead of ally you're next to. **C:** If target is unconscious, add 1d10 x your Cha mod to recovery. **E:** Add +30 hp to recovery if you're next to target.	95
Domain: Healing	Talent	**A:** Allies you heal can use your recoveries instead. **C:** Invocation of healing provides 2 extra uses of *heal* that battle. **E:** Allies you heal add triple your level hp instead of double.	95
Domain: Justice OR Vengeance	Talent	**A:** You can give the reroll blessing to yourself. **C:** When you gain a reroll blessing, gain two blessings instead of one. **E:** Gain a +4 bonus to the rerolled attack.	95
Domain: Knowledge OR Lore	Talent	**A:** Once per day, change knowledge skill roll to natural 20. **C:** Now use a d4 for invocation instead of d6. **E:** Gain a positive relationship point with different random icon each day.	96
Domain: Life OR Death	Talent	**A:** The death save bonus is now +2. **C:** Each battle, the first nearby ally that becomes staggered gains hit points equal to double your level. **E:** You gain one free use of *resurrection*.	96
Domain: Love OR Beauty	Talent	**C:** You gain a two-dice conflicted icon relationship instead.	96
Domain: Protection OR Community	Talent	**A:** One ally can roll a save each time you target allies with a spell.	97
Domain: Strength	Talent	**A:** Once per battle, deal bonus damage with melee attack, d4s equal to Strength modifier or level, whichever is higher. **C:** Damage bonus dice are now d8s instead of d4s. **E:** Once per day, the damage bonus dice are d20s instead of d8s.	97
Domain: Sun OR Anti-Undead	Talent	**A:** Your attacks dealing holy damage gain a +1 damage bonus per tier. **C:** Gain a +2 bonus to all defenses against attacks by undead. **E:** The Sun/Anti-Undead invocation also affects your allies' spells.	97
Domain: Trickery OR Illusion	Talent	**C:** Your trick die can now be used for any d20 roll. **E:** You get a free use of the trick die when the escalation die reaches 3+.	97
Domain: War OR Leadership	Talent	**A:** The domain power works with any attack now. **C:** The attack bonus can now apply to multiple enemies you attack. **E:** Your allies also get a damage bonus against the enemies you attack equal to double your Cha mod.	97
Circle of Protection	Spells	**E:** Spell is now recharge 16+ after battle instead of daily.	100
Combat Boon	Spells	**A:** The *combat boon* save automatically succeeds if the attack is a crit. **C:** Ally can roll a save even if attack misses.	99
Javelin of Faith	Spells	**A:** Deals +1d6 damage vs. undamaged target. Increases at each tier. **C:** Spell can now target far away enemy with –2 attack penalty. **E:** Make the spell's attack a second time when roll a natural 18+.	98
Judgment	Spells	**C:** Spell now deals half damage on a miss. **E:** Spell is now recharge 16+ after battle instead of daily.	99
Mighty Healing	Spells	**C:** This spell is now a close-quarters spell.	99
Prayer for Readiness	Spells	**E:** This spell is now a quick action to cast.	101
Spirits of the Righteous	Spells	**C:** You also gain the AC bonus.	98
Turn Undead	Spells	**A:** You can expend *turn undead* to gain an extra use of *heal* for one battle. **C:** Target demons or undead with *turn undead*. **E:** Increase target hp limit by 100 hp.	99

Fighter Feats

Power Affected	Pre-Req	Tier: Why You'd Want It	Pg
Extra Tough	Class	**A:** Increase your maximum recoveries by 1.	105
Threatening	Class	**A:** Deal damage to enemies that fail to disengage from you equal to your Dex or Con mod; increases at 5th and 8th level. **C:** Non-mook enemies that fail to disengage from you are vulnerable.	105
Cleave	Talent	**A:** You can move to reach a new target before using your Cleave attack. **C:** Use Cleave twice each battle now (but only once per round). **E:** Gain a +4 bonus with Cleave attacks.	105
Comeback Strike	Talent	**A:** You don't take the –2 penalty for Comeback Strike attacks. **C:** Once per day, use Comeback Strike twice in a battle. **E:** Gain a +4 bonus with Comeback Strike attacks.	105
Counter-Attack	Talent	**A:** Counter-Attack attack now deals full damage. **C:** Use Counter-Attack once per turn instead of per round. **E:** Use Counter-Attack when escalation die is 3+.	105
Deadeye Archer	Talent	**A:** Spend a quick action before attack to add your Dex mod to the damage if you miss. **C:** Once per battle, your crit range with a ranged attack expands by +4. **E:** Your crit range with ranged weapon attacks expands by +1.	105
Heavy Warrior	Talent	**A:** Once per day, use Heavy Warrior twice in a battle. **C:** Heavy Warrior now works against an attack vs. PD. **E:** Once per day, reroll a recharge roll for a magic armor power.	105
Power Attack	Talent	**A:** Deal Power Attack damage even if you miss. **C:** One battle per day, use Power Attack twice in a battle. **E:** Power Attack damage dice increase to 1d6 (1-H) or 1d8 (2-H).	105
Skilled Intercept	Talent	**A:** You can pop free from up to 2 enemies when using Skilled Intercept. **C:** Add escalation die to Skilled Intercept saves. **E:** You do not take opportunity attacks while using Skilled Intercept.	107
Tough as Iron	Talent	**A:** Once per day, rally a second time in the same battle using a quick action. **C:** Increase your total recoveries by 2. **E:** Gain another use of Tough As Iron when you roll a natural 20 with an attack.	107
A Dozen Cuts	Maneuver	**C:** Once per battle, trigger *a dozen cuts* with a natural odd hit.	108
Brace for It	Maneuver	**A:** *Brace for it* now works against any type of attack. **C:** *Brace for it* now works any number of times before your next turn.	107
Carve an Opening	Maneuver	**C:** Crit range expands by +2 instead of +1.	107
Combat Mastery	Maneuver	**E:** *Combat mastery* now triggers on any natural even hit.	109
Deadly Assault	Maneuver	**A:** Effect now let's you reroll 1s and 2s for damage. **C:** *Deadly assault* now triggers on any natural 17+.	107
Defensive Fighting	Maneuver	**A:** AC bonus also applies to PD. **C:** Bonus increases to +3. **E:** AC bonus also applies to MD.	107
Heavy Blows	Maneuver	**C:** Triggers on any miss if using two-handed weapon. **E:** Add double (1-H) or triple (2-H) the escalation die to miss damage.	107
Hero's Skill	Maneuver	**C:** Add +4 instead of +2. **E:** The damage is no longer halved if the attack hits.	108
Never Surrender	Maneuver	**E:** Gain a +2 bonus to your *never surrender* save.	109

Fighter Feats (continued)

Power Affected	Pre-Req	Tier: Why You'd Want It	Pg
Precision Attack	Maneuver	**A:** *Precision attack* now works with ranged attacks.	107
Punish Them	Maneuver	**A:** Stop the movement of the target of your *punish them* attack. **C:** Dazed effect is now a save ends effect (11+). **E:** Dazed effect is now weakened (11+ save ends).	108
Second Shot	Maneuver	**C:** The *second shot* attack only takes a –2 penalty.	107
Set 'em Up	Maneuver	**E:** The crit range bonus now also applies to any ally who attacks the target while you are engaged with the target.	109
Shield Bash	Maneuver	**A:** Can pop the target free of your allies. **C:** Once per battle, daze your *shield bash* target if it's staggered.	108
Spinning Charge	Maneuver	**E:** Your *spinning charge* attack deals full damage is escalation die is 3+.	109
Steady Now	Maneuver	**C:** Gain temporary hp equal to double your Con mod instead.	108
Strong Guard	Maneuver	**C:** AC bonus also applies to PD. **E:** Bonus increases to +3.	108
Sword of Destiny	Maneuver	**E:** Now trigger *sword of destiny* with a natural 18+ if the escalation die is 3+.	109
Two-Weapon Pressure	Maneuver	**C:** The attack bonus increases to +4.	108

Paladin Feats

Power Affected	Pre-Req	Tier: Why You'd Want It	Pg
Smite Evil	Class	**A:** Gain a +4 attack bonus with Smite Evil attacks. **C:** Add a total of +2d12 damage with Smith Evil. **E:** Add a total of +4d12 damage with Smite Evil.	114
Bastion	Talent	**A:** Increase your maximum recoveries by 1. **C:** Once per day, use Bastion twice in a battle. **E:** Your ally takes no damage; you still take half.	114
Cleric Training	Talent	**A:** Use your Charisma as the attack ability for cleric spells. **C:** Cast the cleric's *heal* spell twice per day. **E:** Choose 2 cleric spells to gain instead of one.	114
Fearless	Talent	**A:** Gain a +1 bonus to death saves. **C:** Gain a +1 bonus to all saves except death saves. **E:** Nearby allies gain a +1 bonus to death saves.	114
Implacable	Talent	**A:** You gain a +1 bonus to saves. **C:** Once per turn, you can take damage equal to your level to reroll a save. **E:** You gain a +1 bonus to Physical Defense and a +1 bonus to Mental Defense.	114
Lay on Hands	Talent	**A:** Add twice your Cha mod to Lay on Hands healing. **C:** Lay on Hands healing uses a free recovery instead of one of your own. **E:** Two additional uses of Lay on Hands each day.	114
Paladin's Challenge	Talent	**A:** The attack and disengage penalty is equal to –4 or to the escalation die, whichever is higher. **C:** You can have two enemies challenged at same time. **E:** Enemies you challenge are vulnerable to your attacks.	115
Path of Universal Righteous Endeavor	Talent	**A:** Once per day, reroll relationship dice with a heroic or ambiguous icon. **C:** Your melee and ranged attacks deal holy damage. **E:** Gain 1 relationship point with a heroic or ambiguous icon.	115
Way of Evil Bastards	Talent	**A:** Once per day, reroll relationship dice with villainous or ambiguous icon. **C:** When your Smite Evil attack kills 3 or more mooks, you don't expend it. **E:** Gain 1 relationship point with a villainous or ambiguous icon.	115

Ranger Feats

Power Affected	Pre-Req	Tier: Why You'd Want It	Pg
Archery	Talent	**A:** Gain +2 attack bonus and +1 crit range to Archery rerolls. **C:** Once per day, use Archery twice in a battle. **E:** Once per day, turn a hit with a ranged attack into a crit.	119
Double Melee Attack	Talent	**A:** Gain a +2 bonus with your second attack, if it's against a different target. **C:** Once per battle, use Double Melee Attack after an odd attack roll. **E:** Pop free of one enemy before a Double Melee Attack roll. Use your move action in between attacks.	119
Double Ranged Attack	Talent	**A:** Gain a +2 bonus with your second attack, if it's against a different target. **C:** Once per battle, use Double Ranged Attack after an odd attack roll. **E:** Pop free of one enemy before a Double Ranged Attack roll. Use your move action in between attacks.	119
Favored Enemy	Talent	**A:** Change your favored enemy during a full heal-up. **C:** Your crit range vs. favored enemies expands by 1. **E:** Choose a second non-humanoid type as favored enemy.	119
Fey Queen's Enchantments	Talent	**A:** Choose which ability score to use for sorcerer spells you cast. **C:** You can choose from sorcerer at-will spells. **E:** Gain an additional sorcerer spell.	119
First Strike	Talent	**A:** The crit range of your First Strike attacks expands by 1. **C:** Once per day, deal triple damage with a First Strike crit. **E:** Whenever you hit with a First Strike attack, you can reroll damage and take the best result.	120
Lethal Hunter	Talent	**A:** Your crit range of Lethal Hunter attacks expands by 1. **C:** Once per day, use Lethal Hunter against two enemies. **E:** If the escalation die is 3+, your Lethal Hunter crits deal triple damage.	120
Ranger ex Cathedral	Talent	**A:** Cast the cleric class feature *heal* spell once per battle. **C:** You can choose from cleric at-will spells. **E:** Gain an additional cleric spell.	120
Ranger's Pet	Talent	**A:** Your pet gains a third ability. **C:** Your pet gains a fourth ability. **E:** Your pet gains a fifth ability.	120
Tracker	Talent	**A:** Use terrain stunt now in urban environments. **C:** You can now track equally well in urban areas. **E:** You can now track flying, teleporting, and other difficult to find creatures.	120
Two-Weapon Mastery	Talent	**A:** Add your level to damage with missed melee attacks. **C:** Make an opportunity attack against an enemy who rolls a natural 1 against you with a melee attack. **E:** One battle per day, add twice your level to damage with missed attacks.	121
Animal Companion	Companion	**A:** Once per day, companion can attack twice in a round. **A:** Once per day, companion can make an enemy disengage check fail. **A:** Once per day, reroll a companion's missed attack. **A:** Your companion adds the escalation die to its attacks. **C:** Once per day, companion can force a reroll that hits it. **C:** Your Lethal Hunter talent also applies to companion. **C:** Increase companion's PD and MD by +1. **E:** Increase companion's damage die by one size. **E:** Increase companion's AC by +1.	123
Bear	Companion	**C:** Gains twice its level in temporary hp with each hit.	121
Snake	Companion	**C:** Companion's ongoing damage increases to 3 x your level. **E:** Companion's ongoing damage increases to 4 x your level.	121

Rogue Feats

Power Affected	Pre-Req	Tier: Why You'd Want It	Pg
Sneak Attack	Class	**A:** Sneak Attack now works against lower initiative enemies in first round. **C:** Sneak Attack now works against confused, dazed or weakened enemies. **E:** Once per battle, replace normal miss damage with Sneak Attack damage.	127
Trap Sense	Class	**A:** The attack reroll option can also apply to a nearby ally of the rogue. **C:** Gain a +3 bonus to skill check rerolls against traps. **E:** Take only half damage from trap attacks.	127
Cunning	Talent	**A:** Gain a +1 bonus to MD. **C:** Once per battle, reroll a save against an effect that hit you by overcoming your MD. **E:** As champion feat, but now reroll saves once per save.	127
Improved Sneak Attack	Talent	**A:** Once per day, you can use Sneak Attack vs. an invalid target. **C:** Once per day, roll d20s for your Sneak Attack damage instead of d8s. **E:** One battle per day, ignore the once-per-round limitation for Sneak Attack damage.	127
Murderous	Talent	**A:** Gain +2 attack bonus vs. staggered enemies. **C:** Your crit range vs. staggered enemies expands by 2. **E:** Staggered enemies that make melee attacks against you and miss are vulnerable to your attacks.	127
Shadow Walk	Talent	**A:** On a miss, you can still use your move action normally. **C:** Twice per day, reroll an attack following use of *shadow walk*. **E:** Twice per day, return from *shadow walk* somewhere you wouldn't have been able to reach.	128
Smooth Talk	Talent	**A:** Add your Cha mod to your Smooth Talk save. **C:** Success with Smooth Talk yields a 3-point positive relationship now. **E:** On failed Smooth Talk save, you a get 2-point conflicted relationship.	128
Thievery	Talent	**A:** Gain *thief's strike* as a bonus power. **C:** Once per day, deal full damage with a *thief's strike* attack instead of half damage. **E:** Twice per level, steal with *thief's strike* like the Prince of Shadows.	128
Tumble	Talent	**A:** Ignore the penalty for disengaging from more than one enemy. **C:** One battle per day, succeed on first disengage check each turn. **E:** Roll a hard save (16+) to tumble out of critical hits, taking damage equal to attacker's level instead.	129
Assassin's Gambit	Power	**E:** Once per turn, gain extra standard action with power if you drop a mook.	131
Bleeding Strike	Power Power Power	**A:** Ongoing damage to large or huge targets is 1d6 per level instead. **C:** A natural even miss deals ongoing damage equal to your level. **E:** Can use *bleeding strike* against enemies taking ongoing damage.	130
Deadly Thrust	Power Power Power	**A:** Add your Str mod to miss damage. **C:** You can now target mooks with *deadly thrust* attacks. **E:** Add 5 x Strength mod to hit damage, if you don't include Sneak Attack.	129
Death's Twin	Power	**E:** If your first *death's twin* attack is nat 18+, you can also target the same creature with your second attack.	131
Deflection	Power Power Power	**A:** Also triggers on a ranged attack vs. AC. **C:** Deflected attack now deals full damage. **E:** Using the power no longer spends your momentum.	130
Evasive Strike	Power Power Power	**A:** If you drop target, you can pop free from all foes. **C:** On a natural even hit, +2 bonus to AC and PD against the next attack. **E:** As champion feat, but now also +2 MD.	129
Flying Blade	Power Power Power	**A:** On a crit, target is also dazed. **C:** Attack roll doesn't have to be even for Sneak Attack damage. **E:** Use *flying blade* with ranged weapons.	129

Rogue Feats (continued)

Power Affected	Pre-Req	Tier: Why You'd Want It	Pg
Roll With It	Power Power Power	**A:** Also triggers on attack vs. PD. **C:** Also triggers on a ranged attack. **E:** Once per day, take damage equal to attacker's level instead of half damage.	129
Spiky Bastard	Power Power	**C:** *Spiky bastard* damage now applies while you're staggered. **E:** *Spiky bastard* damage is 15 instead of 10 when escalation die is 3+.	130
Sure Cut	Power	**C:** Missing with *sure cut* doesn't count as a use of Sneak Attack damage.	129
Swift Dodge	Power Power	**C:** Also triggers on attack vs. PD. **E:** Rerolled attack takes a –2 penalty.	130
Swift Riposte	Power Power	**C:** If your attack crits, the enemy misses. **E:** Gain a +2 bonus with *swift riposte* attacks.	131
True Targeting	Power	**E:** Regain your momentum if the invisible enemy's attack misses.	131

Sorcerer Feats

Power Affected	Pre-Req	Tier: Why You'd Want It	Pg
Breath weapon	Class	**A:** Failing a death save doesn't cancel your *breath weapon* spells.	135
Gather Power	Class	**A:** Once per battle, you choose a chaotic benefit. **C:** Once per battle, gather power as a quick action if escalation die is 4+. **E:** Roll 2 chaotic benefits if escalation die is 2+.	135
Arcane Heritage	Talent	**A:** Use Charisma as the attack ability for wizard spells. **C:** Cast wizard spells empowered.	136
Blood Link	Talent	**C:** Gain another relationship point with an icon in your heritage.	137
Chromatic Destroyer Heritage	Talent	**A:** Gain +2 attack bonus with empowered *breath weapon* spells. **C:** Once per day, turn a *breath weapon* re-use failure into a success. **E:** One battle per day, gain *resist dragon attack 16+*.	137
Fey Heritage	Talent	**A:** Use your Fey Heritage power twice per day now. **C:** Gain a +2 attack bonus vs. elves and creatures linked to Elf Queen. **E:** Once per battle, gain racial ability of an elf race when escalation die is 6+.	137
Infernal Heritage	Talent	**A:** Gain *resistance 12+* to fire and one other damage type. **C:** Increase one of your resistances to 16+. **E:** You can enter a spell frenzy as free action for free if escalation die is 5+.	138
Metallic Protector Heritage	Talent	**A:** Gain *resist energy 12+* for rest of battle as quick action. You choose type. **C:** When your chaotic benefit increases your defenses, apply it to an ally. **E:** One battle per day, gain *resist demon attack 16+* instead of *resist energy*.	138
Sorcerer's Familiar	Talent	**A:** Familiar gains another randomly changing ability. **C:** Once per level, familiar can cast one of your expended spells. **E:** Familiar gains another randomly changing ability.	138
Spell Fist	Talent	**A:** When you miss with spell vs. engaged enemy, add Cha mod to miss damage. Damage increases at each tier. **C:** Once per battle, include an enemy engaged with you in a spell targeting other foes. **E:** Once per day, include all enemies engaged with you as targets of an empowered spell.	138
Undead Remnant Heritage	Talent	**A:** Decrease your maximum recoveries by 1; gain a +2 bonus to death saves. **C:** Increases your resistance to 16+ and attack bonus vs. undead by +1. **E:** Gain +1 attack bonus if you cut off hand and put out eye.	138

Sorcerer Feats (continued)

Power Affected	Pre-Req	Tier: Why You'd Want It	Pg
Breath of the Black	Spell	**E:** On a miss, ongoing damage is now doubled.	140
Breath of the Blue	Spell	**E:** The spell can now target a far away enemy.	141
Burning Hands	Spell	**A:** On a miss, deal fire damage equal to any die that rolled max. **C:** Choose another target for spell when you roll a natural 18+. **E:** Can now target all enemies engaged with you in addition to normal targets.	139
Calling the Blood	Spell	**E:** Roll two d6s, the choose the roll you want.	142
Chaos Bolt	Spell	**A:** No penalty for attacking a far away enemy. **C:** Roll on epic table for chaotic benefit, or choose it, depending on tier.	139
Echoing Thunder	Spell	**C:** Empowering *echoing thunder* doubles its aftershock damage.	140
Lightning Fork	Spell	**A:** Once per battle, reroll a *lightning fork* attack. **C:** *Lightning fork* not expended if you miss all targets. **E:** Recharge roll is now 11+.	139
Resist Energy	Spell	**A:** Add another target with the spell.	139
Scorching Ray	Spell	**A:** You can now target far away enemies, but with a –2 penalty. **C:** The spell attack can deal random energy damage instead of fire. **E:** No penalty for attacking a far away enemy.	139
The Queen's Shadows	Spell	**E:** Once per battle, you can instead teleport to a far away location you can see.	140

Wizard Feats

Power Affected	Pre-Req	Tier: Why You'd Want It	Pg
Ritual Magic	Class	**C:** Can cast full rituals in 1d3 + 1 rounds.	148
Abjuration	Talent	**A:** Bonus also applies to PD. **C:** Gain 2d12 temp hp when you cast a daily spell. **E:** Bonus also applies to MD.	148
Cantrip Mastery	Talent	**A:** You can now use cantrip-style versions of any spell you know.	148
Evocation	Talent	**C:** When you evoke, reroll one natural attack roll that is less than escalation die.	149
High Arcana	Talent	**C:** You can now cast *counter-magic* twice per battle. **E:** You can cast *counter-magic* in reaction to any magical action.	149
Wizard's Familiar	Talent	**A:** Familiar gains another ability. **C:** Once per level, your familiar can cast one of your expended spells. **E:** Familiar gains another ability.	149
Color Spray	Spell	**A:** The weakened effect hp threshold increases by 5 hp. **C:** On a miss, deal damage equal to your level. **E:** The spell now targets 1d3 + 1 creatures.	153
Confusion	Spell	**A:** You can choose a new miss effect that dazes all missed targets. **C:** Each failed save by the target deals 6d10 psychic damage to it. **E:** Confused effect now requires a difficult save (16+).	154
Denial	Spell	**C:** The target of the spell is also hampered on a natural even miss. **E:** The spell now targets 1d4 + 1 enemies.	155
Disintegrate	Spell	**E:** The spell now targets a far away creature.	157
Fireball	Spell	**C:** Target 1d4 enemies instead of 1d3 when you cast the spell recklessly. **E:** The spell now targets 1d3 + 1 enemies.	156

Wizard Feats (continued)

Power Affected	Pre-Req	Tier: Why You'd Want It	Pg
Force Salvo	Spell	**A:** You can now target one creature with bolts until you hit it once. **C:** On a miss, deal damage equal to level with a bolt. **E:** Increase the number of bolts by 1.	154
Hold Monster	Spell	**A:** Regain the spell if you miss all targets with it. **C:** The spell can now target 2 enemies under the hp limit. **E:** Increase the hp limit by +50 hp.	155
Lightning Bolt	Spell	**C:** Deal 10 ongoing lightning damage on a natural even hit. **E:** Deal 20 ongoing lightning damage (hard save) on a natural even hit.	155
Magic Missile	Spell	**A:** Now choose two targets for the spell, each getting half damage dice. **C:** Roll a d20 with the spell to see if you crit. **E:** Use d8s instead of d4s for damage dice at spell levels 7 and 9.	153
Meteor Swarm	Spell	**E:** Damage from each meteor is now 5d4 x 10.	157
Ray of Frost	Spell	**A:** On a natural even hit, daze the target if it's staggered. **C:** The spell's target can now be far away. **E:** You can have the spell deal lightning or negative energy damage.	154
Rebuke	Spell	**A:** Deal double your level psychic damage when you roll a natural even hit. **C:** Also daze a target (save ends) you hit with the spell. **E:** Daze a target for a round when you roll a natural even miss.	155
Shield	Spell	**A:** You choose which attack roll the attacker must use. **C:** The spell's recharge roll is now 6+. **E:** Hit or miss, take only half damage from attack you use *shield* against.	154
Shocking Grasp	Spell	**A:** Cast the spell as a quick action now. **C:** Once per battle, you can also daze a target you hit with the spell. **E:** Use d8s instead of d6s for the spell's damage dice.	154
Teleport	Spell	**E:** You can now cast the spell on nearby allies; if allies are close, you can teleport to a location known by an ally.	157
Teleport Shield	Spell	**C:** When your *teleport shield* attack misses, the attack isn't expended that round. **E:** You can now teleport an enemy to a location far away you can see.	155
Utility Spell	Spell	**A:** Each *utility spell* slot lets you cast two spells. **C:** Each *utility spell* slot lets you cast three spells.	150

GEAR

Gear means both more and less in *13th Age*. On one hand, we are amping up the story content for your character, so the technical, gear-oriented details get amped down. On the other hand, you have more freedom in deciding just what sort of gear your character has and what it means to you.

In traditional d20 games, your class modifies how much gold you start with, which determines the gear you can afford, and your gear determines your armor class, combat damage, attack bonuses, crit ranges, etc.

In *13th Age*, we cut to the chase and give you your combat stats based on your class. You have some creative freedom in determining what your weapons, armor, and other gear will be. Each class lists the type of gear a member of that class normally uses. You're free to equip your mundane (nonmagical) gear along the lines we suggest or somewhat differently, especially if your backgrounds and character history offer an explanation of why your gear would be different.

In our minds, it's more interesting to discover that your barbarian attaches a griffin feather to every axe he uses (until he fumbles too many times with it and the feather crumbles, forcing him to find a new feather) than to spend time shopping on item lists for gear that doesn't really matter.

That said, as a guide to what costs what, use the Equipment Price Guide at the end of this section.

Armor Categories

The class write-ups in Chapter 4 categorize armor as either light or heavy. The notes below show examples of the armor types for clarity and inspiration.

Light armor: Heavily padded vest, leather armor, studded leather, cured animal hide, a suit of quicksilver beetles, dragonhide, light chainmail shirt.

Heavy armor: Heavy chainmail, ring armor, scale mail, half-plate, plate armor, most dragonscale armor.

Melee Weapon Categories

The class write-ups use a few categories for weapons. See the individual classes for the expected damage and the attack penalty if the class isn't proficient with the weapon.

Small, one-handed: baton, club, dagger, knife, sickle

Small, two-handed: big club, scythe

Light/simple, one-handed: hand axe, javelin, mace, shortsword, wicked big knife

Light/simple, two-handed: spear

Heavy/martial, one-handed: bastard sword, battleaxe, flail, hammer, longsword, morningstar, scimitar

Heavy/martial, two-handed: dire flail, dwarven double-axe, greataxe, greatsword, halberd, polearms, heavy warhammer

Ranged Weapon Categories

Use these ranged weapon categories as a guideline for the great number of things that can be thrown or shot.

Nearby Targets Only

Small, thrown: baton, club, dagger, knife, sickle

Small, crossbow: hand crossbow

Nearby Targets Okay; Far Away Targets –2 Atk

Light/simple, thrown: axe, javelin, spear

Nearby and Far Away Targets Okay

Light/simple, crossbow: light crossbow

Light/simple, bow: shortbow, sling

Heavy/martial, crossbow: heavy crossbow

Heavy/martial, bow: longbow

Reloading: Ranged weapons like shortbows and longbows (and yes, slings) can be reloaded as part of the standard action in which they are used in an attack. Hand and light crossbows require a quick action to reload. Heavy crossbows usually require a move action to reload.

Thanks to reload requirements, crossbows are often worse ranged weapons than shortbows and longbows for characters who want to attack at range often. But when you see class-by-class weapon use, you'll note that characters who aren't particularly skilled take lower attack penalties with heavy crossbows than they do with longbows. If you're not so skilled with ranged weapons and you're only firing one shot, the heavy crossbow beats the longbow.

If the crossbow is your chosen weapon, you'll want the *rapid reload* feat.



In my campaigns, magic crossbows are docile and helpful compared to magic long bows. Assassins and others who prefer to avoid arguing with their magic items use crossbows.

GAMEMASTER

Most d20 games say that small characters like halflings and gnomes use smaller weapons that deal less damage. If your vision of the world requires that, go ahead, but we prefer to play that the halfling and gnome adventurers in our game are exemplary heroes who aren't held back by their size.

Economy & Price Lists

One platinum piece equals 10 gold pieces. One gold piece equals 10 silver pieces. One silver piece equals 10 copper pieces. Adventurers and nobles generally use gold pieces. Tradesmen, merchants, guardsmen, farmers, and the middle class are more likely to deal with silver pieces but don't find anything strange about using gold. Peasants generally get by with copper pieces, occasionally managing silvers.

Coins of the Empire

So long as the symbol of the Emperor appears on one side, each of the Seven Cities has the right to stamp its own platinum, gold, silver, and copper coins. Axis and Glitterhaegen can be counted on to exercise this right fully; the other cities care less about their coinage, though it amuses the Blue to circulate coins from Drakkenhall.

It's generally understood that one city's coin is as good as another's, though trade disputes and people looking to start fights might complicate that. Sometimes knowing what type of coinage someone is carrying can yield clues to where they've been and who they have been dealing with. . . .

The most common coins stamped by cities other than Axis are standard gold pieces. Gold pieces from Axis are often referred to as *imperials*, or "imps" by those showing disrespect. Gold pieces from Glitterhaegen are called *glits*. Newport contributes gold pieces commonly referred to as *nupes*, while gold pieces from Santa Cora are *saints*. No one uses slang for gold pieces from Horizon, probably because of lingering suspicions that disrespecting money from the wizards' city might trigger hidden booby traps. *Draks* from Drakkenhall *are* disrespected in parts of the Empire, but that doesn't mean they aren't accepted. Concord coins are rare enough that there isn't any slang for them, mostly

because Concord is comfortable using anyone's coins as well as *towers* and *trines* (see below).

Occasionally one of the cities will make special alloys and coins that are worth 5 gp or even 5 pp apiece. They're too rare to have slang names.

Towers: Dwarven gold pieces are square with grooved edges. They get their name from the fact that they stack perfectly, though obviously not with anyone else's gold coins. To start a fight with a dwarf in a tavern, knock over the tower one of them has stacked beside their ale. Sometimes that takes some doing; dwarven coins seem to *want* to stay stacked instead of falling over. It's not unheard of to find ancient dwarven treasure troves where the coins are still stacked into perfect towers. Elves joke that it's not the fact that dragons steal dwarven gold that bothers the dwarves so much, but the fact that the dwarves' towers get knocked down and scattered throughout the hoard.

Trines: Elves often use beautiful coins that meld gold, silver, and platinum. They're almost universally accepted to have a value of 3 gp. You'll generally find more and more trines the closer you get to Concord and the Queen's Wood. Only the very wealthy and those looking to make a point carry nothing but trines.

Equipment Price Guide

The following price guide lists standard prices for common items found in the Empire. It also includes pricing for less common or more interesting items. Note that characters generally start with armor, weapons, and standard traveling gear; prices are included for reference.

General Goods

Item	Price
Standard traveling gear	5 gp
Flint and tinder box	1 sp
Money pouch (small)	3 sp
Pack/traveling satchel	1 gp
Rain cloak	3 sp
Road rations (5 days)	25 sp
Sleeping roll	1 sp
Water/wine skin or flask	7 sp
Arrows/bolts/sling bullet	1 sp/each
Blanket (wool)	5 sp
Candle	1 cp
Chain, dwarven forged (10 ft)	10 gp
Chain, iron (10 ft)	5 gp
Clothing, simple	2 sp
Clothing, good	1 gp
Clothing, expensive	10–100gp
Clothing, rain cloak (elven)	5 gp
Crowbar (iron)	3 gp
Flask (crystal)	5 gp
Flask (glass)	5 sp
Flask (pottery)	5 cp
Grappling hook (iron)	1 gp
Hammer, small	3 sp
Holy symbol/implement (adv)	10 gp
Holy symbol/implement (chp)	100 gp
Holy symbol/implement (epic)	1000gp
Iron spike	1 sp
Lantern (common)	8 sp
Lantern (hooded)	5 gp
Lantern oil (4 hrs)	1 sp
Magnifying glass	25 gp
Mirror, large	5 gp
Mirror, small	2 gp
Musical instrument (intricate)	5–25 gp
Musical instrument (simple)	1–5 gp
Pipeweed (1 use)	2 cp
Prayer book	2 gp
Rope, 50 ft elven	3 gp
Rope, 50 ft good	6 sp
Rope, 50 ft poor	2 sp
Spellbook (adventurer)	10 gp
Spellbook (champion)	100 gp
Spellbook (epic)	1,000 gp
Tent, large	5 gp
Tent, small	2 gp
Tent, wood elven	10 gp
Thieves' tools (adventurer)	2 gp
Thieves' tools (champion)	20 gp
Thieves' tools (epic)	200 gp
Torch (1 hr)	1 gp
Torch (6 min)	1 sp

General Goods (continued)

Item	Price
Interesting General Goods	
Candy	1 cp
Good candy	2 cp
Large tabby cat	5 cp
Large tabby cat in Horizon, guaranteed free of fleas and demonic possession	20 gp
Set of four plausibly honest six-sided dice	2 sp
Set of extremely well-balanced ever-so-slightly cheaty dice	35 gp

Food / Lodging

Item	Price
Road rations (1 day)	5 sp
Meal, common	1 sp
Meal, good	3 sp
Meal, excellent	8 sp
Meal, feast (for 5)	8 gp
Ale/beer, poor (pitcher)	2 cp
Ale/beer, good (pitcher)	6 cp
Ale/beer, dwarven (pitcher)	1–3 gp
Wine, poor (bottle)	4 cp
Wine, good (bottle)	1 sp
Wine, elven (bottle)	1–5 gp
Inn (per person per day)	
Poor, common room	1–3 sp
Good, shared room	8–14 sp
Excellent, private room	2–5 gp
Suite (sleeps 4 to 8)	5–20 gp
Interesting Food / Lodging	
A mug of fresh, pure water on the Demon Coast	20+ gp
Night's lodging for a party with a couple non-humans in Concord	5 gp per person
Night's lodging in Concord for a purely human group	10 gp per person
Night's lodging in Drakkenhall when there's a Koru festival imminent at the Straits	47 gp per person
Night's lodging in Horizon for poor saps who didn't book ahead using message	80 gp per person

Mounts (includes gear)

Item	Price
Dog, guard	10 gp
Dog, riding	15 gp
Donkey/pack mule	10 gp
Horse, riding	20 gp
Horse, battle trained	80 gp
Feed for mount (per day)	2–4 cp
Interesting Mounts / Travel	
Ferry ride across the Grandfather	2 sp
Ferry ride across the Grandfather if the new Road Bridge is temporarily demolished	5 gp
Passage on a ship sailing one city away around the Midland Sea	7 gp
Passage two cities away	15 gp
Passage three cities away	25 gp

Weapons (average quality)

Item	Price
Battle gauntlets	4 gp
Battleaxe	6 gp
Club	5 sp
Dagger/knife	1 gp
Double axe	12 gp
Flail	6 gp
Greataxe	10 gp
Greatsword	10 gp
Handaxe	3 gp
Longsword	7 gp
Mace	5 gp
Maul	10 gp
Morningstar	4 gp
Pick	4 gp
Polearm	8 gp
Rapier	10 gp
Sap	5 sp
Scimitar	5 gp
Shortsword	4 gp
Spear	2 gp

Weapons (average quality, continued)

Item	Price
Staff	1 gp
Trident	4 gp
Two-bladed sword	15 gp
Warhammer	7 gp
Bow	
Longbow	14 gp
Shortbow	9 gp
Crossbow	
Hand crossbow	8 gp
Light crossbow	10 gp
Heavy crossbow	15 gp
Javelin	2 gp
Net, weighted	3 gp
Sling	2 sp
Shuriken	7 sp
Throwing axe	3 gp
Throwing hammer	3 gp
Interesting Weapons	
Peasant's knife	40 cp
Dungeon-ready combat dagger with rope-sawing edge	4 gp
Slightly damaged gladiatorial longsword in Axis	6 gp
Reknowned longsword of a twelve-kill gladiator in Axis	110 gp
Battle axe crafted by dwarven weaponsmiths in Forge	12 gp
Serviceable battle-axe near the Wild Wood	27 gp, and maybe you shouldn't be showing that in public unless you're wearing the symbol of the High Druid
Crusader-blessed mace exported from First Triumph (no magic, just status)	230 gp
Longbow whose yew was grown in the Queen's Wood	65 gp

Armor (average quality)

Item	Price
Cloth/padded	1 gp
Leather	10 gp
Studded leather	15 gp
Hide	10 gp
Light chain	20 gp

Armor (average quality, continued)

Item	Price
Heavy chain/ring	30 gp
Scale	40 gp
Half-plate	45 gp
Plate	50 gp
Shield	5 gp

Services (per day or service)

Item	Price
Services (per day or service)	**Price**
Bath, with servants	1 gp
Bodyguard (d)	2 gp
Carriage/coach, one ride	2 sp
Carriage/coach	2 gp
Courier (intercity)	5 sp
Courier (long distance)	5 gp
Courier (urchin)	5 cp
Courtesan	1–100 gp
Guide, urban (d)	1 gp
Guide, wilderness (d)	5 gp
Herald (in city only)	1 gp
Lantern bearer (in city) (d)	5 sp
Mercenary, soldier (d)	5 gp
Mercenary, thug (d)	1 gp
Moneylender (cost per 100gp)	5 gp
Oracle/seer/fortune teller	5 cp to 100 gp
Personal chef (d)	1 gp
Sage	5–50 gp
Valet/manual laborer	5 cp to 5 gp
Cleric (divine spells/rituals)	Varies
Wizard (arcane spells/rituals)	Varies
Interesting Services	
Fine for impeding Imperial officials in Axis	100 of whichever coin you look like you can afford, or more
Fine for unnecessary violence in Santa Cora	double the above fine . . . or sincere regret

ADVICE FOR PLAYERS

That does it for the information you need to create your character. You'll want to know some of the basics of the combat system in chapter 5 and look through the character classes in chapter 4, but the rest is pleasure reading.

But before we turn you loose, here's a slice of advice on how to generate the most fun with your character. We give the GM all sorts of advice, but making the game enjoyable for everyone isn't just the GM's responsibility. Players can take active steps to set up a better game.

Create Dramatic Stories

The storyline should be a group effort between GM and players. In traditional roleplaying games, players often try to invent the smartest, best, or most efficient solutions to problems in the game world. This sort of problem solving can be satisfying, like solving a puzzle, but it doesn't usually lead to the most memorable drama. The worst approach is to come up with the safest solutions, the ones that least expose the characters to danger. These solutions are prudent in terms of the characters' world, but they tend to slow the action down and make the players' experience at the table less exciting. We encourage you to be exciting rather than prudent. When inventing a solution to an open-ended problem, approach the issue the way a good writer approaches a plot point. Don't just think about what would make sense. Think about what would generate fun.

For example, the smart thing to do when the party arrives at a new city might be to keep a low profile until the characters can get a read on the local scene. That's prudent. But what do your characters really want to do when they finish a long journey at a new city? Perhaps they want something more interesting, such as seeking out a famous inn to see whether its desserts really live up to their reputation as the "best in the land." Or maybe the characters have distant relatives or old friends that they feel duty bound to check in on. You can probably think of something more interesting to do than whatever the most prudent course of action would be. This sort of open-ended activity is a good opportunity for you to expand your character's horizons or to reinforce their personality.

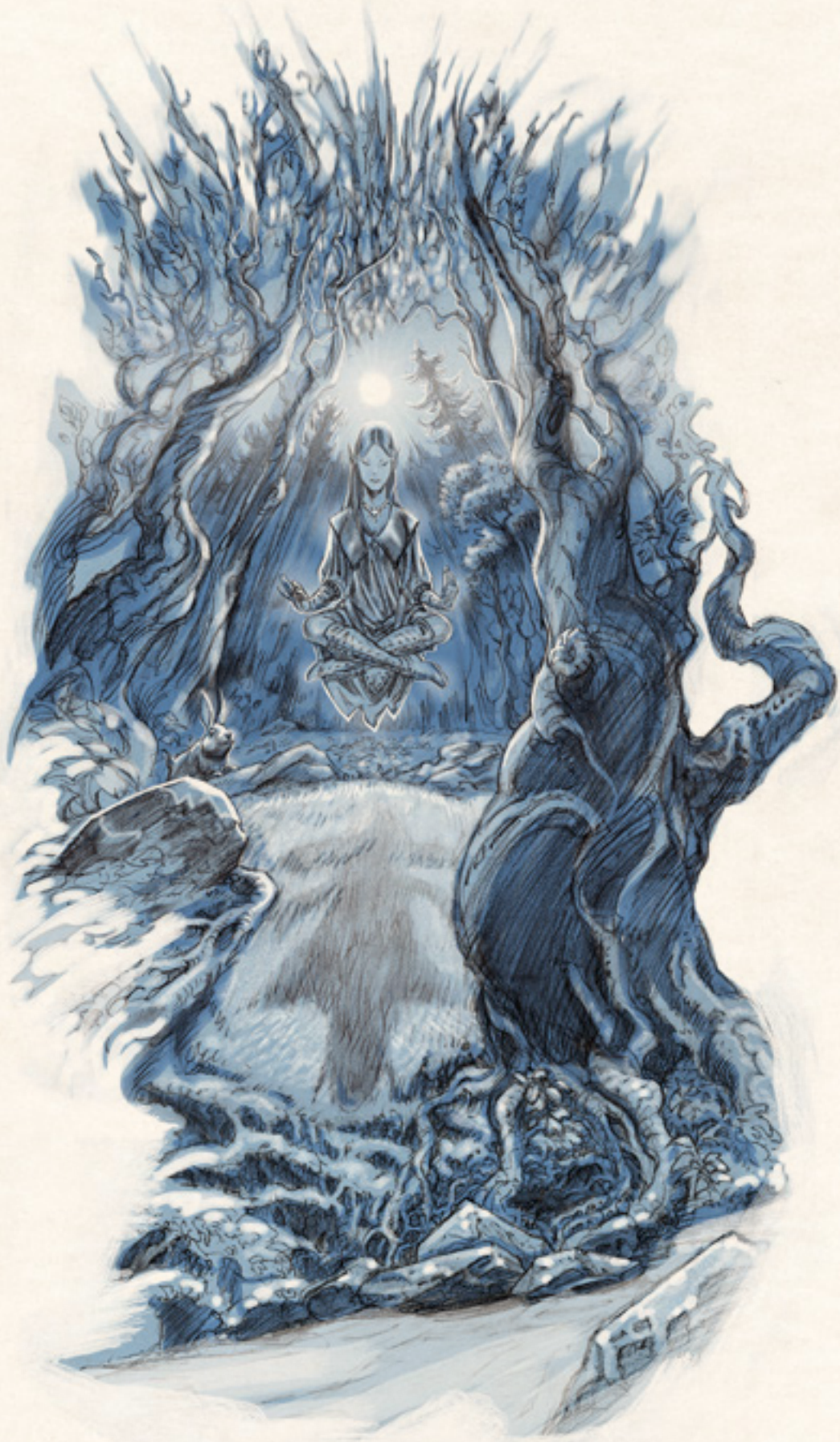
Don't take this advice as an excuse to hog the spotlight or derail the plot. Your fellow players are counting on you to help make the session more engaging, not to turn an open-ended roleplaying scene into a headache.

Will things go harder for your characters if they don't always do the smart and safe thing? Sure, but setbacks and trouble make for good drama.

Telegraph Your Intent

In traditional roleplaying games, the GM is a neutral arbiter, and when a player asks questions about the world or setting, it's the GM's job to discern the answer that makes the most sense in the world. The GM doesn't need to know the player's reason for asking because the GM's answer is based on the fiction of the world rather than on the needs of the drama. In some campaigns, the players are even careful not to let the GM know their intent so that the GM can't foresee the player's plan and block it. If the PC can talk to animals, for example, the player might ask a number of leading questions about the surroundings hoping to corner the GM into saying that there are animals around so that the player can spring a means of talking to animals on the unsuspecting GM. We encourage you to take just the opposite approach. Explain to the GM what you hope the answer will be and why so that they can take that into account when inventing an answer.

For example, you ask, "Just how far away is this enchanted glade where the magical boars were killed?" The GM might invent an answer based on what seems to fit the fictional world. Maybe the GM says, "A couple days' travel inland." If, however, you first say, "I wish I could see the place where the boars were killed and try to glean some clues from the arcane signatures left behind by the killer," then the GM might invent an answer that helps your character do something interesting. Maybe the GM says, "The glade is actually just outside the city, but it's magically hidden so most people hardly know it's there. If you can persuade the local druids, you might be able to gain access."





CHAPTER 3

RACES

Our art doesn't necessarily present all members of a race as sharing the same style of physical appearance. If the visual style we're using in the main illustrations doesn't appeal to your vision of your character's chosen race, don't worry. The world has room for people of different heights, elves with different eye shapes, hairy or non-hairy dwarves, and halflings with or without hair on their feet.

To use dwarves as an example, we're not telling you what all dwarves in *13th Age* definitely look like because there isn't necessarily a single dwarven style. Differences in body shape, facial hair, armor styles, and speech patterns can all be explained as clan traditions, geographic tendencies, the result of different underworld heritage, or as the consequence of powerful dwarven magic that mandates specific cultural and physical patterns. The story of your character is up to you, so if inventing a distinct visual style suits you better than incorporating the styles used by us, other fantasy roleplaying games, and your miniatures, by all means, make up something cool that will improve your group's game.

MAJOR RACES

The dominant races in our version of the Dragon Empire are humans, dwarves, elves, gnomes, half-elves, half-orcs, and halflings. These are the races that are part of our geopolitical background; they're in the game whether or not your players want to play them.

Of course, there may be characters of unusual races in your campaign. Options for a number of other PC races follow the Major Races section.

RACE ABILITY SCORE ADJUSTMENTS

Each race is associated with two ability scores. Choose one for your racial ability score bonus. Based on your class, you'll also get another bonus to a different ability. This means that every character gets a bonus to two abilities, and it's a good idea to think about your class bonus when choosing your racial bonus.

Choose *one* ability score for a racial bonus.

RACE POWERS

Each race option also provides a power that a character can use *once per battle* (unless you're a wood elf who gets lucky with *elven grace*—you're special). You regain access to used racial abilities after a quick rest. A few races also have additional persistent racial abilities, like *small* for halflings and gnomes.

RACE ABILITY SCORE ADJUSTMENTS

RACE	STR	CON	DEX	INT	WIS	CHA	ANY
Human							+2
Dwarf		+2			+2		
Dark elf			+2			+2	
High elf				+2		+2	
Wood elf			+2		+2		
Gnome			+2	+2			
Half-elf		+2				+2	
Half-orc	+2		+2				
Halfling		+2	+2				

HUMANS

+2 any ability score

Bonus Feat: At 1st level, human PCs start with two feats instead of one.

QUICK TO FIGHT (RACIAL POWER)

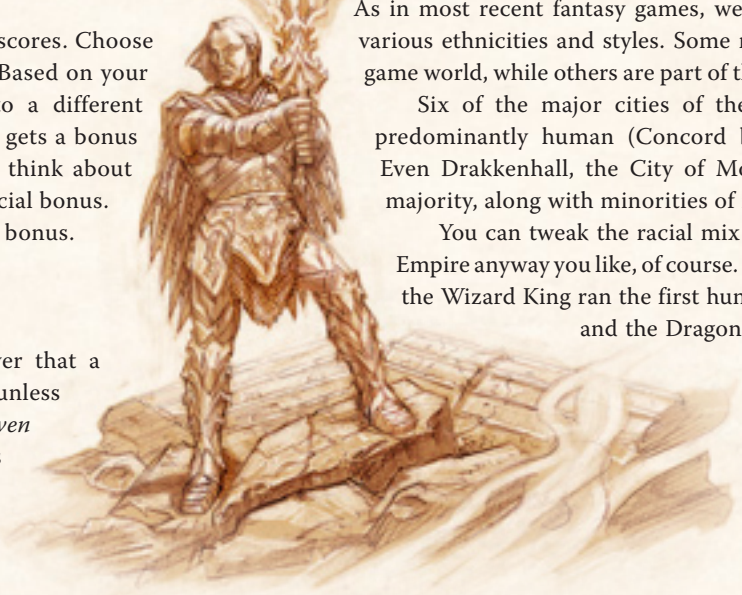
At the start of each battle, roll initiative twice and choose the result you want.

Champion Feat: If you roll a natural 19 or 20 for initiative, increase the escalation die by 1 (usually from 0 to 1 since it's the start of the battle).

As in most recent fantasy games, we like using humans of various ethnicities and styles. Some map to cultures in the game world, while others are part of the magical mixing pot.

Six of the major cities of the Dragon Empire are predominantly human (Concord being the exception). Even Drakkenhall, the City of Monsters, has a human majority, along with minorities of most everything else.

You can tweak the racial mix of your version of the Empire anyway you like, of course. Our assumption is that the Wizard King ran the first human empire in the area and the Dragon Empire is the second. So far all the Dragon Emperors have been human, though in a genealogical sense it would be possible to have a half-elven emperor.





DWARVES

+2 Con OR +2 Wis

That's Your Best Shot? (Racial Power)

Once per battle as a free action after you have been hit by an enemy attack, you can heal using a recovery. If the escalation die is less than 2, you only get half the usual healing from the recovery. Unlike other recoveries that might allow you to take an average result, you have to roll this one!

Note that you can't use this ability if the attack drops you to 0 hp or below. You've got to be on your feet to sneer at their attack and recover.

Champion Feat: If the escalation die is 2+ when you use *that's your best shot*, the recovery is free.

See the entries on the mountain named Forge (pg 267) and the Dwarf King icon entry (pg 17) for the basic history of the dwarves.

Dwarves are usually organized in extended clans. By extended we mean many members and many memories—dwarves love keeping track of the past and applying it to the present.

Dwarven traits from most any other fantasy source are welcome in our game. There are two we make use of frequently: ale and magic treasure.

Ale: Technically, you'd expect dwarves to be distilling liquor. That would work a lot easier underground. But dwarves love brewing ale and the quest for quality ingredients and dedicated brew masters motivates a significant portion of dwarven interactions with the far corners of the world.

Magic treasure: The Dwarf King claims to own a stake in every bit of treasure extracted from the ground. When you meet a dwarf and you're the type of person who possesses actual magic treasures (a rarity, to be sure), the first thing the dwarf will do is look over your treasures (at least the treasures you openly display), figuring out how well you are caring for them and how the treasures feel about being owned by you. Obviously, most adventurers take excellent care of their magic gear, so in truth dwarves rarely have grounds for actual complaint. But that doesn't stop them from looking. And if they feel like starting trouble, they always have a pretext.

GAMEMASTER

NPCs don't necessarily have racial abilities. You should feel free to give an extraordinary NPC the same once-per-battle racial ability that the PCs enjoy, or even something better, but don't feel obligated. For example, not every high elf in the world is capable of teleporting, only the extraordinary ones. On the other hand, these racial abilities are much less extraordinary than being able to use the escalation die, so feel free to give them to your NPCs when you think the NPC deserves it.



HALF-ORCS

+2 Str OR +2 Dex

Lethal (Racial Power)

Once per battle, reroll a melee attack and use the roll you prefer as the result.

Champion Feat: If the *lethal* attack reroll is a natural 16+, you can use *lethal* again later this battle.

The name half-orc is misleading. There are cases of orcs and humans mating, but most such intercourse is barren or lethal. The common origin story for half-orcs is that they are a supernatural response to the existence of orcs. Orc breakouts appear as magically generated infections. Half-orc births are a slower response, apparently encouraged by the High Druid in the wildlands to strengthen human tribes. It may not be true that the High Druid is responsible for half-orc origins, but half-orcs are welcome in most all groups that recognize the High Druid's leadership.

Half-orcs are most common outside the Empire in the barbaric wildlands. Until the last century or so, half-orcs were rare inside the Empire except on the frontier. But that has changed. One of the more warlike Dragon Emperors formed a unit of half-orc warriors and magicians as his personal bodyguard. In the process, he gave half-orcs official citizenship in the Empire, and they're now nearly as common as the other non-human races.

Many half-orcs don't take to urban life, but feel easily at home in Axis (the imperial city of war and gladiatorial games) and Drakkenhall (the Blue Dragon's half-ruined city of monsters). There are half-orcs in Concord, but they don't maintain a racial identity there, instead going with the flow of whoever their friends are.

ELVES

Adventurer Tier Elf Feat (Heritage of the Sword): If you can already use swords that deal d6 and d8 damage without attack penalties, you gain a +2 damage bonus with them.

Otherwise, if your class would ordinarily have an attack penalty with such swords, you can now use them without penalties.

Dark Elves

+2 Dex OR +2 Cha

Cruel (Racial Power)

Once per battle, deal ongoing damage to a target you hit with a natural even attack roll as a free action. The ongoing damage equals 5 times your level. (For example, at 3rd level you would deal 15 ongoing damage against a single target.) As usual, a normal save (11+) ends the damage.

A critical hit doesn't double this ongoing damage.

Champion Feat: Once per day, you can instead use *cruel* to deal 5 ongoing damage per level against a target you have missed or had a natural odd attack roll against. (Yes, you could even deal the ongoing damage with a natural 1; you're *that* cruel.)

High Elves

+2 Int OR +2 Cha

Highblood Teleport (Racial Power)

Once per battle as a move action, place yourself in a nearby location you can see.

Champion Feat: Deal damage equal to twice your level to one enemy engaged with you before or after you teleport.

Wood Elves

+2 Dex OR +2 Wis

Elven Grace (Racial Power)

At the start of each of your turns, roll a die to see if you get an extra standard action. If your roll is equal to or lower than the escalation die, you get an extra standard action that turn.

At the start of battle, you roll a d6. Each time you successfully gain an extra action, the size of the die you roll increases by one step on the following progression: (d4), d6, d8, d10, d12, d20. If you get an extra action after rolling a d20, you can't get any more extra actions that battle.

Champion Feat: Once per day, start a battle rolling a d4 for *elven grace* instead of a d6.

The Three Shards of the Elven People

The Elf Queen wears a crown of three parts: black amethyst and obsidian for the dark elves, green emerald and flowering plants for the wood elves, and diamond and *force* magic for the high elves. When the elves were truly unified, they referred to themselves as the three branches of the elves, but since the war with the dwarves it became customary to refer to themselves as the three Shards of the Crown.

Even though her crown remains whole, the Queen herself uses the term. At first she used it sardonically, chiding her people for their animosities. But words used sarcastically have a way of sticking if they're true, and the shorthand method of referring to one of the three branches of the elves is to call them shards.

Dark Elves

Within the Queen's Court, the dark elves are referred to by the name they use for themselves, the Silver Folk. Outside the Court, the use of the term Silver Folk is extremely polite, or ironic. Most surface dwellers refer to them as dark elves or drow, interchangeably.

Dark elves are not uniformly evil. Drow society varies from entirely evil to merely cruel. That said, it's almost a point of pride among dark elves that some of the world's greatest villains have come from their race, to the point that even a goodly hearted drow may end up arguing that her race's despotic overlord was far more powerful than another race's former tyrant.



Use the flavor of evil you like best for dark elves and allow your players with drow characters to be part of groups from the fringe or isolated settlements that differ from the norm. Compared to the dark elves of some fantasy worlds, the Silver Folk can be trusted to the extent that they are mostly loyal, in some strange or disgusting way, to their Queen. The Queen's critics point out that it takes a twisted and capricious monarch to engage the affections of the dark elves—you can't win when you are Queen of three feuding races.

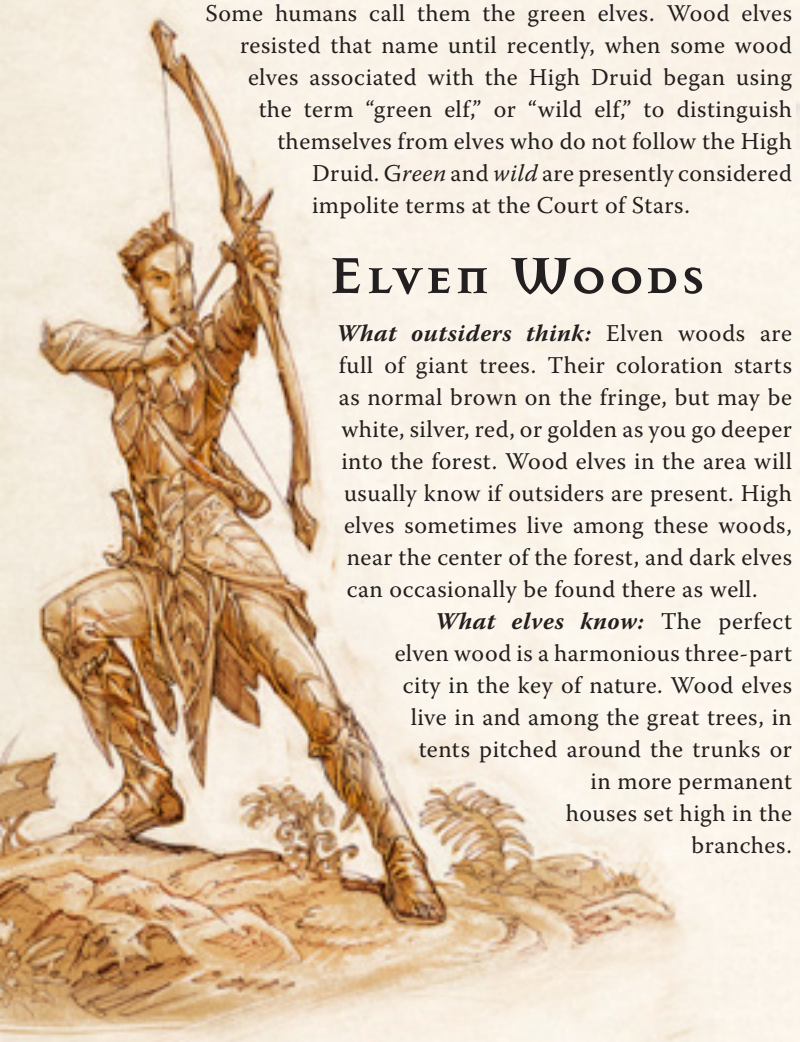
High Elves

The high elves are sometimes called light elves. Their term for themselves means both high and light. Humans hearing that description often supply "sky" as a better translation and are told "No, either high or light, not sky," which is apparently reserved for creatures of the overworld.

High elves in your game might have markedly different eyes when they've been using magical power, and you can call them by whatever name works best for you.

Wood Elves

The wood elves are known as the gray elves in the oldest texts, but they grew out of the name, which appears to have been an early Elf King's idea of a logical transition between light and dark. Some humans call them the green elves. Wood elves resisted that name until recently, when some wood elves associated with the High Druid began using the term "green elf," or "wild elf," to distinguish themselves from elves who do not follow the High Druid. *Green* and *wild* are presently considered impolite terms at the Court of Stars.



Elven Woods

What outsiders think: Elven woods are full of giant trees. Their coloration starts as normal brown on the fringe, but may be white, silver, red, or golden as you go deeper into the forest. Wood elves in the area will usually know if outsiders are present. High elves sometimes live among these woods, near the center of the forest, and dark elves can occasionally be found there as well.

What elves know: The perfect elven wood is a harmonious three-part city in the key of nature. Wood elves live in and among the great trees, in tents pitched around the trunks or in more permanent houses set high in the branches.



The dark elves live in the giant caverns and twisting labyrinths carved out within and below the great trees' roots. The spiral towers of the high elves rear above the green canopy. The lives of the three Shards of the Crown are mostly separate, but together they weave magic that strengthens the wood and increases every elf's fortune.

That's the dream at least. In practice, the harmony between the three elven shards broke after the war with the dwarves. Elven woods still have all three layers of elves, at least in sections of the woods. But few such woods are populated throughout, and if wood elves and high elves populate the trees and towers, it's unlikely that the dark elves will live beneath them. Conversely, where dark elves are prosperous, high elves may be able to live by keeping their distance in the high towers, but wood elves are likely to be scarce.

Without harmony between the three shards of the elves, their perfect woods are seldom perfectly maintained. High elves may perform astrological observations from their high towers, or, just as likely, gargoyles will be using the ruins of the towers as lookout perches for an evil cult. Wood elves may dwell within the trees' high branches, or the hunters that track their prey among the forest may be bugbears and dragons. Dark elves may cluster with their spiders in temples and arenas below the trees' roots, or the catacombs in those deep places may be populated by owlbears and ghosts.



GNOMES

+2 Dex OR +2 Int

Small: Gnomes have a +2 AC bonus against opportunity attacks.

Confounding (Racial Power)

Once per battle, when you roll a natural 16+ with an attack, you can also daze the target until the end of your next turn.

Champion Feat: Instead of being dazed, the target of your *confounding* ability is weakened until the end of your next turn.

Minor Illusions (Racial Power)

As a standard action, at-will, you can create a strong smell or a sound nearby. Nearby creatures that fail a normal save notice the smell or sound. Creatures that make the save may notice it but recognize it as not exactly real.

Gnomes are small people who live underground and have a remarkable talent for magic. Most live near the surface, usually in burrows near woodlands and forests, though others have left the burrows behind and moved into basement- or ground-floor dwellings in towns and cities.

A few gnomes live deeper underground somewhat above the realms the dwarves had to flee after the war with the drow. Some of these deep gnomes have come too close to the maddening effects of the deepest underworld. PC gnomes can use this fact as they wish.

Gnomes enjoy magic, tricks, and surprising bigger people. A few gnome adventurers take the racial affection for surprises so far that they follow supremely eccentric paths, such as becoming barbarians or paladins.

HALF-ELVES

+2 Con OR +2 Cha

Surprising (Racial Power)

Once per battle, subtract one from the natural result of one of your own d20 rolls.

Champion Feat: You gain an additional use of *surprising* each battle, but you can only use it to affect a nearby *ally's* d20 roll.



As in other worlds, half-elves are often the result of a union between an elven and a human parent. But in the Dragon Empire, half-elves are also sometimes born to both humans and elves without contact with the other race.

In a past age, the first Dragon Emperor and the Elf Queen allied to destroy the wizard who later became the Lich King. After their great victory, half the children born to both humans and elves for the next twelve years were half-elves. Neither the Emperor nor the Queen claimed responsibility for the event. They both said that it was a spontaneous magical consequence of the great victory the peoples had won together.

Since then, half-elves have served as a symbol of friendship between the races. Beyond symbolism, they are generally welcomed in both human and elven society. High elves, of course, are snootier about half-elves than are the wood elves, but nowhere near as snooty as they are about humans. Dark elves mistrust half-elves who have spent too much time with humans, but no more than they mistrust other dark elves who enjoy the company of humans and dwarves.

The Elf Queen sees half-elves as a means of extending her influence into the Empire. She's not wrong. The Dragon Emperor believes that so long as half-elves are spontaneously born throughout the Empire, the Elf Queen will not betray him, and so far he hasn't been entirely wrong.

PLAYERS

If you are wondering why it would ever be a good idea to subtract one from the natural result of one of your own d20 rolls, you haven't read about the bard's battlecries, the fighter's flexible attacks, the ranger's double weapon talents, and the sorcerer's *lightning fork* spell. Not coincidentally, bard, fighter, ranger, and sorcerer are the classes that half-elf adventurers traditionally prefer.



HALFLINGS

+2 Con OR +2 Dex

Small: Halflings have a +2 AC bonus against opportunity attacks.

Evasive (Racial Power)

Once per battle, force an enemy that hits you with an attack to reroll the attack with a –2 penalty.

Champion Feat: The enemy's reroll when you use *evasive* takes a –5 penalty instead.

The Origins of Halflings

The curious thing about the halflings' origin is that so many humans, elves, gnomes, icons, and yes, halflings, seem to care about it. Races like the elves and dwarves, and even the humans, have their own creation myths, but they seldom come up in daily life and are generally regarded as extremely ancient history. Halfling origin stories, on the other hand, are both widespread and diverse. It's generally agreed that halflings are younger than the other races. But that's where agreement stops.

What the gnomes say: Some gnomes say that halflings were once a lost clan of gnomes who strayed to the surface, liked it there, and began to spread themselves across the world. You'll probably never meet a halfling who believes this story, or even thinks about it twice unless they are talking to a gnome. But there are gnomes who regard halflings as distant kin and speak wistfully of the "halfling-path" as if it were a possible alternative to the gnomes' strange underground existence.

What the wood elves say: Wood elves point to the halfling villages of Burrow, Old Town, and Twisp as the original homes of the halfling race. These villages sit in the calm center of the Empire's strongest amity ward. The elves say that the ward has nothing to do with the Archmage. They claim that it flows from a different magic than the Archmage's tradition, and that the earliest halflings lived within the ward's protections while being hardly noticed by anyone outside it.

The inhabitants of Burrow and its neighboring villages sometimes agree with the wood elf story, but they are generally too polite to bring it up themselves. Their own story is that they were nomads who found a good place to live and stuck with it, a

story that gives them something in common with the rather more adventurous halflings who live outside the ancient amity ward.

What the river runners say: A few halflings live as nomads on the rivers, traveling in riverboats that take advantage of the Inner Sea's calm waters to dart along the coast and enter into different tributaries. Some of the river nomads say that the first halflings lived in the middle of the great sea and were pushed out of the ocean when the Dragon Emperor drove all the monsters from the Inner Sea. Depending on the speaker, this pronouncement could be a tongue-in-cheek jest or more or less earnest.

What the Priestess said: Once, and only once, the Priestess gave a sermon that told the story of how the Prince of Shadows broke into the minds of the gods and found a people there who were destined to save a future world. The Prince thought they showed promise and brought them back with him. The Priestess has never told the story again and says she doesn't remember telling it the first time. But the tale has gained life of its own, partly because urban halflings whose activities may safely be deemed "sketchy" like the idea that the Prince of Shadows has been on their side from the beginning.

The truth: . . . may not be out there. Divinations and scholarly research support each of the stories, a fact that may point to the Prince of Shadows' involvement in some fashion. Self-contradictory divinations are a trademark of the Prince when he wants to cover his trail.

Halflings generally aren't troubled by their contradictory origins. In fact, one of the common ways of drawing a long and implausible tale to a close is to say, "And that's the story of how halflings came into the world." Halflings always laugh.

Optional PC Races

The races outlined in this section aren't necessarily part of the world. They will fit into any setting without problem, but they don't match all GMs' images of how they want their campaigns to work.

The point of *13th Age* is to set up the version of the game you want to play. If a player wants to play one of these races, they should have that right, but not necessarily at the expense of the GM's vision if the GM already knows how he or she wants to handle such characters.

We've provided two names for each of these races. We think the first name might be what they like to call themselves. They might or might not like the second name.

If the race you want to play or emphasize in your game isn't included here, we say bring it in. The four races below could be the most common minor races of the world, but there are many others. Some newcomers come in on flying realms, others surface in dungeons or are created by icons, and a few have been in the world all along but aren't as numerous as the major races.

Race Ability Score Adjustments

As with the major races, each optional race is associated with two ability scores. Choose *one* for your racial ability score boost.

Race	STR	CON	DEX	INT	WIS	CHA
Dragonic/Dragonspawn	+2					+2
Holy One/Aasimar					+2	+2
Forgeborn/Dwarf-forged	+2	+2				
Tiefling/Demontouched	+2			+2		

Dragonic/Dragonspawn

+2 Str OR +2 Cha

Breath Weapon (Racial Power)

Once per battle, make a close-quarters *breath weapon* attack as a quick action using your highest ability score against one nearby enemy's Physical Defense. On a hit, the attack deals 1d6 damage per your level of an energy type that makes sense for your character.

Champion Feat: Your *breath weapon* attack targets 1d3 nearby enemies in a group instead.

By any name, this race of dragon humanoids is torn between the influence of the Great Gold Wyrm, the Three, the Emperor, and the High Druid. If you like them, sprinkle this race all over the borders of the Empire, the Red Wastes, Drakkenhall, Axis, and Sea Wall. If you don't like dragon guys running around on two legs, save them as a player character option for a PC who won't have any trouble coming up with their One Unique Thing. Perhaps they all died out in the wars between the Great Gold Wyrm and the Three . . . except for the *one* that surfaces in your campaign.

Holy One/Aasimar

+2 Wis OR +2 Cha

Halo (Racial Power)

Once per battle as a free action during your turn, gain a +2 bonus to all defenses until you are hit by an attack (or until the battle ends).

Champion Feat: *Halo* also activates automatically any time you heal using a recovery.

This near-human race touched by the bright gods has risen to prominence since the Priestess built the Cathedral. Perhaps they existed elsewhere once in isolated monasteries and temples. What's certain is that they now live in and around the Cathedral in Santa Cora. If you or your GM desire, they can also be spreading into the wider world.

Forgeborn/ Dwarf-forged

+2 Str OR +2 Con

Never Say Die (Racial Power)

Whenever you drop to 0 hp or below, roll a normal save if you have a recovery available. On an 11+, instead of falling unconscious, you stay on your feet and can heal using a recovery. Add the recovery hit points to 0 hp to determine your hp total.

Champion Feat: If you roll a 16+ on your *never say die* save, you gain an additional standard action during your next turn.

We phrase these popular mechanical beings as servitors of the dwarves. That way GMs that aren't fond of living constructs can keep them out of sight underground with the dwarves, and GMs that want to include them can feature free forgeborn on the surface.

If you like, you can say that they don't breathe and then deal with all that living construct stuff. Or ignore most of it. If you do give them benefits connected to being constructs, you could give them a slight penalty to healing in return or just understand that they'll be frequent target of your GM's machinations and call it good.

Tieflings/ Demontouched

+2 Str OR +2 Int

Curse of Chaos (Racial Power)

Once per battle as a free action when a nearby enemy rolls a natural 1–5 on an attack or a save, turn their roll into a natural 1 and improvise a further curse that shows how their attempt backfires horribly.

Start with the other racial once-per-battle abilities as a model of how big an impact this power should have . . . but feel free to go a little beyond, since the timing of the power is out of the tiefling's control.

A typical curse might lead to the cursed attacker dealing half damage to themselves with their fumbled attack and being dazed until the end of their next turn. But the GM should reward storytelling flair that aims at effects that aren't just game mechanics and damage with significant outcomes.

If the GM thinks your suggestion is going too far, they can enforce a smaller version of your curse or call for an unmodified d20 roll on which you'd better roll high to get the curse result you've suggested.

Champion Feat: Whenever a nearby enemy rolls a natural 1 on an attack against you, you can use *curse of chaos* against them without expending it.

This race is touched by the Diabolist but mostly free of her influence (hopefully). They are found most commonly in the Red Wastes and along the Demon Coast. The race is curiously at home in Horizon, and less common in Santa Cora.

PLAYERS

You need to have a good relationship with your GM for *curse of chaos* to work in your favor. If that's not what you've got, expect some frustration as you hone your method-acting roleplay of the world's most tormented race.





CHAPTER 4

CLASSES

CLASS BASICS

Before we get into the specifics of each class, here's advice to guide your choices.

Ease of Play

From the simplest character class to the most complex, the classes go like so:

- The **barbarian** is designed for the player who wants to roll dice and slay without worrying too much about the rules.
- Like the barbarian, the **ranger** relies on base attacks augmented by class talents instead of a power list.
- The **paladin** also relies on a short list of class talents instead of powers. Like the ranger, it can be slightly more complex if you choose its more involved talents.
- The **fighter** is simple to play but asks you to make interesting choices between flexible attacks before and during combat.
- The **cleric** is probably the easiest of the spellcasters. It requires a touch of patience.
- The **sorcerer** is probably more complex than the cleric because of variant spells and the option to cast spells for double the effect in two rounds. Not a decision that new players may feel comfortable with.
- The **rogue** can be more complex than other classes because you are tracking whether or not you have momentum, constantly disengaging, and trying to use your Sneak Attack damage effectively.
- The **bard** has a variety of options that include battle cries, spells, and songs. Figuring out how to use these options in combat and during roleplaying is probably best for a confident player.
- The **wizard** is the most complex class if you choose all the options that allow improvisation and ad-libbing; without those free-form talents, it's no more difficult than the sorcerer.

Customization

Feel free to tinker toward what's fun and what best suits your character. If you have a paladin whose concept requires an animal companion that fights for him, which is a class talent for the ranger, it's no big deal to customize your paladin with the talent from another class. Trying to *mini-max* talents from other classes isn't cool, but simple swaps that feel right in the GM's campaign don't hurt anyone.

Similarly, our players frequently rename their attacks and spells to suit their characters' personalities and icon connections.

Spell Progression

Most of the spells used by characters have higher-level versions. Those versions allow you to choose the spell as a higher-level option if you like, rather than choosing an all-new spell. You do not automatically gain access to the higher-level effects of a spell when you level up just because you have a lower-level version of it. For example, you have a 2nd level sorcerer who has *chaos bolt* as one of their spells. When your sorcerer advances to 3rd level, you get three 3rd level spell slots. You would need to take *chaos bolt* with one of those spell slots to increase your damage with that spell to 3d8, leaving you with two more spells to choose at 3rd level.

Higher-level spells list two general types of improvement in the spell, new damage amounts and additional effects. For example, at 1st level, the sorcerer's *lightning fork* spell deals 3d6 + Charisma lightning damage. The third level version of *lightning fork* says "7d6 damage," meaning that the spell now deals 7d6 + Charisma lighting damage when it hits. Instead of being wordy, we've opted to avoid repeating the ability score modifier and damage types over and over—when a spell starts by adding an ability score modifier and dealing a certain type of damage, it continues doing so at higher levels.

Like damage, effects that are higher amounts of a particular effect replace earlier amounts rather than being cumulative. For example, the sorcerer's unearthly glamour lasts five minutes at 5th level, an hour at 7th level, and two hours at 9th level. These increasing time periods aren't cumulative; each level of the spell tells you exactly what the duration is.

Spells that add entirely new effects at higher levels add those effects to the spell's original effects. For example, at 9th level the sorcerer's *resist energy* spell has two targets (or three if you took the adventurer tier feat), gives 16+ resistance to two energy types, and has a recharge roll of 11+ after the battle.

Weapon Damage Progression

See Weapons in Chapter 5 for more on weapon damage rules. The basic rule for PC weapon damage is that a character deals 1 die of weapon damage per class level, plus their ability modifier (or double the modifier at 5th level, and triple it at 8th level).

(WEAPON damage die x level) + [Ability]

Shifting Choices as You Adventure

We want players to have fun and avoid getting stuck playing with options they're no longer happy with. That said, great heroes of fantasy don't revise all their abilities willy-nilly.

Our guidelines for allowing player characters to change their chosen spells, powers, talents, and feats follow. If you disagree with us and are more or less forgiving it's no big deal, but you'll want to mention your revisions to these options early in the campaign before your players get surprised by your version.

Talents: Talents are a core element of your character. If you're going to rearrange your talents, something extremely significant needs to have happened in your character's story, some personal transformation or revelation. Note that we're not saying this is impossible; on the contrary, it's happened in every campaign we've run. It has always been a sign of character transformation, usually coinciding with shifts in icon relationships. Talk to your GM about why your character has changed and work something out.

Spells: You can change the spells you can cast after each full heal-up. We don't see much reason to penalize or favor some spellcasters over others on this count. If your PC is a spellcaster and you want to choose different spells that are legal for your character, go ahead.

Powers: Non-spell powers are a bit harder to swap around than spells, but not that much harder. You can reselect your power choices when you gain a level. You've had the time to gain experience and power, so go ahead and shift your focus if you like.

Feats: On the one hand, characters clearly need to revise their feat choices occasionally, mostly because feats are attached to spells and powers that you can swap in and out of. On the other hand, constantly juggling all your feats is a pain and slow players increase that pain tenfold. So how does it really work? If the player shows up at the table with their new feats figured out and is ready to go, we'll look at the changes and see how they make sense for the character's story; if they look good, we're fine with the update. If the player hasn't bothered to figure out what they want ahead of time, we let them swap one feat around at the start of the session and tell them to get it together before the next game.

Incremental advances: You can gain a higher-level power or spell from an incremental advance. If you opt to raise an existing spell to a higher level, you can replace its lower-level spot with a new lower-level spell. This is a fine way of tweaking the spells you know as long as you don't let it slow the game down.

Base Stats for Classes

Class	Base HP	Usual Base AC*	Base Physical Defense	Base Mental Defense	Background Points	Recovery Dice
Barbarian	7	12	11	10	8	d10/lvl
Bard	7	12	10	11	8	d8/lvl
Cleric	7	14	11	11	8	d8/lvl
Fighter	8	15	10	10	8	d10/lvl
Paladin	8	16	10	12	8	d10/lvl
Ranger	7	14	11	10	8	d8/lvl
Rogue	6	12	12	10	8	d8/lvl
Sorcerer	6	10	11	10	8	d6/lvl
Wizard	6	10	10	12	8	d6/lvl

*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).

BARBARIAN

Striding out of the wilderness come indomitable men and ferocious women, barbaric warriors who pit their sinew and will against everything that civilization and sorcery can throw at them. Some win glory and wealth, while others gain nothing but the grim satisfaction of beating down powerful and terrifying foes.

Overview

Play style: A barbarian character is straightforward and easy to play. It's a good class for a new player or the player who wants to have fun without worrying much about rules getting in the way of awesome attacks.

Unlike most of the other classes, barbarians don't gain powers every level. Instead, most of their extra oomph comes from their class talents. We keep decisions to a minimum while allowing barbarians to contribute with mighty attacks and awesome bravado.

Ability Scores: Strength is the most important score for a barbarian. After Strength, Constitution is next in line, since you'll take damage often and a high Constitution increases your hit points.

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

Races: Many barbaric cultures consist of orcs, half-orcs, humans, or half-elves. Barbarians of other races are rare but obviously plausible and interesting. Alternatively, the campaign you're in could include a barbaric subculture in some other race—hint, hint.

Backgrounds: Wolf clan champion, caravan outrider, fur trapper, mountain tribeswoman, wasteland survivalist, underworld refugee, gladiator, Iron Seacoast hunter.

Icons: Barbarians are often related one way or another to the Orc Lord, the High Druid, the Three (especially the Red), or the Diabolist. Sometimes a barbarian isn't from a fully barbaric culture, but is instead a powerful warrior with fewer tricks than a fighter but a lot more rage. These rowdy-but-civilized barbarians could readily be associated with most any icon.



Barbarian Level Progression

Barbarian Level	Total Hit Points	Total Feats	Class Talents	Level-up Ability Bonuses	Damage Bonus from Ability Score
Level 1	(7 + CON mod) x **3**	1 adventurer	3 adventurer		ability modifier
Level 2	(7 + CON mod) x **4**	2 adventurer	3 adventurer		ability modifier
Level 3	(7 + CON mod) x **5**	3 adventurer	3 adventurer		ability modifier
Level 4	(7 + CON mod) x **6**	4 adventurer	3 adventurer	+1 to 3 abilities	ability modifier
Level 5	(7 + CON mod) x **8**	4 adventurer 1 champion	3 adventurer 1 champion		2 x ability modifier
Level 6	(7 + CON mod) x **10**	4 adventurer 2 champion	3 adventurer 1 champion		2 x ability modifier
Level 7	(7 + CON mod) x **12**	4 adventurer 3 champion	3 adventurer 1 champion	+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 1 epic		3 x ability modifier
Level 9	(7 + CON mod) x **20**	4 adventurer 3 champion 2 epic	3 adventurer 1 champion 1 epic		3 x ability modifier
Level 10	(7 + CON mod) x **24**	4 adventurer 3 champion 3 epic	3 adventurer 1 champion 1 epic	+1 to 3 abilities	3 x ability modifier

Barbarian Stats

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

Ability Bonus	+2 Strength or Constitution (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (light armor)	12 + middle mod of Con/Dex/Wis + Level
Armor Class (shield and light armor)	13 + middle mod of Con/Dex/Wis + Level
Physical Defense	11 + middle mod of Str/Con/Dex + Level
Mental Defense	10 + middle mod of Int/Wis/Cha + Level
Hit Points	(7 + Con mod) x Level modifier (see level progression chart)
Recoveries	(probably) 8
Recovery Dice	(1d10 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Icon Relationships	3 points
Talents	3 (see level progression chart)
Feats	1 per Level

Gear

The barbarians in *13th Age* generally aren't complete savages; even the wildest groups aren't cut off from outside contact unless they deeply want to be cut off. Therefore, barbarians' weapons and gear don't have to be entirely primitive and barbaric unless you want them to be.

Barbarians who approach the ways of civilization carefully have gathered 25 gp at the start of their adventuring career. Barbarians who understand the good things in life whether or not they involve coins start with 1d6 x 10 gp.

Armor

Barbarians normally wear light armor, favoring hide, furs, and leather. Some barbarians put rings in their leather, but it's usually as much decorative as effective. Heavy armor doesn't work that well for barbarians, since they don't get much of a defensive benefit from it, and take attack penalties while wearing it.

Barbarian Armor and AC

Armor Type	Base AC	Attack Penalty
None	10	—
Light	*12*	—
Heavy	13	–2
Shield	+1	—

Melee Weapons

Your barbarian can use any melee weapon you want, even a sophisticated halberd or exotic dwarf axe, provided you have a good story about how you came by such a civilized weapon. More likely, the barbarian has a big, nasty, well-used blade of some kind, with clan totems bound to it by the sinews of defeated monsters.

Ranged Weapons

Barbarians love throwing big, sharp, heavy things, especially weapons consecrated to victory in secret clan rituals. Some barbarians are decidedly good with heavy bows, whose quality rivals those of city-made bows. No self-respecting barbarian would be caught dead using a crossbow, relying on some gadget's strength instead of their own.

Barbarian Melee Weapons

One-Handed	Two-Handed
Small	
1d4 dagger	1d6 club
Light or Simple	
1d6 hand-axe, warclub	1d8 spear
Heavy or Martial	
1d8 longsword, battleaxe	1d10 greatsword, greataxe

Barbarian Ranged Weapons

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

Basic Attacks

Unlike most other classes, barbarians use a basic attack for most every attack they make. Their class talents give them a couple of options for striking harder.

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 Feature

All barbarians have the Barbarian Rage class feature.

Barbarian Rage

Once per day, use a quick action to start raging; a rage lasts until the end of battle (or around five minutes, if you decide to rage out of combat for dramatic roleplaying effect!).

While raging, you roll 2d20 to hit with your barbarian melee and thrown weapon attacks instead of 1d20. Use the higher roll for the attack. If you roll a natural 11+ with both dice and your highest attack roll is a hit, the attack is a critical hit!

Recharge 16+: After a battle in which you rage, roll a d20 and add your Constitution modifier; on a 16+, you can use Barbarian Rage again later in the day.

Adventurer Feat: Whenever the escalation die is 4+, as a quick action, you can start raging for free (it doesn't count against your normal usage). This rage lasts until the end of the battle, as normal.

Champion Feat: You can now start raging freely when the escalation die is 3+.

Epic Feat: You can now start raging freely when the escalation die is 2+.

Adventurer Tier Talents

Choose three of the following adventurer-tier class talents.

Unlike other classes, barbarians can also access champion-tier and epic-tier class talents at higher levels. You get an additional barbarian class talent at 5th level, and again at 8th level.

Barbaric Cleave

Once per battle as a free action, make another barbarian melee attack after you have dropped a non-mook foe to 0 hp with a barbarian melee attack. (Dropping the last mook of a mook mob also qualifies you to use Barbaric Cleave.)

Adventurer Feat: You gain a +2 attack bonus with Barbaric Cleave attacks. If the cleave attack hits, you can heal using a recovery.

Champion Feat: If there is no foe engaged with you to use your Barbaric Cleave attack against, as a free action you can move to a nearby foe before making the attack.

Epic Feat: While raging, you can use Barbaric Cleave as many times as you like during a battle, but only once per round.

Building Frenzy

One battle per day, as a free action after you have missed with an attack, deal +1d4 damage with your melee attacks until the end of the battle. Deal +1d4 additional damage each time one of your attacks misses, up to a maximum of +4d4 damage.

Adventurer Feat: Bonus damage dice are now d6s.

Champion Feat: Bonus damage dice are now d10s.

Epic Feat: You can use Building Frenzy twice a day.

Slayer

During your turn, when you attack a staggered enemy you were not engaged with at the start of your turn, deal +1d6 damage per level to that creature if you hit.

Adventurer Feat: You gain a +2 bonus to Slayer attacks.

Champion Feat: Once per battle, when you miss with a Slayer attack, deal the additional +1d6-per-level damage to the target instead of normal miss damage.

Epic Feat: Whenever one of your Slayer attacks drops a non-mook enemy to 0 hp, you gain 20 temporary hit points.

PLAYERS

Slayer gives you incentives to charge around the battlefield. To take full advantage of it, sometimes you'll have to disengage from one or more foes to move and attack a different staggered foe, unless, of course, the rest of your party can do something to free you up.

Strongheart

Your recovery dice are d12s instead of d10s like other barbarians.

Adventurer Feat: Increase your total number of recoveries by 1.

Champion Feat: You gain +1 PD. When you heal using a recovery, you can roll a save against a save ends effect.

Epic Feat: Increase your total number of recoveries by 1 (making a total of +2 from this talent).

Unstoppable

Once per battle, declare you're using Unstoppable before making a barbarian melee attack. If your attack hits at least one target, you can heal using a recovery.

Adventurer Feat: The Unstoppable recovery is free.

Champion Feat: Add double your Constitution modifier to the healing the recovery provides.

Epic Feat: You can use Unstoppable twice per battle.

Whirlwind

You can make a Whirlwind attack as the first action of your turn when you are engaged by two or more enemies.

You take a –4 penalty to your AC and PD until the start of your next turn. Then roll a separate melee attack against each enemy you are engaged with. You deal no miss damage with these attacks.

Adventurer Feat: You now deal normal miss damage with missed Whirlwind attacks.

Champion Feat: The penalty to your AC and PD is reduced to –2. In addition, disengage checks you make the same turn as using Whirlwind automatically succeed.

Epic Feat: You can use Whirlwind anytime during your turn, not just as the first action.

Champion Tier Talents

At 5th level, you gain an additional barbarian class talent. Choose one of these champion-tier talents or take another adventurer-tier talent if you prefer.

Natural Will

One battle per day as a quick action, you gain a +2 bonus to your Mental Defense until the end of the battle.

Adventurer Feat: You can now use Natural Will in two battles per day.

Champion Feat: The bonus increases to +4 Mental Defense.

Epic Feat: You can now use Natural Will as a free action when an enemy attacks you.

Violence

Once per battle, add a +1d4 bonus to a barbarian melee attack roll after finding out whether you hit or missed.

Champion Feat: If the attack still misses, deal half damage.

Epic Feat: The bonus increases to +1d6.

Epic Tier Talents

At 8th level, you gain an additional barbarian class talent. Choose one of these epic-tier talents, or take another adventurer-tier or champion-tier talent instead.

Ancestral Warband

One battle per day as a quick action, you can call the spirits of your ancestors to fight alongside you. Explain the visuals any way you like; your ancestors roar in from the spirit world and can't be hurt or affected by the creatures of this world.

At the end of each of your turns, roll a d6 if you are conscious. If you roll less than or equal to the escalation die, a member of your spirit warband strikes from the spirit realm into the world. Make a melee attack against a nearby enemy as if you were making the attack yourself, using any talents/feats/magic items/etc. as you see fit. The attack doesn't take any of your actions.

Epic Feat: Your Ancestral Warband spirits are always raging, even if you are not, and continue to fight for a single round while you are unconscious.

Relentless

While raging, you have *resist damage 12+ (when an attack targets you, the attacker must roll a natural 12 or higher on the attack roll or it only deals half damage*).

Epic Feat: Even when not raging, whenever you score a critical hit against an enemy, you have *resist damage 12+* until the start of your next turn.

BARD

If the gods didn't create the world with a song, that's sure what it sounds like when you hear a mighty bard sing. Bards travel the world, learning and teaching each other the ancient songs and arcane secrets of a hundred lands. They practice an intuitive and nimble sort of arcane magic, using not merely their minds to cast spells but their hearts. Their spells, their swordplay, and their romances all demonstrate not just skill but a certain poetry. The best bards bring out the best in others, inspiring them to overcome all obstacles and then spreading the story in a victory song. The worst bards are manipulative, seductive egomaniacs.

Overview

Play Style: Bards are flexible characters with many options in roleplaying situations and in combat. They're not the best character choice for beginning players, but can be a lot of fun for experienced and extroverted players who enjoy mastering different types of abilities and performing as jacks or jills of all trades.

Ability Scores: The bard's two most important ability scores are Charisma (used as the attack ability for spells) and either Strength or Dexterity (depending on which ability you choose to use for your basic melee attacks, since the bard gets a choice). But see the class talents for ways of tweaking that arrangement.

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

Races: Traditionally half-elves, high elves, and humans have the breadth and soul to ken the complexity of bardic knowledge. Half-elf, high elf, and human bards often claim that gnomes do *not* have what it takes to ken the complexity of bardic knowledge. But the complaint goes unheard because the gnome bard is already entertaining the crowd.

Backgrounds: Music, swordplay, and arcana offer diverse paths that lead to becoming a bard. If you're stuck for inspiration after the sample backgrounds that follow, look at the sample lists for fighters, rogues, sorcerers, and wizards—most could apply.

Wandering minstrel, Cathedral musician, court jester, Drakkenhall court jester, mercenary, tavern owner, failed hedge wizard, diplomat, spy, royal taster, caravan guide, Imperial commissar, smuggler, Grey Harbor smuggler, Necropolis drummer, party circuit maven, battle skald.

Icons: The icons most commonly associated with bards are the Elf Queen and the Prince of Shadows. But bards thrive on surprises! Depending on character backstory and the campaign, bards could be connected to almost any of the icons. In fact, *connected* is a good word for the bard. Three of the bard's class talents are all about having better icon relationships: Balladeer, Loremaster, and Mythkenner (though the last two are mutually exclusive).



Class Features

In combat, the bards of *13th Age* have three different types of powers to choose from as they advance in level: bardic songs, battle cries, and spells.

Bardic Songs

Bardic songs are magical moments that last for one or more rounds and end with a final verse that carries an even bigger payoff (unless the bard chooses to abandon the song in the middle). Although magical, bardic songs don't count as spells. Unlike spells, they don't force the bard to suffer opportunity attacks from engaged enemies, and they can't be canceled by effects that can cancel spells. For that matter, bards can even cast spells while in the middle of singing a bardic song.

Each song specifies what type of action starts the song. On your next turn, if you want to sustain the song, spend the same type of action and roll a d20 against the song's sustain target. If you *succeed*, you can continue the song with its sustained effect that round and attempt to continue it on your next turn as well.

If you attempt to sustain a song and *fail,* you get the song's final verse effect immediately, and then the song's power ends (but you can't start another song that round).

If you elect not to sustain a song at the start of your turn, its effects end immediately and you get to choose whether you want to use the song's final verse effect or be able to start a new song that turn; you can't do both.

Some songs have an immediate effect that happens each time you start or sustain the song. Others have effects that continue throughout the entire round.

You can interpret the music you create with your bardic song any way you like. Some bards want to sing every stanza, others play harps or flutes, and others create music from magic that they accompany with their voice, instruments, or the percussion of their swords. The magic in a bard's song allows it to continue even if the bard takes short breaks to speak or cast spells.

On the other hand, most songs stop when a bard is knocked unconscious, silenced, or stunned. Having your song stopped this way prevents you from getting the final verse effect.

You can only sing one bardic song at a time. If you are singing a song (or spend an action to try to sustain a song), you can't start another song that round.

And yes, as you'd expect, bardic songs are loud. Forget about stealth while you are singing.

Adventurer Feat: Your bardic songs don't stop immediately when you are knocked unconscious, stunned, or silenced. Instead, they continue for one round, giving you the chance to sustain the song on your next turn.

Battle Cries

Bards use battle cries to encourage, inspire, warn, and magically aid their allies. Battle cries are triggered by *flexible* melee attacks. The bard makes a melee attack and is able to use a battle cry that corresponds to the attack's natural result, sometimes whether or not the attack hits. See page 167 for the full rules for flexible attacks.

As a rule, the bonuses provided by battle cries can help a bard's allies but *not* the bard.

Adventurer Feat: You can generate the effect of any 1st or 3rd level battle cry you know as a standard action instead of making a flexible melee attack to see which battle cry you are able to trigger. The upside is you get the effect you need as if you had made the triggering melee attack; the downside is that you don't actually get to make a melee attack.

Spells

Bards use arcane spells that function like those of other spell-casting classes. Some spells are daily, some recharge, and others are at-will.

Unlike most character classes, bards use two different ability scores for their attacks. Their melee and ranged weapon attacks use Strength or Dexterity, while their spells use Charisma.

Gear

At 1st level, bards start with nonmagical musical instruments, a melee weapon and a ranged weapon of their choice, some form of light armor, and any other minor elements of gear their backgrounds suggest.

Cautious bards can start with 25 gp in their purse. Bards who take a few more chances can start with 1d6 x 10 gp.

Armor

Bards wear light armor, good-looking padded vests, and form-hugging leather armor. Heavier armor like chainmail and plate cramps their style.

Bard Armor and AC

Type	Base AC	Attack Penalty
None	*10*	—
Light	*12*	—
Heavy	13	–2
Shield	+1	–1

Bard Level Progression

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

Bard Level	Total Hit Points	Total Feats	Battle Cries	Spells & Songs					Level-up Ability Bonuses	Damage Bonus From Ability Score
				1st level	3rd level	5th level	7th level	9th level		
Level 1	(7 + CON mod) x **3**	1 adventurer	2	2	—	—	—	—		ability modifier
Level 2	(7 + CON mod) x **4**	2 adventurer	2, up to 1st level	3	—	—	—	—		ability modifier
Level 3	(7 + CON mod) x **5**	3 adventurer	3, up to 3rd level	1	2	—	—	—		ability modifier
Level 4	(7 + CON mod) x **6**	4 adventurer	3, up to 3rd level	—	4	—	—	—	+1 to 3 abilities	ability modifier
Level 5	(7 + CON mod) x **8**	4 adventurer 1 champion	3, up to 5th level	—	3	2	—	—		2 x ability modifier
Level 6	(7 + CON mod) x **10**	4 adventurer 2 champion	4, up to 5th level	—	—	5	—	—		2 x ability modifier
Level 7	(7 + CON mod) x **12**	4 adventurer 3 champion	4, up to 7th level	—	—	3	3	—	+1 to 3 abilities	2 x ability modifier
Level 8	(7 + CON mod) x **16**	4 adventurer 3 champion 1 epic	5, up to 7th level	—	—	—	6	—		3 x ability modifier
Level 9	(7 + CON mod) x **20**	4 adventurer 3 champion 2 epic	5, up to 9th level	—	—	—	4	3		3 x ability modifier
Level 10	(7 + CON mod) x **24**	4 adventurer 3 champion 3 epic	6, up to 9th level	—	—	—	—	7	+1 to 3 abilities	3 x ability modifier

Bard Stats

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

Ability Bonus	+2 Dexterity 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	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
Talents	3
Feats	1 per Level

Weapons

For a bard, weapons are all part of the show. They use nicely forged one-handed weapons, especially longswords and scimitars, while relying on fancy footwork and smart-alec trickery. For ranged weapons, a bard might have a modest shortbow or a nicely trimmed light crossbow.

Bard Melee Weapons

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

Bard Ranged Weapons

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

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 Talents

Choose three of the following class talents.

Balladeer

At each level, including 1st level, you learn one of the following songs of your choice. Each day you can sing *one* of these great songs to give you a positive relationship you would not ordinarily have with an icon.

It takes at least a few rounds to sing a great ballad. Ideally you'll be singing out of combat to an appreciative audience. Each time you sing a great ballad, tell the GM what's special about the story you are telling.

Make a Charisma skill check using your best singing or musical background. If you succeed, you gain 2 points of positive relationship with the chosen icon for the rest of the day (until the next full heal-up). The DC depends on the environment:

DC 15: Adventurer environment
DC 20: Champion environment
DC 25: Epic environment

You can use these points to roll relationship dice the way you roll your normal icon relationships (see page 35). If you already have positive or conflicted dice with the icon you've sung about, add them to your new bonus dice. If you have negative dice with the icon you've sung a ballad to, they can be temporarily overruled by the ballad, but the GM should feel free to interpret any 5s rolled with a heavy hand.

Of course, when your great ballad magically compliments an icon, another icon takes a hit. As you explain the story of your ballad, you should account for at least one icon who is being mocked, vilified, or referred to in unflattering terms. You get an equal number of *cursed* dice for that icon. Cursed dice aren't like negative relationship dice—they never help you. At the GM's option, you'll have to roll these cursed dice at least once and interpret them as possible problems for you: rolls of 1 are a definite problem; rolls of 2 mean there are story complications connected to the temporary enemy icon.

Positive consequences of the ballad should surface often while you have the improved relationship with the icon. Cursed consequences should be risked less often, unless the bard enjoys ratcheting up the dramatic tension. And really, what great bard wouldn't?

Adventurer Feat: The first time you use your ballad-created relationship, any 5s you roll become 6s. You also gain a +2 bonus to your Balladeer checks.

Champion Feat: You can sing two great songs a day. You can't make nice with an icon you've already sung as an enemy earlier in the day.

Epic Feat: If you are willing to gain an equal number of cursed relationship dice with *all* of the listed enemies for a song, increase the positive bonus dice you gain from a successful ballad to 3 or 4. Go ahead. It will be fun.

Balladeer Song Choices

Archmage's Quatrain
Enemy Dice: Diabolist, Lich King, Orc Lord
Battle Hymn of the Crusader
Enemy Dice: Diabolist, Great Gold Wyrm, Priestess
Ear-Worm of the Diabolist
Enemy Dice: Crusader, Great Gold Wyrm, Priestess
Dwarf King's Drinking Song
Enemy Dice: Elf Queen, Orc Lord, Prince of Shadows
Air of the Elf Queen
Enemy Dice: Dwarf King, Orc Lord, The Three
Imperial Anthem
Enemy Dice: High Druid, Lich King, Orc Lord
March of the Great Gold Wyrm
Enemy Dice: Crusader, Diabolist, The Three
Chant of the High Druid
Enemy Dice: Archmage, Diabolist, Orc Lord
Dirge of the Lich King
Enemy Dice: Archmage, Emperor, Priestess
Throat-Destroying Tribute to the Orc Lord (a loose translation in orcish)
Enemy Dice: Dwarf King, Elf Queen, Emperor
Canticle of the Priestess
Enemy Dice: Crusader, Diabolist, Lich King
A Round for the Prince of Shadows
Enemy Dice: Any
Song of the Three
Enemy Dice: Archmage, Elf Queen, Great Gold Wyrm



Battle Skald

You cannot take this talent if you have taken the Spellsinger *talent.*

Increase the number of battle cries you know by one. The bonus battle cry can be from your highest possible level.

Adventurer Feat: One battle per day, you can use your battle cries to help yourself.

Champion Feat: When you use a battle cry on yourself, it also helps an ally.

Epic Feat: Once per battle, reroll an attack that was meant to trigger a battle cry but didn't.



Jack of Spells

Choose another spell-casting character class. You can choose one spell from the spell list of that class, of your own level or lower, as an extra spell you know how to cast. You can even improve the spell you've jacked by taking its feats up to your tier, if it has any.

This spell is a bonus spell, not included in your bard class count. You can't jack spells that come from class talents.

Adventurer Feat: You can use your Charisma as the ability score that provides the jacked spell's attack bonus and damage bonus (if any). Other ability score references remain unchanged.

If you jacked a spell from the wizard, you also gain three cantrips of your choice from the wizard; you can cast them like a wizard who lacks the Cantrip Mastery talent.

If you choose to jack a spell from the sorcerer class, you also gain the sorcerer's *dancing lights* class feature.

Champion Feat: Choose a second spell-casting class. Jack a spell from that class as well.

Epic Feat: Choose a third spell-casting class. Jack a spell from that class also.

Loremaster

You cannot take this talent if you have taken the Mythkenner *talent.*

Choose two of the following three bonuses:

A Your bardic skills and magic are now based on your Intelligence rather than Charisma. Any time an element of the bard class refers to Charisma, you can replace that element with a reference to Intelligence.

B Take two additional points of backgrounds; you can use these additional points to raise a background that has something to do with history, bardic lore, or magical knowledge up to the usually impossible rating of +6.

C Take a single point of relationship with the Archmage OR the Lich King. Add the point to a relationship you already have up to your normal maximum, or start a new one—positive, conflicted, or negative.

Mythkenner

You cannot take this talent if you have taken the Loremaster *talent.*

Choose two of the following three bonuses:

A Your bardic skills and magic are now based on your Wisdom rather than Charisma. Any time an element of the bard class refers to Charisma, you can replace that element with a reference to Wisdom.

B Take two additional points of backgrounds; you can use these additional points to raise a background that has something to do with religion, mythology, or history up to the usually impossible rating of +6.

C Take a single point of relationship with the Priestess OR the Great Gold Wyrm. Add the point to a relationship you already have up to your normal maximum, or start a new one—positive, conflicted, or negative.

Songmaster

When you attempt to maintain a bardic song, if you describe it in a fashion that entertains the GM, or at least a couple of the players, you get a bonus of +1 to +3 to maintain the song.

Avoid this talent if you aren't big on table-patter or if you are not up to improvising themes and subjects of songs. If the table is pressed for time or people are tired of hearing you improvise, the GM can default to asking you to be quiet and handing you a +1 to +2 bonus that degrades to +0 to +1 if you are actually being annoying.

Spellsinger

You cannot take this talent if you have taken the Battle Skald *talent.*

You can choose an extra bardic song or bard spell at the highest level you know.

Storyteller

Once per scene when one of your allies rolls relationship dice for an icon, you can tell a one or two sentence story (usually related to the icon, but perhaps otherwise pivotal) that allows them to reroll the relationship check if they don't like the first result. Depending on the situation, your story might sway the opinion of people who are in a position to help your friend, or it might inspire that friend to achieve more. Perhaps you impress on people the urgency of the situation, or remind your friend of previous victories.

Treat this situation as a roleplaying opportunity that may or may not work out depending on the reroll of the relationship dice.

1st Level Battle Cries

Move It!

Flexible melee attack

Triggering Roll: Natural even roll

Effect: Choose one: One of your unengaged allies can move as a free action; OR one of your engaged allies can make a disengage check as a free action.

Adventurer Feat: The disengage check gains a +2 bonus.

Champion Feat: The bonus increases to +5.

Epic Feat: An engaged ally you target with this battle cry can pop free from one enemy as a free action before making the disengage check.

Pull It Together!

Flexible melee attack

Triggering Roll: Natural 11+; use only twice per battle

Effect: One nearby ally can heal using a recovery.

Adventurer Feat: The target adds +1d4 healing per point on the escalation die.

Champion Feat: The attack can now also trigger on any natural even roll; the extra healing is now +1d6 per point.

Epic Feat: You can use *Pull It Together* three times per battle; the extra healing is now +1d10 per point.

Stay Strong!

Flexible melee attack

Triggering Roll: Natural 16+

Effect: Give a nearby ally a +2 bonus to AC until the start of your next turn.

Adventurer Feat: Bonus also applies to PD.

Champion Feat: Bonus also applies to MD.

Epic Feat: Bonus increases to +4.

We Need You!

Flexible melee attack
Triggering Roll: Natural even hit
Effect: A nearby conscious ally can roll a save against a save ends effect.
Adventurer Feat: The save gains a +1 bonus.
Champion Feat: The bonus increases to +2.
Epic Feat: If the escalation die is 3+, two nearby conscious allies instead of one can each roll a save (with bonuses).

1st Level Spells & Songs

PLAYERS

We expect you to name each of your songs because that's how you roll. Our names are placeholders meant to leave all available space for your spark.

Battle Chant

Ranged spell
At-Will
Special: When you use *battle chant*, you can choose any battle cry effect you know as if you were making a basic melee attack, with the *battle chant* attack roll taking the place of the basic melee attack roll.
Target: One nearby enemy
Attack: Charisma + Level vs. MD
Hit: 1d4 + Charisma thunder damage.

3rd level spell	2d4 damage.
5th level spell	4d4 damage.
7th level spell	6d4 damage.
9th level spell	10d4 damage.

Adventurer Feat: Your *battle chant* damage dice are now d6s instead of d4s.
Champion Feat: Once per day, you can expend one of your recoveries to reroll a *battle chant* attack roll.
Epic Feat: One battle per day, your *battle chant* damage dice become d10s.

PLAYERS

A *battle chant* attack deals less damage than you'll do by wading in hacking with your weapon, but if you're the type who likes to stay out of trouble, chanting while you use a magic wand or instrument from a distance, this is your spell.

Befuddle

Ranged spell
Recharge 11+ after battle
Target: One nearby creature with 40 hp or fewer
Attack: Charisma + Level vs. MD
Hit: The target is confused until the end of your next turn.
Natural Even Miss: The target is dazed until the end of your next turn.

3rd level spell	Target with 64 hp or fewer.
5th level spell	Target with 96 hp or fewert.
7th level spell	Target with 160 hp or fewer.
9th level spell	Target with 266 hp or fewer.

Adventurer Feat: Recharge check is now 6+.
Champion Feat: The target of the spell doesn't have to be nearby, just in line of sight.
Epic Feat: On a hit, the confusion effect is now save ends.

Charm Person

Ranged spell
Daily
Target: One nearby creature with 40 hp or fewer
Special: This spell cannot be cast in combat or on a target that has rolled initiative to fight.
Attack: Charisma + Level vs. MD
Hit: The target believes you are their friend until you or your allies take hostile action against them (attacking their normal allies is okay). The spell works best as a type of pacifier; if you or your allies attack the target or order the target to attack its normal allies, the target can roll a normal save to break the charm effect during its turn each round.
Special: On a miss, the spell is not detectible by most others unless you miss by 4+ or roll a natural 1, in which case the target and its allies knows what you tried to do and will usually be angry about it.

3rd level spell	Target with 64 hp or fewer.
5th level spell	Target with 96 hp or fewer.
7th level spell	Target with 160 hp or fewer.
9th level spell	Target with 266 hp or fewer.

Targeting Knowledge

We're not trying to make you waste your spells. When you want to cast a spell like *befuddle* or *charm person* that targets enemies beneath a certain hit point threshold, the GM should tell you whether you have a legal target.

And yes, *charm person* is a spell that the wizard spell list and bard spell list share outright.

Song of Heroes

Bardic song
Recharge 11+ after battle
Quick action each turn; 11+ to sustain
Opening & Sustained Effect: You and your nearby allies gain a +1 attack bonus until the start of your next turn.
Final Verse: The effect ends immediately, but one ally of your choice gains a +2 bonus to their next attack roll this battle.

- 3rd level song — The effect also provides a +1 bonus to saves.
- 5th level song — Sustain the song on a 9+.
- 7th level song — Recharge check is now 6+.
- 9th level song — The effect also provides a +1 bonus to Mental Defense.

Song of Spilt Blood

Bardic song
Daily
Quick action each turn; 6+ to sustain
Opening & Sustained Effect: Any attack against you takes a penalty equal to the number of your allies in the battle who have more hit points than you.
Final Verse: The effect ends immediately, and you or one ally of your choice can heal using a recovery.

- 3rd level song — Sustain the song on a 4+.
- 5th level song — Add +5 hp to the recovery.
- 7th level song — Add +10 hp to the recovery.
- 9th level song — Add +15 hp to the recovery.

Soundburst

Ranged spell
Daily
Target: 1d4 nearby enemies in a group
Attack: Charisma + Level vs. PD
Hit: 5d6 + Charisma thunder damage, and the target is dazed until end of your next turn.
Miss: Half damage, and deal thunder damage equal to your level to each of your allies engaged with the target.

- 3rd level spell — 6d8 damage.
- 5th level spell — 8d10 damage.
- 7th level spell — 2d6 x 10 damage.
- 9th level spell — 3d6 x 10 damage.

Adventurer Feat: On a natural even hit, the dazed effect is now save ends.
Champion Feat: The spell is now recharge 16+ after battle instead of daily.
Epic Feat: You can now target 1d4 + 1 enemies in a group with the spell.

3rd Level Battle Cries

Hang Tough!

Flexible melee attack
Triggering Roll: Natural odd roll
Effect: Give a nearby ally temporary hit points equal to your Charisma modifier.
Adventurer Feat: If the ally is staggered, double the temporary hit points.
Champion Feat: Add your level to the temporary hit points given (add before any doubling).
Epic Feat: You can choose yourself instead of an ally as the target of the battle cry.

It's All Yours!

Flexible melee attack
Triggering Roll: Natural even miss
Effect: This battle, your next ally to attack the target you missed gains a +2 attack bonus with that attack.
Adventurer Feat: That ally's attack also deals +1d6 damage.
Champion Feat: The damage bonus increases to +3d6.
Epic Feat: The damage bonus increases to +3d12.

PLAYERS

Obviously you'll be rephrasing *it's all yours* to suit your personality. Perhaps you'll say, "I set them up for you!" Or maybe you're the imperious but self-aware type: "Do as I say, not as I do!"

Take Heart!

Flexible melee attack
Triggering Roll: Any hit
Effect: Choose a nearby ally. That ally can roll a save against a save ends effect; OR roll a normal save against a condition that has a duration that lasts until the end or beginning of a turn.

3rd Level Songs & Spells

Song of Aid

Bardic song
Daily
Quick action each turn; 11+ to sustain
Opening & Sustained Effect: You or a nearby ally gains 3d6 temporary hit points.
Final Verse: One target that gained temporary hit points can also heal using a recovery.

- 5th level song — 5d6 temporary hit points; sustain the song on a 9+.
- 7th level song — 7d6 temporary hit points, and the recovery from the final verse is free.
- 9th level song — 9d8 temporary hit points; sustain the song on a 7+.

Song of Thunder

Bardic song

Daily

Standard action each turn; 11+ to sustain

Opening & Sustained Effect: Make the following attack against 1d4 + 1 nearby enemies.

Attack: Charisma + Level vs. PD

Hit: 5d6 + Charisma thunder damage.

Miss: —

Final Verse: Make the attack again, but this time it deals half damage on a miss.

5th level song	7d6 damage.
7th level song	9d8 damage.
9th level song	10d12 damage.

Champion Feat: The number of targets increases to 2d4.

Epic Feat: Two of the targets can now be far away instead of nearby.

Vicious Mockery

Ranged spell

Recharge 11+ after battle

Target: One nearby enemy

Attack: Charisma + Level vs. MD

Hit: 6d6 + Charisma psychic damage, and until the end of your next turn, when the target misses with one of its attacks, it takes half the damage its attack would have dealt.

Miss: Damage equal to your level.

5th level spell	9d6 damage.
7th level spell	10d8 damage.
9th level spell	2d8 x 10 damage.

Adventurer Feat: On a hit, the effect that damages the target when it misses is now save ends.

Champion Feat: Recharge check is now 6+.

Epic Feat: A natural even miss does not expend the spell.

Wild Heal

Ranged spell

Daily

Targets: Two random nearby allies. Choose the targets randomly from all nearby allies (including you) who are damaged.

Effect: Each target can heal using a recovery.

5th level spell	Add +5 hp to the recovery.
7th level spell	Add +15 hp to the recovery.
9th level spell	Add +25 hp to the recovery.

Adventurer Feat: The spell is now recharge 16+ after battle instead of daily.

Champion Feat: Add a third random target.

Epic Feat: The recoveries the targets use are now free.

5th Level Battle Cries

Stay True!

Flexible melee attack

Triggering Roll: Natural 16+ if the escalation die is 3+; otherwise natural 20

Effect: A nearby ally regains the use of a once-per-battle racial ability that was expended this battle.

Victory Is Ours!

Flexible melee attack

Triggering Roll: Natural 16+ if the escalation die is 5+; otherwise natural 20

Effect: A nearby ally can heal using a recovery, and three nearby allies gain a +3d6 damage bonus to their next damage roll this battle.

Champion Feat: The battle cry can now trigger when the escalation die is 3+ instead of 5+.

Epic Feat: The damage bonus is now +3d12.

5th Level Songs & Spells

Arrow of Verse

Ranged spell

Recharge 16+ after battle

Target: One nearby enemy

Attack: Charisma + Level vs. MD

Hit: 8d8 + Charisma psychic damage + Xd6 bonus damage, where X = escalation die.

Miss: Xd6 psychic damage, where X = escalation die.

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

Champion Feat: Recharge check is now 11+.

Epic Feat: Bonus dice and miss dice are now d12s.

Discombobulate

Ranged spell

Daily

Target: One nearby creature with 100 hp or fewer

Attack: Charisma + Level vs. MD

Hit: The target is confused until it rolls two successful saves.

Miss: The target is dazed until the end of your next turn.

7th level spell	Target with 140 hp or fewer.
9th level spell	Target with 240 hp or fewer.

Song of Magic

Bardic song
Daily
Quick action each turn; 16+ to sustain
Opening & Sustained Effect: Until the start of your next turn, you and your nearby allies who cast spells that are normally expended by being cast can roll a d20 after casting the spell; on a 16+, the spell is not expended.
Final Verse: All spells you and your allies cast before the start of your next turn gain a +2 attack bonus.

7th level song — Gain a bonus to *song of magic's* sustain check equal to the escalation die.
9th level song — Rolls to retain expended spells gain a bonus equal to the escalation die.

7th Level Battle Cries

They Fall Before Us!

Flexible melee attack
Special: You can use this battle cry only on your turn.
Triggering Roll: Natural 20
Effect: A nearby ally can make a basic attack as a free action.
Epic Feat: The battle cry can now trigger on a natural 19+.

7th Level Songs & Spells

The Overworld Two-Step

Close-quarters spell
Quick action to cast
Recharge 16+ after battle
Effect: You can swap your position and the positions of all your nearby allies, even if you can't see them when you cast the spell. Each position presently occupied by you or an ally must end up occupied after the swap, but otherwise you can swap freely. (Your allies are free to lobby with suggestions, but the decisions are yours to make.)
Champion Feat: Recharge check is now 11+.
Epic Feat: You can now also swap the positions of far away allies you can see, up to a maximum of 9 creatures.

Song of Blood & Legends

Bardic song
Daily
Standard action each turn; 16+ to sustain
Opening & Sustained Effect: Each nearby ally who hits at least one enemy with an attack during their turn can heal using a recovery.
Final Verse: One nearby ally can make a basic attack as a free action and heal using a recovery if the attack hits at least one target.

9th level song — The recovery granted by the final verse attack is free.

Song of Victory

Bardic song
Daily
Quick action each turn; 16+ to sustain
Opening & Sustained Effect: Each nearby enemy that has fewer hit points than you is dazed until the end of your next turn.
Final Verse: Each nearby enemy takes 5d6 + Charisma psychic damage.

9th level song — 7d6 damage.

9th Level Battle Cries

The Time Is Now!

Flexible melee attack
Triggering Roll: Natural 19+
Effect: Choose one nearby ally. That ally can expend a recovery to regain a daily power or spell.
Epic Feat: The battle cry can now trigger on natural 18+.

9th Level Songs & Spells

Inspire Legends

Close-quarters spell
Special: Escalation die must be 4+.
Daily
Targets: You and all nearby allies
Effect: Each target can roll a d20 for each of its expended daily, recharge, and per battle powers and spells other than *inspire legends*. If the roll is 11+, the character regains the use of that power or spell.

Song of Destinies

Bardic song
Daily
Quick action each turn; 11+ to sustain
Opening & Sustained Effect: Later this turn, you can add 1 to the *natural* result of one ally's d20 roll AND later separately subtract 1 from the *natural* result of an enemy's d20 roll.
Final Verse: The GM chooses an icon relevant to the situation; you choose the PC who will make an icon relationship check. That player makes the check and joins the GM in a duet of improvisation as to how the icon relationship roll has some impact on the current battle.

CLERIC

All mortals call on the gods, but when a cleric calls, the gods sometimes listen.

Overview

Clerics combine the rare gift of divine power with training in one religious tradition or another. Adventuring clerics learn to fight as a practical matter, if not as a sacred mission.

Some clerics are syncretists, happily blending their own prayers and rites with those of their neighbors. They would rather speak of "the gods" than of any particular god. Other clerics follow the secret ways of occult clerical schools, devoted to one god or a handful. Most clerics, as with most religious people in general, speak of "the gods" to outsiders and speak of their own gods by name with insiders. For all the ages, the gods have watched over their creation. Each cleric has a good idea of who these gods are and what they're about, though each cleric's answer may be different.

Play Style: The decisions necessary to play a cleric skillfully as well as the responsibility of tracking your allies' need for healing suggest that it is a better class for an experienced player. You can shape each battle using one of your invocations, but your choice of invocation won't always be clear.

The Justice, Trickery, and War domains require the most attention and should be chosen by players who love paying close attention to everyone else's turn.

Simple Faith

For the simplest possible 1st level cleric that gives you less things to keep track of on the fly, choose the Healing, Protection, and Strength domains as your class talents. The simplest spells are probably *bless*, *javelin of faith*, *cure wounds*, and *shield of faith*, which gives you one at-will attack, one daily healing spell, and two spells that can help your allies.

Ability Scores: Wisdom and Strength are your two most important abilities. You'll use Wisdom for most of your spells and Strength for most melee attacks. Charisma can also be significant, particularly if you choose talents and spells that highlight your force of will and persuasiveness.

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

Races: Humans have a reputation as people who can believe in almost anything . . . with enough fervor to make it so. Half-elves, dwarves, and wood elves also make fine clerics.

Backgrounds: Running from the ordinary to the idiosyncratic, here are some backgrounds that more than one cleric might possess: village healer, archivist, military chaplain, temple guard, bartender, reformed thief, abyssal survivor, wasteland prophet, dwarven hierophant, initiate of the Stellar Chorus, bishop of Foothold, multiversal pantheist, Cathedral guide, tutored by angels.

Icons: The Priestess understands clerics. So does the Great Gold Wyrm, the Crusader, and the Dwarf King, though these icons might have narrower ranges of faith they are fully comfortable with than the Priestess.

All the icons can fit an individual cleric's story. The interplay between god and icon may even explain the icon relationship. For instance, an elven cleric's otherwise positive relationship with the Elf Queen might count as a conflicted relationship because of the elf's angst-freighted devotion to the dwarven god of the forge.

The Cleric's Gods

When players ask, "What god or pantheon can my cleric worship?" we usually say, "Any you like." Many fantasy worlds and games define themselves, at least in part, by their gods and religions and pantheons. By contrast, *13th Age* focuses on the icons as the great and immanent powers of the world, while the gods are distant.

The gods may have walked the world in the days of myth, but not in the more recent ages, which are dominated by empires and icons. The empires may give allegiance to their gods. The icons are surely influenced by the gods. But the gods themselves do not walk the world or even talk directly with mortals, which is part of what makes the Priestess such a special case.



Our home campaigns have recruited deities from all over the multiverse, including gods from other d20 fantasy campaigns, earthly cultures, and fantasy authors including Robert E. Howard. Your campaigns don't have to use our multiversal approach; for a full discussion of the gods of *13th Age* and the different approaches used in Jonathan's and Rob's campaigns, see *About Gods* on page 196.

Players: As a cleric, the gods are part of your character's story. You should be free to use some artistic license choosing your god or your pantheon so long as you aren't screwing with the GM's campaign plans. When choosing your deity, remember that you will be able to choose three domains with your talent options. You might have a god who has a diverse portfolio or you may welcome the roleplaying experience of representing a pantheon of allied deities. At least two of the icons, the Priestess and the Crusader, encourage you to incorporate your chosen gods within a broader coalition of good or evil deities.

Gear

At 1st level, clerics have a melee weapon, decent armor, a holy symbol, and other minor possessions suggested by their backgrounds. They might even have a crossbow.

If you're the solid cleric who devotes much of your wealth to your faith and keeps just a bit for yourself, start with 25 gp. If your finances are unpredictable, start with 1d6 x 10 gp.

Armor

Clerics generally wear heavy armor like chainmail, ringmail, and scale, and even wear plate armor, but aren't as skilled using armor as fighters and paladins. Clerics are trained with shields, and get +1 AC when using a shield.

Cleric Armor and AC

Type	Base AC
None	10
Light	12
Heavy	*14*
Shield	*+1*

Weapons

Just as various clerics worship all sorts of gods, they wield all sorts of weapons. A respectable mace is most common, since it requires relatively little martial training and traditionally represents authority. For ranged weapons, clerics favor crossbows, as do most adventurers with limited weapon training.

Cleric Melee Weapons

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

Cleric Ranged Weapons

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

Cleric Level Progression

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

Cleric Level	Total Hit Points	Total Feats	Spells					Level-up Ability Bonuses	Damage Bonus From Ability Score
			1st level	3rd level	5th level	7th level	9th level		
Level 1	(7 + CON mod) x **3**	1 adventurer	4	—	—	—	—	—	ability modifier
Level 2	(7 + CON mod) x **4**	2 adventurer	5	—	—	—	—	—	ability modifier
Level 3	(7 + CON mod) x **5**	3 adventurer	2	3	—	—	—	—	ability modifier
Level 4	(7 + CON mod) x **6**	4 adventurer	1	5	—	—	—	+1 to 3 abilities	ability modifier
Level 5	(7 + CON mod) x **8**	4 adventurer 1 champion	—	2	4	—	—	—	2 x ability modifier
Level 6	(7 + CON mod) x **10**	4 adventurer 2 champion	—	1	6	—	—	—	2 x ability modifier
Level 7	(7 + CON mod) x **12**	4 adventurer 3 champion	—	—	2	5	—	+1 to 3 abilities	2 x ability modifier
Level 8	(7 + CON mod) x **16**	4 adventurer 3 champion 1 epic	—	—	1	7	—	—	3 x ability modifier
Level 9	(7 + CON mod) x **20**	4 adventurer 3 champion 2 epic	—	—	—	2	6	—	3 x ability modifier
Level 10	(7 + CON mod) x **24**	4 adventurer 3 champion 3 epic	—	—	—	1	8	+1 to 3 abilities	3 x ability modifier

Cleric Stats

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

Ability Bonus	+2 Strength or Wisdom (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (heavy armor)	14 + middle mod of Con/Dex/Wis + Level
Armor Class (shield and heavy armor)	15 + 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
Talents	3
Feats	1 per Level

Terms Used in Cleric Powers

cast for power/cast for broad effect: Cleric spells that give these two options can be used two different ways: either with a more powerful effect usually focused on one target (power), or a weaker effect cast on multiple targets (broad effect).

Spells cast for power cannot target the caster. Spells cast for broad effect can.

free recovery: Some powerful cleric spells let characters recover hit points as if they were using a recovery without actually spending a recovery.

heal using a recovery: The character targeted with the healing effect uses one of their recoveries and rolls their own recovery dice.

Class Features

Clerics get a bonus spell: *heal*. They also have the Ritual Magic class feature.

Bonus spell: All clerics know the *heal* spell in addition to the spells they choose and memorize each day.

Heal

Close-quarters spell
Special: You can use this spell twice per battle.
Quick action to cast (1/round)
Target: You or one ally you are next to
Effect: The target can heal using a recovery.

Adventurer Feat: The target can now be a *nearby* ally instead of an ally you are next to.

Champion Feat: If the target of your *heal* spell is an ally with 0 hp or below, that ally also adds hit points equal to 1d10 x your Charisma modifier to the recovery.

Epic Feat: When you cast *heal* on an ally you are *next to*, that ally adds +30 hp to the recovery.

Ritual Magic

Clerics can cast their spells as rituals (see page 192).

Class Talents

The cleric's class talents are phrased as divine domains, the spheres of power wielded by the god or gods the cleric worships. When domains are listed as One-Thing OR Another, we expect that you will choose the domain as one of the two choices, for example as either Death or Life, but we're using the same basic mechanics for either option.

Explain your chosen domains any way that works for you. You might have a god with a diverse portfolio, you might worship more than one god, or your goddess may have lesser saints or avatars that provide blessings that differ from her usual interests. Feel free to give your domain choice a name that's more appropriate to the gods your cleric worships.

Choose **three** cleric talents/domains. Each talent/domain provides an ability that can be improved by feats. It also provides an invocation you can use once per day.

On invocations: Each cleric talent/domain comes with an invocation that you can use once per day as a quick action. Most invocations offer advantages you'll want to have from the start of a battle, so you should use an invocation on your first turn, if possible.

The same invocation cannot be used more than once by a side in the battle. If you have more than one cleric in your party, they'll want to use different invocations.

Domain: Healing

When you cast a spell that lets you or an ally heal using a recovery, the target also adds hit points equal to double your level to the recovery.

Invocation of Healing: This battle, you gain an additional use of the *heal* spell (see Class Features, left). The first *heal* spell you cast after using this invocation allows the target to heal using a free recovery instead of spending a recovery.

Adventurer Feat: When you cast a spell that allows an ally to heal using a recovery, you can let them use one of your recoveries instead. (If you also have the Protection/Community domain, any nearby ally can expend the recovery instead of you.)

Champion Feat: The *invocation of healing* gives you two additional uses of *heal* this battle instead of only one.

Epic Feat: Increase the additional hit points the target heals to triple your level.

Domain: Justice OR Vengeance

Once per turn when an enemy scores a critical hit against you or one of your nearby allies *or* drops you or one of your nearby allies to 0 hp or below, you gain an attack-reroll blessing. Immediately choose a nearby ally and give them the blessing as a free action; you can't hold on to it.

An ally with this blessing can use it to reroll an attack as a free action this battle. An ally can only have one such blessing on them at a time.

Adventurer Feat: You can now take the attack-reroll blessing yourself.

Champion Feat: When you gain an attack-reroll blessing to distribute, you gain two blessings to distribute instead.

Epic Feat: Attacks rolls from your reroll blessings gain a +4 bonus.

Invocation of Justice/Vengeance: This battle, add double your level to the miss damage of your attacks and the attacks of your nearby allies. (For example, your basic melee attack as a cleric will deal triple your level as miss damage while this invocation is active.)

Domain: Knowledge OR Lore

You gain 4 additional background points that must be used somehow in relation to knowledge or lore.

Invocation of Knowledge/Lore: You must use this invocation during your first round of a battle. When you do, you get a quick glimpse of the battle's future. Roll a d6; as a free action at any point after the escalation die equals the number you rolled, you can allow one of your allies to reroll a single attack roll with a +2 bonus thanks to your vision of this future.

Adventurer Feat: Once per day, you can change one of your skill checks involving knowledge to a natural 20 instead. Interpret the word "knowledge" as loosely as your GM allows. GMs, be generous.

Champion Feat: You now roll a d4 for the invocation, not a d6.

Epic Feat: You gain a different positive relationship point each day with a random icon, purely because the icon has realized you know something they need to know. It changes every day and it might contradict your usual icon relationships. Enjoy!

Domain: Life OR Death

You and your nearby allies gain a +1 bonus to death saves.

Invocation of Life/Death: This battle, you and each of your allies can each separately add the escalation die to a single save made by that character. In addition, you and your allies do not die from hit point damage when your negative hit points equal half your normal hit points; instead you die when your negative hit points equal your full hit points.

Adventurer Feat: The death save bonus increases to +2.

Champion Feat: Each battle, the *first* time an ally near you becomes staggered, that ally immediately heals hit points equal to twice your level.

Epic Feat: Your first use of the *resurrection* spell is free; it doesn't count against your total.

Domain: Love OR Beauty

Once per level, you can mystically generate a one-point conflicted relationship with a heroic or ambiguous icon you do not already have a relationship with. The relationship point remains with you until you gain a level, and then it's time for another one-level relationship. It's the genius of your theology that old relationships don't turn negative.

Champion Feat: You gain two points in the relationship instead. Two conflicted dice instead of one, baby. And if you have to ask why they are conflicted, stop playing a cleric of love.



Invocation of Love/Beauty: As a free action, at some dramatic moment, you or an ally of your choice can roll for one icon relationship that might have an effect on the battle. Rolls of 5 and 6 are beneficial as usual, though the GM will have to improvise what that means in the middle of combat. The GM also needs to agree on the dramatic timing. You don't get to make use of this invocation's advantage the moment you roll initiative; instead wait for a dramatic moment. At the GM's option, the drama-requirement can be waived *if* the table joins in a group hug.

Domain: Protection OR Community

Once per battle, you can affect two additional allies when you cast a spell *for broad effect*.

Adventurer Feat: Whenever you target one or more allies with a spell, one ally of your choice can roll a save against a save ends effect.

Invocation of Protection/Community: This battle, critical hits against you and your nearby allies deal normal damage instead of critical damage.

Domain: Strength

You can wield heavy/martial weapons without an attack penalty.

Adventurer Feat: Once per battle, you can deal extra damage to one target you hit with a melee attack as a free action. The damage bonus is a number of d4 equal to your Strength modifier or to your level, whichever is higher.

Champion Feat: You can use d8s instead of d4s for the bonus damage dice.

Epic Feat: Once per day, you can use d20s instead of d8s for the bonus damage dice.

Invocation of Strength: This battle, you and your nearby allies deal triple damage instead of double damage on critical hits with melee attacks.

Domain: Sun OR Anti-Undead

Every attack you make deals holy damage instead of other types of damage unless you choose otherwise for a specific attack.

Invocation of Sun/Anti-Undead: When you cast a daily cleric spell this battle, roll a d6. If you roll less than or equal to the escalation die, you regain the use of that daily spell after the battle.

Adventurer Feat: If your attack already deals holy damage, it gains the following bonus damage—adventurer tier: +1 damage; champion tier: +2 damage; epic tier: +3 damage.

Champion Feat: You gain a +2 bonus to all defenses against attacks by undead.

Epic Feat: The invocation also affects your allies' daily *spells*.



Think of this invocation as if the cleric were the rising sun, shining brighter every round. If streams of sunlight have side effects during the battle, all the better for the glory of the sun.

Domain: Trickery OR Illusion

Once per battle as a quick action when you are engaged with an enemy, roll a d20 that we'll refer to as your *trick die*.

As a free action before the start of your next turn, give your *trick die* to a nearby ally or enemy who is about to make an attack roll. The *trick die* result becomes the natural result of their roll instead.

Champion Feat: Your *trick die* can be used for any one d20 roll, not just an attack.

Epic Feat: You get another *trick die* roll to use each battle the first time the escalation die reaches 3+.

Invocation of Trickery: This battle, attacks against you by enemies that moved to engage you during their turn miss on natural odd rolls.



I'm fond of the trickster who is willing to play a trick on comrades. I'm even fonder of the trickster who knows the difference between an illusion and an intrusion.

Domain: War OR Leadership

Once per turn when you make a melee attack against an enemy, hit or miss, your allies gain a +1 attack bonus against that enemy until the start of your next turn.

Adventurer Feat: The attack no longer has to be a melee attack, close and ranged attacks also work.

Champion Feat: The bonus now applies against all enemies you attack; you no longer have to single out one foe if you use a spell that attacks multiple enemies.

Epic Feat: Allies now also get a damage bonus against such enemies equal to double your Charisma modifier.

Invocation of War: Increase the escalation die by 1.

1st Level Spells

Bless
Ranged spell
Daily
Quick action to cast
Effect: You can cast this spell for power or for broad effect.

Cast for power: One nearby ally gains a +2 attack bonus until the end of the battle.

Cast for broad effect: Choose up to three nearby creatures (including you); each target gains a +1 attack bonus until the end of the battle.

3rd level spell	Each target also gains 1d10 temporary hit points per point of the attack bonus.
5th level spell	Each target also gains 2d10 temporary hit points instead of 1d10 per point of the attack bonus.
7th level spell	All attack bonuses granted by the spell increase by +1.
9th level spell	Each target also gains 3d10 temporary hit points instead of 2d10 per point of the attack bonus.

Cure Wounds
Ranged spell
Daily
Quick action to cast
Effect: You or a nearby ally can heal using a free recovery.

3rd level spell	The target can also roll a save against each save ends effect.
5th level spell	This spell is now recharge 16+ after battle instead of daily.
7th level spell	The target can heal using two free recoveries instead of one.
9th level spell	This spell is now recharge 11+ instead.

Hammer of Faith
Close-quarters spell
Daily
Effect: Until the end of the battle, your basic melee attacks use d12s as their base weapon damage dice.

3rd level spell	The spell now requires only a quick action to cast.
5th level spell	You deal half damage on misses with basic melee attacks this battle.
7th level spell	Once during the battle, you can reroll a basic melee attack.
9th level spell	For the rest of the battle, change any of your basic melee attack damage dice rolls that are less than the escalation die to the escalation die value.

PLAYERS

Yes, this plays hell with dice conventions. As a daily spell it should be worth it.

Javelin of Faith
Ranged spell
At-Will
Target: One nearby enemy
Attack: Wisdom + Level vs. PD
Hit: 1d6 + Wisdom holy damage.
Miss: Damage equal to your level.

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

Adventurer Feat: The spell also deals +1d6 damage against an undamaged target. At 5th level that increases to +2d6 damage; at 8th level it increases to +4d6 damage.

Champion Feat: You can now target a far away enemy with the spell at a –2 attack penalty.

Epic Feat: If your natural attack roll is an 18+, make the attack a second time against a different target as a free action.

PLAYERS

Mooks count as targets at full hit points, until one or more mooks in the mob have been slain.

Shield of Faith
Ranged spell
Daily
Quick action to cast
Effect: You can cast this spell for power or for broad effect.

Cast for power: One nearby ally gains a +2 bonus to AC this battle.

Cast for broad effect: Choose up to three nearby creatures (including you); each target gains a +1 bonus to AC this battle.

3rd level spell	The bonus also applies to PD.
5th level spell	The bonus increases by +1 while the target is staggered.
7th level spell	The bonus also applies to MD.
9th level spell	The bonus when *cast for power* increases to +4. The bonus when *cast for broad effect* increases to +2.

Spirits of the Righteous
Ranged spell
Once per battle
Target: One nearby enemy
Attack: Wisdom + Level vs. MD
Hit: 4d6 + Wisdom holy damage, and your nearby ally with the fewest hit points gains a +4 bonus to AC until the end of your next turn.
Miss: Your nearby ally with the fewest hit points gains a +2 bonus to AC until the end of your next turn.

3rd level spell	7d6 damage.
5th level spell	7d10 damage.
7th level spell	10d12 damage.
9th level spell	2d8 x 10 damage.

Champion Feat: You also gain the bonus to AC until the end of your next turn on a hit.

Turn Undead

Close-quarters spell
Daily
Target: 1d4 nearby undead creatures, each with 55 hp or fewer.
Attack: Wisdom + Charisma + Level vs. MD
Hit: The target is dazed until end of your next turn.
Hit by 4+: 1d10 x your level holy damage, and the target is dazed until end of your next turn.
Hit by 8+: Holy damage equal to half the target's maximum hit points, and the target is dazed (save ends).
Hit by 12+ or Natural 20: The target is destroyed.

3rd level spell	Target with 90 hp or fewer.
5th level spell	Target with 150 hp or fewer.
7th level spell	Target with 240 hp or fewer.
9th level spell	Target with 400 hp or fewer.

Adventurer Feat: You can expend your daily use of *turn undead* to gain an additional use of *heal* in one battle.
Champion Feat: You can choose to target either demons or undead with the spell (but not both with the same casting).
Epic Feat: Increase the targeting limit by 100 hp.

3rd Level Spells

Cause Fear

Ranged spell
Daily
Target: One nearby enemy with 75 hp or fewer
Attack: Wisdom + Level vs. MD
Hit: The target is weakened until the end of its next turn. On its next turn, if it's unengaged, it does not attack and moves away from you. If it's engaged, the target attempts to disengage as its first action, and moves away if it succeeds. If it fails, it moves away as its second action (drawing opportunity attacks). In either case, it will not attack unless it has no options for escape.
Miss: The target hates you for having tried to scare it, and it wants to hurt you most of all, but it won't be any stupider than usual in pursuing that goal.

5th level spell	Target with 120 hp or fewer.
7th level spell	Target with 190 hp or fewer.
9th level spell	Target with 300 hp or fewer.

Legal Targets

Remember that spellcasters and attackers know whether enemies are legal targets before casting their spells (see Targeting on page 164). You'll know whether you can use *cause fear*, *judgment*, or *turn undead* against a target before casting.

Combat Boon

Close-quarters spell
At-Will
Effect: Make a basic melee attack. If the attack hits, you or one conscious nearby ally can roll a save against a save ends effect.

5th level spell	The save gains a +1 bonus.
7th level spell	If the attack hits, you and your nearby conscious allies can roll a total of two saves (one per character).
9th level spell	The save bonus increases to +2.

Adventurer Feat: If you score a critical hit with the *combat boon* attack, the subsequent save automatically succeeds.
Champion Feat: One nearby conscious ally can roll a save even if your attack misses.

Divine Endurance

Ranged spell
Daily
Quick action to cast
Effect: You can cast this spell for power or for broad effect.
Cast for power: One nearby ally gains 40 temporary hit points.
Cast for broad effect: Choose up to three nearby creatures (including you); each target gains 20 temporary hit points.

5th level spell	Temporary hp = 60/30.
7th level spell	Temporary hp = 80/40.
9th level spell	Temporary hp = 100/50.

Judgment

Ranged spell
Daily
Targets: All nearby staggered enemies
Attack: Wisdom + Level vs. MD
Hit: 5d10 + Wisdom holy damage.
Miss: Holy damage equal to your level.

5th level spell	8d10 damage.
7th level spell	2d6 x 10 damage.
9th level spell	2d10 x 10 damage.

Champion Feat: The spell now deals half damage on a miss.
Epic Feat: The spell is now recharge 16+ after battle instead of daily.

Mighty Healing

Ranged spell
Daily
Effect: You can cast this spell for power or for broad effect.
Cast for power: One nearby ally can heal using a single recovery and regain double the usual number of hit points.
Cast for broad effect: Choose up to three nearby creatures (including you); each target can heal using a recovery.

5th level spell	The spell can now target far away allies.
7th level spell	Power equals triple the usual hp for one recovery; broad equals 150% the usual hp per recovery.
9th level spell	Recoveries provided by the spell are now free.

Champion Feat: This spell is now a close-quarters spell.

Strength of the Gods

Ranged spell

Daily

Quick action to cast

Effect: You can cast this spell for power or for broad effect.

Cast for power: One nearby ally deals +2d8 damage with melee attacks this battle.

Cast for broad effect: Choose up to three nearby creatures (including you); each target deals +1d8 damage with melee attacks this battle.

5th level spell	Power +4d6	Broad +2d6.
7th level spell	Power +4d10	Broad +2d10.
9th level spell	Power +6d10	Broad +3d10.

5th Level Spells

Crisis of Faith

Close-quarters spell

Daily

Quick action to cast

Effect: For the rest of this battle, all enemies near you with 100 hp or fewer take a penalty to their Mental Defense equal to your Charisma modifier. Whenever one of those enemies misses with an attack roll, it takes holy damage equal to double your level.

7th level spell	160 hp or fewer.
9th level spell	250 hp or fewer.

Sanctuary

Close-quarters spell

Daily

Effect: Choose yourself or a nearby ally. Enemies with 100 hp or fewer cannot attack the chosen target until that creature attacks or the escalation die reaches 6+.

7th level spell	160 hp or fewer.
9th level spell	250 hp or fewer.

Sphere of Radiance

Close-quarters spell

Daily

Effect: You or one nearby ally can heal using a free recovery. Then make the following attack.

Target: Up to two nearby enemies

Attack: Wisdom + Level vs. MD

Hit: 7d8 + Charisma holy damage.

Miss: Half damage.

7th level spell	8d12 damage.
9th level spell	2d8 x 10 damage.

7th Level Spells

Circle of Protection

Close-quarters spell

Daily

Quick action to cast

Effect: Choose a defense: AC, PD, or MD. For the rest of the battle while you are conscious, you and each ally near you gains a +1 bonus to that defense. Each enemy that misses you or one of your nearby allies with an attack against the defense you chose is hampered until the end of its next turn.

9th level spell	Attacks against the chosen defense can not score critical hits.

Epic Feat: The spell is now recharge 16+ after battle instead of daily.

Resurrection

Ranged spell

Special: You can cast this spell only once per level. You'll have to keep track of how many times you cast the spell *in your life*. You must have most of the corpse available to cast the spell. There's no time limit on resurrecting a dead PC, so long as you have the corpse (unless that becomes a silly exercise in resurrecting adventurer-tier characters into an epic-tier game!). NPCs should probably be a lot easier to resurrect if they haven't been dead long.

Effect: You can bring a creature back to life in more or less normal condition. By more or less normal, we mean that you could cast your first resurrection in the middle of combat or during an adventure and we would advise something like the following drawbacks: expending half the resurrected character's recoveries, start them dazed (save ends), and flip a coin for each of their daily abilities—tails it's expended.

Limited Casting: The first time in your life that you use the spell you can cast it quickly, with a single standard action. Using the spell removes one of your spell slots until you gain a level (you get one less spell per full heal-up).

The second time in your life you cast the spell, it takes longer, at least three or four rounds, and costs you something like half your hit points and daily powers/spells. The person you are resurrecting comes back at something like one-quarter strength.

The third time you cast the spell it has to be as a ritual. The spell chews you up and leaves you with only a few hit points, then gnaws at the person you have resurrected, who takes days to recover well enough to qualify as an adventurer or combatant.

The fourth time you cast the spell it nearly kills you. The resurrection succeeds but the person you've resurrected is going to be a mess for a month or more, regardless of any other magic tricks ya'll got going.

The fifth time you resurrect someone (thanks to a boon from an icon, a powerful magic item, or some other method allowed by the GM that lets you use *resurrection* beyond your normal limit), that's the end of your story and you die. There's only a 50% chance that the resurrection spell works on the target. You've used up your quota of resurrection magic. You're not coming back via this spell, either.

Surprise, that was the good news. The bad news is that if the target of your resurrection spell has been resurrected more times than you have cast the spell, there is a nasty 50% chance that the experience will play out using their higher number of resurrections instead of the number of times you have cast the spell.

9th level spell You no longer need to have most of the corpse to perform this spell.

Resurrection in the World

The icons don't live forever because there is always a limit to magic that can bring you back from the dead. What's true for icons is equally true for heroes. Even if you've become invaluable to an icon, it's unlikely that the icon will be able to resurrect you personally if things go horribly awry. It's safe to assume that most of the icons are well on their way to using up their resurrection quotas, particularly long-lived icons like the Archmage. The current Emperor? The Priestess? They might have a resurrection to give, but will your PC be able to prove that they are the being most deserving of a second chance in the 13th Age?

There may be a few NPCs capable of performing *resurrections*. They would be wise not to advertise their power. Beings capable of performing *resurrections* are sometimes the victims of hostile takeover attempts, as powerful beings seek to assure themselves of a *resurrection* in reserve.

9th Level Spells

Overworld Travel

Close-quarters spell

Daily

Special: You must cast this spell outdoors. It enables you and a group of nearby allies to travel up to and through the overworld to most any location in the world that you can name. The method of travel may depend upon your god, your icon, or your will. Some overworld travel spells summon a flying land, while others harness an elder sky being or simply turn all the travelers into swiftly moving wind.

The trip through the overworld is magically warded by the spell. Travel takes between an hour and a day, depending on distance and the amount of effort the spell must exert to maintain the warding. Party members who go off-plot and skip off into the overworld for a side adventure are on their own.

The destination can be in the overworld or in the land. It can't be in the underworld—this is the wrong spell for destinations there.

In a pinch, the versions of this spell cast by icons have been known to move invading armies and refugees from doomed cities. It's possible that the player characters could manage something similar but it's not guaranteed.

Prayer for Readiness

Close-quarters spell

Daily

Targets: Up to 5 allies

Effect: You utter a powerful prayer upon your comrades, giving each a special blessing. At any point later this battle, each blessed ally can acknowledge the blessing by saying "thank you" to your god, gods, or pantheon as a free action to reroll a d20 roll. That ally must take the reroll result.

Note that you are giving the blessing and don't receive it yourself.

Epic Feat: This spell is now a quick action to cast.

FIGHTER

The grit and guts it takes to be a true fighter may be as rare and magical as the brains and arcane spark it takes to be a wizard. Plenty of poor slobs all across the world get pressed into military duty, and some fighters start that way, but there's more to a true fighter than that: skill, discipline, toughness, and an uncanny ability to get in harm's way . . . with a double dose of harm for the other guy.

Overview

Play Style: A couple of class talents can make your job more complicated, but overall, playing a fighter is simple. You decide who to attack, roll your attack, and then figure out which flexible attack you want to use.

Ability Scores: You need Strength for your attacks and Constitution for hit points when the enemy attacks you. Some fighter talents and attacks also reward high Dexterity.

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

Races: Wanna start a tavern brawl? Ask which race has the best fighters. Then suggest that it's not the race of the fighter you are speaking with.

Outside of tavern brawls, it's generally understood that half-orcs and dwarves make great fighters. So do humans. So do a few of the optional races.

Backgrounds: Here are some backgrounds to get you started with your fighters: swordmaster, mercenary captain, sea raider, shieldwall spearman, explorer, bouncer, thug, city guardsman, Sea Wall veteran, former gladiator, former orc captive, bankrupt nobleman, duelist, goblin-hunter, former Imperial legionnaire.

Icons: We've seen many fighters devoted to the Dwarf King or to the Emperor. We imagine that there will be many fighters associated with the Crusader.

Fighter Talent Suggestions

As a fighter, you choose three fighter class talents. Many of the talents give you something you can do once per battle.

If you want to be the tank, the guy who jumps between his friends and the monsters . . .

. . . you'll definitely want the Skilled Intercept class talent. You might also want Heavy Warrior and Tough as Iron. At 5th level, you'll also probably want the *sword master's anticipation* maneuver.

If you want to be an archer . . .

. . . take the Deadeye Archer class talent, the 1st level *second shot* maneuver, and the 3rd level *make 'em flinch* maneuver.

If you want to be the deadly warrior who gets tougher as the battle gets serious . . .

. . . take *deadly assault,* then *hack & slash* at 3rd level, and maybe *heavy blows* if you're also going to fight with a two-handed weapon.



Fighter Maneuvers

Most of the fighter maneuvers are flexible attacks, meaning that you roll your attack and then choose which maneuver you want the attack to use. You only get to use one maneuver with each attack, so it's usually best to choose maneuvers with a few different triggering rolls.

Gear

At 1st level, fighters start with a melee weapon or two, a ranged weapon if they want it, armor, and standard nonmagical gear that is suggested by the character's backgrounds.

Stolid and reliable fighters start with 25 gp in savings. Fighters who'd rather gamble than save start with 1d6 x 10 gp in their coin-purse.

Armor

Fighters usually wear heavy armor: flexible chainmail, resilient scale armor, or sturdy steel plate. For our purposes it all provides about the same protection.

If you are the odd fighter who prefers to fight only in light armor, knock yourself out—you're better in light armor than most other heroes. But you're still more likely to get knocked out of the battle than if you were wearing heavier stuff.

Fighter Armor and AC

Type	Base AC
None	10
Light	13
Heavy	*15*
Shield	*+1*

Weapons

The typical fighter has a number of weapons, each demonstrating professional design, expert forging, and perhaps a little customization on the fighter's part. The fighter's relationship with their weapons may be obsessive, like a carpenter's relationship with his tools. A fighter's go-to weapon may be a sword, but it may also be a more exotic weapon, such as a flail or a warhammer. Most fighters carry shields, which are customized to represent the wielder's status, personality, or history. Fighters who avoid shields are usually better with two-handed weapons, but some fight with a weapon in each hand. Fighters are familiar with all manner of ranged weapons, and sturdy longbows are common.

Fighter Melee Weapons

One-Handed	Two-Handed
Small	
1d4 dagger	1d6 club
Light or Simple	
1d6 shortsword, hand axe	1d8 spear
Heavy or Martial	
1d8 longsword, warhammer	1d10 greatsword, greataxe

Fighter Ranged Weapons

Thrown	Crossbow	Bow
Small		
1d4 dagger	1d4 hand crossbow	—
Light or Simple		
1d6 javelin, axe	1d6 light crossbow	1d6 shortbow
Heavy or Martial		
—	1d8 heavy crossbow	1d8 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: —

Fighter Level Progression

Fighter weapon attack maneuvers deal damage based on the fighter's level. You also don't have to keep track of upgrading a 1st level maneuver into a 3rd level maneuver, because all the maneuvers function at your level. You can change which maneuvers you know and have ready whenever you gain a level . . . maybe even more often if you've got an excellent story ready explaining your new training routine.

Fighter Level	Total Hit Points	Total Feats	Maneuvers Known	Maneuver Pool Available	Class Talents	Level-up Ability Bonuses	Damage Bonus From Ability Score
Level 1	(8 + CON mod) x **3**	1 adventurer	3	1st level	3		ability modifier
Level 2	(8 + CON mod) x **4**	2 adventurer	4	1st level	3		ability modifier
Level 3	(8 + CON mod) x **5**	3 adventurer	4	3rd level	3		ability modifier
Level 4	(8 + CON mod) x **6**	4 adventurer	5	3rd level	3	+1 to 3 abilities	ability modifier
Level 5	(8 + CON mod) x **8**	4 adventurer 1 champion	5	5th level	3		2 x ability modifier
Level 6	(8 + CON mod) x **10**	4 adventurer 2 champion	6	5th level	4		2 x ability modifier
Level 7	(8 + CON mod) x **12**	4 adventurer 3 champion	6	7th level	4	+1 to 3 abilities	2 x ability modifier
Level 8	(8 + CON mod) x **16**	4 adventurer 3 champion 1 epic	7	7th level	4		3 x ability modifier
Level 9	(8 + CON mod) x **20**	4 adventurer 3 champion 2 epic	7	9th level	4		3 x ability modifier
Level 10	(8 + CON mod) x **24**	4 adventurer 3 champion 3 epic	8	9th level	4	+1 to 3 abilities	3 x ability modifier

Fighter Stats

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

Ability Bonus	+2 Strength or Constitution (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (heavy armor)	15 + middle mod of Con/Dex/Wis + Level
Armor Class (shield and heavy armor)	16 + middle mod of Con/Dex/Wis + Level
Physical Defense	10 + middle mod of Str/Con/Dex + Level
Mental Defense	10 + middle mod of Int/Wis/Cha + Level
Hit Points	(8 + Con mod) x Level modifier (see level progression chart)
Recoveries	(probably) 9
Recovery Dice	(1d10 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Icon Relationships	3 points
Talents	3 (see level progression chart)
Feats	1 per Level

Class Features

Fighters have two class features: Extra Tough and Threatening.

Extra Tough

You start with nine recoveries instead of the usual eight.

Adventurer Feat: Increase your total recoveries by 1.

Threatening

Whenever an enemy attempts to disengage from you, it takes a penalty to its check equal to your Dexterity or Constitution modifier, whichever is higher.

The penalty doesn't apply if you are stunned, grabbed, or otherwise incapable of making an opportunity attack.

Adventurer Feat: Whenever an enemy fails to disengage from you, you also deal damage to that enemy equal to your Dexterity or Constitution modifier. At 5th level, damage is double the modifier. At 8th level, it's triple.

Champion Feat: Whenever a non-mook enemy fails to disengage from you, it's vulnerable to your attacks for the rest of the battle.

Class Talents

Choose three of the following class talents.

You get an additional fighter class talent at 6th level.

Cleave

Once per battle, make a fighter melee attack as a free action after one of your melee attacks drops an enemy to 0 hp.

Adventurer Feat: If you have your move action available, you can use it before making your Cleave attack to reach an enemy you are not already engaged with.

Champion Feat: You can use Cleave twice each battle, but only once a round.

Epic Feat: You gain a +4 attack bonus with your Cleave attacks.

Comeback Strike

Once per battle as a free action, make another attack with a –2 penalty after your first fighter attack during your turn misses.

Adventurer Feat: You no longer take the –2 penalty to your Comeback Strike attacks.

Champion Feat: Once per day, you can use Comeback Strike twice in a battle.

Epic Feat: You gain a +4 attack bonus with your Comeback Strike attacks.

Counter-Attack

Once per round when the escalation die is even and an enemy misses you with a natural odd melee attack roll, you can make a basic melee attack dealing half damage against that enemy as a free action. (The attack can't use any limited abilities or flexible attack maneuvers.)

Adventurer Feat: Your Counter-Attack attack now deals full damage.

Champion Feat: You can use Counter-Attack once per turn instead of once per round (in effect, you're free to Counter-Attack once per enemy turn).

Epic Feat: You can now use Counter-Attack when the escalation die is 3+.

Deadeye Archer

Your attacks with d8 ranged weapons (heavy crossbow, longbow) now deal d10 damage per level. Your attacks with d6 ranged weapons (light crossbow, shortbow) now deal d8 damage per level. In addition, your misses with basic ranged attacks deal damage equal to your level.

Adventurer Feat: If you spend a quick action to aim before making a ranged basic attack, add your Dexterity modifier to the damage if you miss.

Champion Feat: Once per battle, expand your crit range with a fighter ranged attack by 4 (usually to 16+) for that attack. Declare you're using this feat power before you roll the attack.

Epic Feat: Your crit range with ranged weapon attacks expands by 1 (usually to 19+).

Heavy Warrior

Once per battle while wearing heavy armor, when you are hit by an attack that targets AC, as a free action, you can take half damage from that attack instead.

Adventurer Feat: Once per day, you can use Heavy Warrior twice in a battle (against different attacks).

Champion Feat: You can also use the power against an attack that targets PD.

Epic Feat: Once per day, you can reroll a recharge roll for a magic armor power.

Power Attack

Once per battle before you roll an attack, you can declare you're using Power Attack to deal additional damage with that attack roll. If the attack hits, you deal the following additional damage:

Deal 1d4 additional damage per level if you are using a one-handed weapon.

Deal 1d6 additional damage per level if you are using a two-handed weapon.

Adventurer Feat: You deal the additional Power Attack damage even if the attack misses.

Champion Feat: One battle per day, you can use Power Attack twice in the battle.

Epic Feat: One-handed weapon damage using Power Attack increases to 1d6 per level; two-handed weapon damage using Power Attack increases to 1d8 per level.



Skilled Intercept

Once per round as a free action, roll a normal save (11+) to intercept an enemy who is *moving* to attack one of your nearby allies. You can pop free from one enemy to move and intercept the attack (if you are engaged with more than one enemy, the others can take opportunity attacks against you).

The moving enemy makes its attack with you as a target instead. If you're wearing heavy armor and the attack hits, you only take half damage.

Adventurer Feat: You can pop free from up to two enemies when using Skilled Intercept.

Champion Feat: You gain a bonus to your Skilled Intercept save equal to the escalation die.

Epic Feat: Enemies can't make opportunity attacks against you during your Skilled Intercept movement.

Tough as Iron

Once per battle, you can rally using a quick action instead of a standard action.

Adventurer Feat: Once per day, you can rally twice during a battle as a quick action, without needing to roll a save for the second rally.

Champion Feat: Increase your total number of recoveries by 2.

Epic Feat: When you roll a natural 20 with an attack, you gain an additional use of Tough As Iron this battle.

1st Level Maneuvers

Brace for It

Flexible melee attack

Triggering Roll: Any miss

Effect: Until the end of your next turn, the first critical hit you take from a melee attack becomes a normal hit instead.

Adventurer Feat: *Brace for it* now works against a critical hit from any type of attack.

Champion Feat: *Brace for it* works against any number of critical hits before your next turn.

Carve an Opening

Flexible melee attack

Triggering Roll: Any natural odd roll

Effect: Your crit range with melee attacks expands by a cumulative +1 this battle until you score a melee critical hit. When you score a melee critical hit, your crit range drops back to normal.

Champion Feat: The crit range bonus from *carve an opening* is +2 instead of +1.

Deadly Assault

Flexible melee or ranged attack

Triggering Roll: Any natural even hit

Effect: Reroll any 1s from your damage roll. You're stuck with the rerolls.

Adventurer Feat: Now you can reroll both 1s and 2s with *deadly assault*.

Champion Feat: *Deadly assault* now also triggers on a natural 17+.

Defensive Fighting

Flexible melee attack

Triggering Roll: Natural 16+; if you fight with a shield, also any natural even roll

Effect: Gain a +2 bonus to AC until the end of your next turn.

Adventurer Feat: You also gain the bonus to Physical Defense.

Champion Feat: The bonus increases to +3.

Epic Feat: You also gain the bonus to Mental Defense.

Grim Intent

Flexible melee attack

Triggering Roll*:* Any natural even miss

Effect: The next time you would deal miss damage with a melee attack, add a WEAPON die to that damage. At 5th level, instead add 2 total WEAPON dice; at 8th level, instead add 3 total WEAPON dice.

Heavy Blows

Flexible melee attack

Triggering Roll*:* Any natural even miss

Effect: You gain a bonus to your miss damage with that attack equal to the escalation die.

Champion Feat: If you attacked with a two-handed weapon, *heavy blows* can trigger on any miss, odd or even.

Epic Feat: The bonus instead equals double the escalation die with a one-handed weapon, or triple it with a two-handed weapon.

Precision Attack

Flexible melee attack

Triggering Roll: Any hit with a natural 16+

Effect: You gain a bonus to the damage roll equal to your Dexterity modifier. At 5th level, the damage bonus increases to double your Dexterity modifier; at 8th level the damage bonus increases to triple it.

Adventurer Feat: You can now use *precision attack* with a ranged attack.

Second Shot

Flexible ranged attack

Triggering Roll: Natural 16+

Effect: After this attack, you can make a basic ranged attack with the same weapon (as long as it's not a weapon that takes a quick action to reload or draw) with a –4 attack penalty.

You can't use any maneuvers with the second attack.

Champion Feat: The *second shot* attack penalty is –2 instead.

Shield Bash
Flexible melee attack
Special: You must be using a shield.
Triggering Roll: Any natural even roll
Effect: The target pops free from you after the attack (does not allow opportunity attacks).
Adventurer Feat: If the target is also engaged with any of your allies, you can have it pop free from them as well.
Champion Feat: Once per battle, you can also daze the target (save ends) of your *shield bash* attack, if that enemy is staggered.

Two-Weapon Pressure
Flexible melee attack
Special: You must be using a weapon in each hand.
Triggering Roll: Any miss
Effect: Until the end of your next turn, you gain a +2 melee attack bonus against the target.
Champion Feat: The bonus increases to +4.

3rd Level Maneuvers

Hack & Slash
Flexible melee attack
Special: You can use this maneuver only once per round.
Triggering Roll: Any natural even roll, when the escalation die is 2+
Effect: Make another melee weapon attack against a different target.

Make 'em Flinch
Flexible ranged attack
Triggering Roll: Any natural even miss
Effect: Add the higher modifier from your Strength or Dexterity to the miss damage. At 5th level the damage bonus increases to double your chosen modifier; at 8th level the damage bonus increases to triple it.

Punish Them
Flexible melee attack
Special: You can use this maneuver only when you make an opportunity attack.
Triggering Roll: Any hit with a natural 16+
Effect: The target is dazed until the end of its turn.
Adventurer Feat: If the target was moving, it stops moving and loses the rest of its move action.
Champion Feat: The dazed effect is now save ends.
Epic Feat: The target is now weakened (save ends) instead of dazed.

Steady Now
Flexible melee attack
Triggering Roll: Any natural even miss
Effect: You gain temporary hit points equal to your Constitution modifier.
Champion Feat: The temporary hit points increase to double your Constitution modifier.

Strong Guard
Flexible melee attack
Special: You must be using a shield.
Triggering Roll: Any miss
Effect: One ally next to you (including an ally engaged with the same enemy as you) gains a +2 AC bonus until the start of your next turn or until you are no longer next to them.
Champion Feat: Bonus also applies to PD.
Epic Feat: Bonus increases to +3.

5th Level Maneuvers

A Dozen Cuts
Flexible melee attack
Triggering Roll: Any natural even hit
Effect: The target also takes ongoing damage equal to double your Dexterity modifier, or triple it at 8th level.
Champion Feat: Once per battle, you can trigger *a dozen cuts* with a natural odd hit.

Hero's Skill
Flexible melee or ranged attack
Triggering Roll: Any natural even miss
Effect: Add +2 to the attack roll, then halve any damage dealt by the attack if it hits.
Champion Feat: Add +4 to the attack roll instead of +2.
Epic Feat: The damage is no longer halved on a hit after using *hero's skill*.

Sword Master's Anticipation
Flexible melee attack
Special: You must have the Skilled Intercept talent to use this maneuver.
Triggering Roll: Any natural even roll
Effect: The next time you use Skilled Intercept this battle, your Skilled Intercept save automatically succeeds.

7th Level Maneuvers

Never Surrender

Flexible melee attack
Triggering Roll: Any natural even roll
Effect: You can roll a save against a save ends effect.
Epic Feat: You gain a +2 bonus to the save.

Spinning Charge

Flexible melee attack
Special: You must have moved before the attack.
Triggering Roll: Any natural even hit
Effect: After dealing damage, you can pop free from the target, move to a different nearby enemy, and make a basic melee attack against that enemy.

You can't use any maneuvers with the second attack, and it deals only half damage.

Epic Feat: If the escalation die is 3+, the second *spinning charge* attack deals full damage.

Sword of Destiny

Flexible melee attack
Triggering Roll: Natural 20
Effect: You can heal using a free recovery.
Epic Feat: If the escalation die is 3+, you can now trigger *sword of destiny* with a natural 18+.

9th Level Maneuvers

Combat Mastery

Flexible melee attack
Special: You can use this maneuver only once per battle.
Triggering Roll: Natural 16+
Effect: Increase the escalation die by 1.
Epic Feat: *Combat mastery* now also triggers on any natural even hit.

Set 'em Up

Flexible melee attack
Triggering Roll: Any hit with a natural 16+
Effect: The crit range of your attacks against the target expands by 3 (generally 17+) until the end of the battle (cumulative).
Epic Feat: The crit range bonus from *set 'em up* now also applies to any ally who attacks the target while you are engaged with it.

PALADIN

In every age, extraordinary men and women have stepped forward to carry the battle flag of justice. By the will of the gods, paladins are both protectors and avengers whose campaigns of awesome justice serve as warnings to any who threaten those under their protection. The people depend on them, lords celebrate them, and monsters hate them. People have never needed paladins more than they do in the 13th Age.

Overview

Play Style: The paladin is a heavily armored and fanatically devoted warrior of the gods—or of causes so pure they don't require gods to make them holy.

Like the barbarian, the paladin is simple to play. Your choices during combat come from your talents since you don't choose new attacks or spells as you rise in level. Most every attack you make uses your basic melee attack, but you can augment it by using Smite Evil or one of the other abilities from your talents.

Paladins who want a bit more complexity can choose talents that let them cast a cleric spell or use a cleric domain.

Ability Scores: Strength is your attack ability. Depending on your talents and feats, you might want to have a high Charisma. If you avoid the talents that depend on your magical impact, you'll probably opt for a high Constitution for the hit points.

Paladins 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.

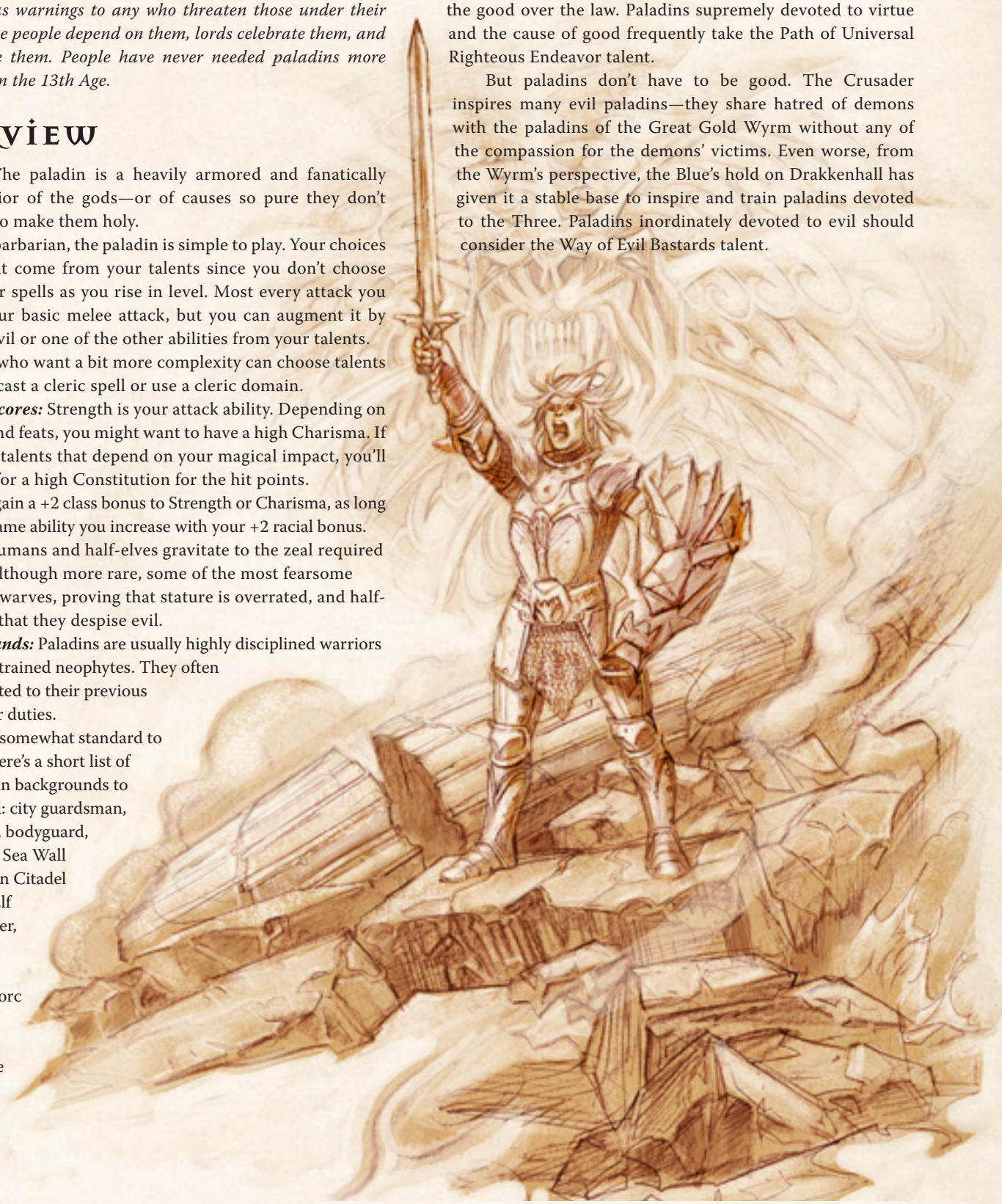
Races: Humans and half-elves gravitate to the zeal required of paladins. Although more rare, some of the most fearsome paladins are dwarves, proving that stature is overrated, and half-orcs, proving that they despise evil.

Backgrounds: Paladins are usually highly disciplined warriors rather than untrained neophytes. They often have skills related to their previous assignments or duties.

From the somewhat standard to the quixotic, here's a short list of possible paladin backgrounds to get you started: city guardsman, combat medic, bodyguard, outlaw hunter, Sea Wall captain, Golden Citadel archeologist, Elf Queen's courtier, First Triumph Inquisitor, veteran of the orc wars, hellhole commando, ex-priest of the Diabolist.

Icons: Like most d20 games, we assume that most paladins are good, even lawful good. The Great Gold Wyrm is the patron of such paladins while the Priestess attracts paladins who value the good over the law. Paladins supremely devoted to virtue and the cause of good frequently take the Path of Universal Righteous Endeavor talent.

But paladins don't have to be good. The Crusader inspires many evil paladins—they share hatred of demons with the paladins of the Great Gold Wyrm without any of the compassion for the demons' victims. Even worse, from the Wyrm's perspective, the Blue's hold on Drakkenhall has given it a stable base to inspire and train paladins devoted to the Three. Paladins inordinately devoted to evil should consider the Way of Evil Bastards talent.



GAMEMASTER

You're under no obligation to allow truly evil player characters. Many tables can't handle the dysfunction. But some players can handle subtle or situational evil that allows them to function as a non-destructive part of a campaign.

Gear

At 1st level, paladins start with a melee weapon or perhaps two, a ranged weapon if they want it, armor, a shield, and standard nonmagical gear that is suggested by the specific character's backgrounds.

Paladins who budget carefully for themselves and their temple start with 25 gp to use as they wish. Paladins who live mission-to-mission start with 1d6 x 10 gp.

Armor

Paladins usually wear heavy armor, at least chainmail or scale armor, and most often plate. For our purposes, it all provides about the same protection. If you're in an odd situation where your paladin isn't wearing much armor, your AC will drop.

Paladin Armor and AC

Type	Base AC
None	10
Light	12
Heavy	*16*
Shield	*+1*

Weapons

By tradition and inclination, paladins fight with one-handed melee weapons in order to carry shields. A heavy, shining sword is the traditional weapon of great heroes, but some paladins wield unorthodox weapons that speak to their heart.

While a fighter may have a number of weapons, each with different mechanical features or storytelling schticks, a paladin usually has a single, beloved melee weapon, treated as a trusty companion.

Although they relish face-to-face combat with their enemies, prudent paladins carry utilitarian ranged weapons. They are trained with all the best ones.

Paladin Melee Weapons

One-Handed	Two-Handed
Small	
1d4 dagger	1d6 club
Light or Simple	
1d6 scimitar, shortsword	1d8 spear
Heavy or Martial	
1d8 longsword, battleaxe	1d10 greatsword, halberd

Paladin Ranged Weapons

Thrown	Crossbow	Bow
Small		
1d4 dagger	1d4 hand crossbow	—
Light or Simple		
1d6 javelin, axe	1d6 light crossbow	1d6 shortbow
Heavy or Martial		
—	1d8 heavy crossbow	1d8 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: —

Paladin Level Progression

Paladin	Total Hit Points	Total Feats	Class Talents	Level-up Ability Bonuses	Damage Bonus From Ability Score
Level 1	(8 + CON mod) x **3**	1 adventurer	3		ability modifier
Level 2	(8 + CON mod) x **4**	2 adventurer	3		ability modifier
Level 3	(8 + CON mod) x **5**	3 adventurer	3		ability modifier
Level 4	(8 + CON mod) x **6**	4 adventurer	3	+1 to 3 abilities	ability modifier
Level 5	(8 + CON mod) x **8**	4 adventurer 1 champion	4		2 x ability modifier
Level 6	(8 + CON mod) x **10**	4 adventurer 2 champion	4		2 x ability modifier
Level 7	(8 + CON mod) x **12**	4 adventurer 3 champion	4	+1 to 3 abilities	2 x ability modifier
Level 8	(8 + CON mod) x **16**	4 adventurer 3 champion 1 epic	5		3 x ability modifier
Level 9	(8 + CON mod) x **20**	4 adventurer 3 champion 2 epic	5		3 x ability modifier
Level 10	(8 + CON mod) x **24**	4 adventurer 3 champion 3 epic	5	+1 to 3 abilities	3 x ability modifier

Paladin Stats

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

Ability Bonus	+2 Strength or Charisma (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (heavy armor)	16 + middle mod of Con/Dex/Wis + Level
Armor Class (shield and heavy armor)	17 + 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	(8 + Con mod) x Level modifier (see level progression chart)
Recoveries	(probably) 8
Recovery Dice	(1d10 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Icon Relationships	3 points
Talents	3 (see level progression chart)
Feats	1 per Level



Class Feature

All paladins have the Smite Evil class feature.

Smite Evil

You can use this talent once per battle, plus an additional number of times per day equal to your Charisma modifier.

As a free action before you make a paladin melee attack roll, you can declare that you're using a Smite Evil attack. Add +1d12 to the damage roll AND deal half damage with the attack if it misses.

Adventurer Feat: Your Smite Evil attacks gain a +4 attack bonus.

Champion Feat: Add 2d12 to the damage roll instead of 1d12.

Epic Feat: Add 4d12 to the damage roll instead of 2d12.

GAMEMASTER

We're not devoted to the idea that the target of a Smite Evil attack needs to be seriously evil. You can be if you wish.

Class Talents

Choose three of the following class talents.

You get an additional paladin class talent at 5th level, and again at 8th level.

Bastion

You gain +1 AC.

In addition, once per battle when a nearby ally is hit by an attack, you can choose to lose hit points equal to half of that damage, and have your ally take only half of the damage instead. The damage you lose can come from temporary hit points, but isn't affected by damage resistance and other tricks to avoid the damage.

Adventurer Feat: Increase your total number of recoveries by 1.

Champion Feat: Once per day, you can use Bastion twice in the same battle.

Epic Feat: When you use Bastion now, your ally takes no damage. You still lose hit points equal to half the damage.

Cleric Training

Choose one cleric spell of your level or lower. That spell is now part of your powers. (You can change out the spell normally.)

Adventurer Feat: You can use your Charisma as the attack ability for cleric spells you can cast.

Champion Feat: You can now cast the cleric class feature *heal* spell (page 95) twice per day.

Epic Feat: Choose two cleric spells instead of one.

Divine Domain

Special: You can choose Divine Domain a second time, if you wish, at 5th level or at 8th level.

Choose one of the domains listed in the cleric's class talent list. You gain all the domain's advantages, including the ability to use the domain's invocation once per day.

If the domain you choose is designed to help cleric spells and attacks, reinterpret the talent to help your paladin powers. You can use the domain's feats if you wish; reinterpret them similarly if necessary.

Fearless

You are immune to *fear* abilities and to any non-damage effects of attacks named or described as fear attacks.

In addition, you gain a +1 melee attack bonus against enemies that are not engaged by any of your allies. The bonus increases to +2 against enemies with *fear* abilities (for example, the dretch, large and huge red dragons, and especially nasty minotaurs).

Adventurer Feat: You gain a +1 bonus to death saves.

Champion Feat: You gain a +1 bonus to all saves except death saves.

Epic Feat: Your nearby allies gain a +1 bonus to death saves.

Implacable

You can roll saves at the start of your turn instead of at the end of your turn. A successful save against ongoing damage, for example, means that you will not take the ongoing damage that turn.

Adventurer Feat: You gain a +1 bonus to saves.

Champion Feat: Once during your turn as a free action, you can choose to lose hit points equal to your level to reroll a save.

Epic Feat: You gain a +1 bonus to Physical Defense and Mental Defense.

Lay on Hands

Twice per day as a quick action, you can heal yourself or an ally next to you with a touch. You spend the recovery while the recipient heals as if they had spent the recovery.

Adventurer Feat: Add twice your Charisma modifier to the healing provided by Lay on Hands.

Champion Feat: Lay on Hands healing uses a free recovery instead of one of your own.

Epic Feat: You can now use Lay on Hands four times per day instead of two.

Paladin's Challenge

When you hit an enemy with a melee attack, you can choose to challenge that enemy as a free action. Until the end of the battle, provided that both you and the enemy you've challenged are conscious and capable of making an attack, you both take a –4 attack penalty against all other creatures *and* a –4 penalty to disengage checks from each other.

You can only have one enemy challenged at a time. Both you and the creature you have challenged can "turn off" the attack penalty for the rest of that turn by making an attack roll against the rival. For example, a monster with more than one attack or attack roll can attack your allies without penalty on its turn provided it attacks you first. (Note that this would not help the monster with an opportunity attack against one of your allies later in the *round*.)

Your Paladin's Challenge can end a couple of ways. First, your Paladin's Challenge ends if either you or the creature you are challenging falls unconscious or drops to 0 hp. Second, you can end your current challenge and start another when you hit a different enemy with an attack (assuming you hit with the –4 penalty). Third, you can choose to end the challenge if an enemy flees far away from you.

An enemy can only be the subject of one Paladin's Challenge at a time; a new challenge overrides the previous one.

In the unlikely case in which two paladins fight each other, any use of Paladin's Challenge locks them into a challenge that only ends when one of them drops.

Adventurer Feat: The attack and disengage penalty for challenged enemies (but not for you) is equal to –4 or to the escalation die, whichever is higher.

Champion Feat: You can have two challenges active at the same time against different enemies.

Epic Feat: Enemies you challenge are vulnerable to your attacks.

GAMEMASTER

If the paladin disengages, pops free, or teleports away from the enemy, feel free to allow the *enemy* to ignore the challenge. The paladin should seek to confront the challenged creature rather than avoiding it. A paladin who uses Paladin's Challenge feats to have multiple enemies challenged at the same time can attack *any* of the challenged enemies without taking the attack penalty.

Path of Universal Righteous Endeavor

Special: You can't take this talent if you take the Way of Evil Bastards talent.

Your nearby allies gain a +1 bonus to all saves.

Adventurer Feat: Once per day, you can reroll your relationship dice with a heroic or ambiguous icon.

Champion Feat: All of your melee and ranged attacks deal holy damage.

Epic Feat: You gain an additional relationship point with a heroic or ambiguous icon.

Way of Evil Bastards

Special: You can't take this talent if you take the Path of Universal Righteous Endeavor talent.

When one of your Smite Evil attacks drops a non-mook enemy to 0 hp, that use of Smite Evil is not expended. (Yes, we're aware of the irony of the name, feel free to call it Smite Good or Smite Enemy, as you like.)

Adventurer Feat: Once per day, you can reroll your relationship dice with a villainous or ambiguous icon.

Champion Feat: When one of your Smite Evil attacks drops three or more mooks, it is not expended.

Epic Feat: You gain an additional relationship point with a villainous or ambiguous icon.

PLAYERS

You'll probably want this talent if you are dedicated to the Crusader. But Way of Evil Bastards could also work if you have a conflicted relationship with a villainous icon that somehow still enables you to be a functional member of the adventuring party. The fact that the talent opens doors to ambiguous icons increases its possible roleplaying range. Perhaps the ambiguous icon you're devoted to moderates your evil nature. Or perhaps you're not actually evil; you just feel more comfortable *looking* evil.

RANGER

Some rangers get their training in an official ranger corps, serving the Emperor or another legitimate authority. Others are initiates into half-wild gangs, resourceful nomads who know more ancient secrets than their rough manner might suggest. Rangers from different lands or traditions respect each other, though they can still be ruthless rivals. In the wilderness, rangers are held in awe, provided the common people even know they're there. In the city, rangers are notorious for complaining about the conditions of urban life, but they are renowned as outlandish party guests.

Overview

Play Style: Like the barbarian, the ranger is simple to play. Your choices in play come from your class talents since you don't choose new attacks or spells as you gain levels. Most every attack you make uses your basic melee or ranged attack. Unlike most other classes, you can choose to use your Strength or your Dexterity as your attack ability in melee.

Choosing to have an animal companion complicates matters slightly, since you'll have two creatures to act with each turn: your ranger and the animal you choose.

If you want to have an animal by your side that has less impact on battles and that requires fewer decisions in play, choose the Ranger's Pet talent instead of the Animal Companion talent.

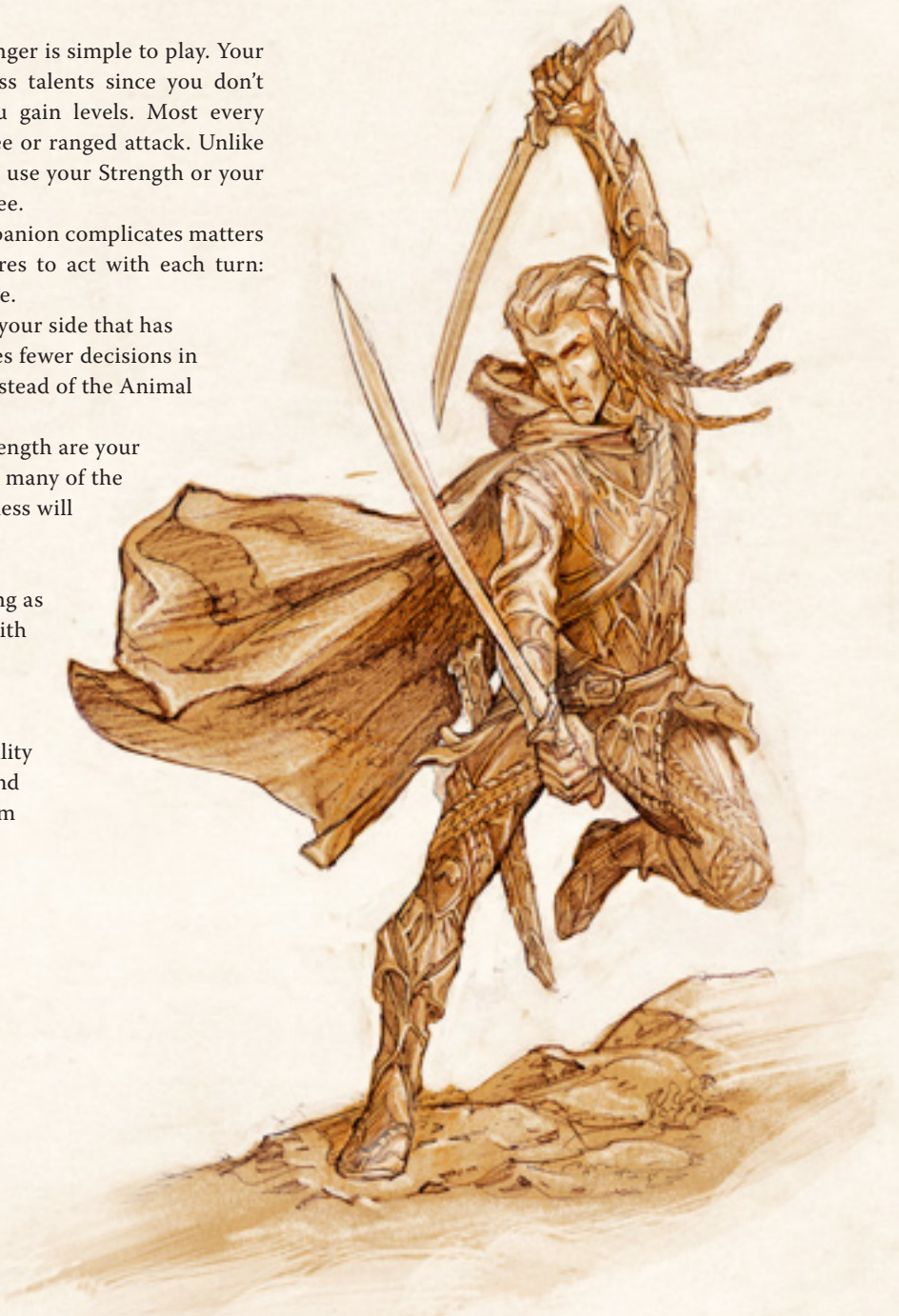
Ability Scores: Dexterity and Strength are your main ability scores. It's also likely that many of the skill checks you'll make in the wilderness will play off Wisdom.

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

Races: Tradition and natural inclination makes wood elves the prototypical rangers. The class's flexibility with Strength, Dexterity, and ranged and melee attacks means that everyone from humans to half-orcs and halflings can stride into the role if they choose.

Backgrounds: Rangers are trackers, bounty hunters, members of secret orders of frontier guardians, agents of druidic circles, survivors of distant massacres, beast slayers, tree dwellers, initiates of the golden bough, woodsy assassins, dwellers on the Sea Wall, Koru behemoth tribefolk, orc slayers, wanderers, and occasionally even secret monarchs of vanished kingdoms.

Icons: The High Druid and the Elf Queen rule the green spaces. The Orc Lord and the Three lay claim to the wastes. And a few hooded rangers who keep their stories straight and their motives plausible may know something of the Prince of Shadows.



Gear

At 1st level, rangers start with light armor, a melee weapon or two, a ranged weapon or two, and other mundane gear suggested by their backgrounds or a life in the wilds. That "or two" is a lot more important for them than most characters, since two-weapon fighting is one of the ranger's signatures. See the basic rules for two-weapon fighting on page 168.

Rangers who are careful with their gold start with 25 gp. Rangers who view wealth as a temporary event, meant to be used, start with 1d6 x 10 gp.

Armor

Rangers prefer leather armor, scuffed and camouflaged for the wilderness, scuffed or buffed for civilization. A touch of metal is alright, but nothing too heavy. Rangers fighting without armor lose a few points of AC. Rangers fighting in heavier armor take attack penalties.

Ranger Armor and AC

Type	Base AC	Attack Penalty
None	10	—
Light	*14*	—
Heavy	15	–2
Shield	+1	–2

Weapons

Rangers often wield two melee weapons at the same time, battering opponents with furious swings. They often use swords, but axes are also common. Less frequently, a ranger fights with two different weapons, such as a flail and axe.

Rangers are skilled with all manner of ranged weapons. With or without magic, personally crafting your own longbow may be a point of pride. Rangers' weapons are often tricked out with feathers, beast claws, or other natural adornments.

Ranger Melee Weapons

One-Handed	Two-Handed
Small	
1d4 dagger	1d6 club
Light or Simple	
1d6 shortsword, hand axe	1d8 spear
Heavy or Martial	
1d8 longsword, warhammer	1d10 greatsword, greataxe

Ranger Ranged Weapons

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

Basic Attacks

Melee attack

At-Will
Target: One enemy
Attack: Strength OR Dexterity + 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: Damage equal to your level

Ranger Level Progression

Ranger Level	Total Hit Points	Total Feats	Class Talents	Level-up Ability Bonuses	Damage Bonus From Ability Score
Level 1	(7 + CON mod) x **3**	1 adventurer	3		ability modifier
Level 2	(7 + CON mod) x **4**	2 adventurer	3		ability modifier
Level 3	(7 + CON mod) x **5**	3 adventurer	3		ability modifier
Level 4	(7 + CON mod) x **6**	4 adventurer	3	+1 to 3 abilities	ability modifier
Level 5	(7 + CON mod) x **8**	4 adventurer 1 champion	4		2 x ability modifier
Level 6	(7 + CON mod) x **10**	4 adventurer 2 champion	4		2 x ability modifier
Level 7	(7 + CON mod) x **12**	4 adventurer 3 champion	4	+1 to 3 abilities	2 x ability modifier
Level 8	(7 + CON mod) x **16**	4 adventurer 3 champion 1 epic	5		3 x ability modifier
Level 9	(7 + CON mod) x **20**	4 adventurer 3 champion 2 epic	5		3 x ability modifier
Level 10	(7 + CON mod) x **24**	4 adventurer 3 champion 3 epic	5	+1 to 3 abilities	3 x ability modifier

Ranger Stats

Initiative, AC, PD, MD, Hit Points, Recovery Dice, Feats, 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)	14 + middle mod of Con/Dex/Wis + Level
Physical Defense	11 + middle mod of Str/Con/Dex + Level
Mental Defense	10 + 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
Talents	3 (see level progression chart)
Feats	1 per Level

Class Talents

Choose three of the following class talents.

You get an additional ranger class talent at 5th level, and again at 8th level.

Animal Companion

Special: Unlike most class talents, this talent takes up **two** ranger class talent slots.

You have a normal-sized animal companion that fights alongside you in battle. See the Animal Companion rules at the end of this section for information on this talent and its associated feats.

If you would rather have a smaller beast as a pet, see the Ranger's Pet talent.

Archery

Once per battle, reroll one of your missed ranged attacks.

Adventurer Feat: Your Archery rerolls gain a +2 attack bonus and the attack's crit range expands by 1.

Champion Feat: Once per day, you can use Archery twice in the same battle.

Epic Feat: Once per day, you can turn a normal hit with a ranger ranged attack into a critical hit.

Double Melee Attack

When fighting with two one-handed melee weapons, your default option is to make a double melee attack.

Your weapon damage die drops one notch, usually from d8s to d6s. If your first attack is a natural even roll (hit or miss), you can make a second attack as a free action.

If you decide you don't want to try for a double melee attack while fighting with two one-handed weapons, declare it before rolling your attack; the single attack will deal the normal damage dice instead of using reduced damage dice.

Adventurer Feat: Your second attack gains a +2 attack bonus if it is against a different target.

Champion Feat: Once per battle, use Double Melee Attack after an odd attack roll.

Epic Feat: Each turn, you can pop free of one enemy before one attack roll that is part of a Double Melee Attack. You can also use your move action in between your two attacks if you wish.

Double Ranged Attack

When you attack with a ranged weapon that does not need to be reloaded, your default option is to make a double ranged attack.

Your weapon damage die drops one notch, usually from d8s to d6s. If your first attack is a natural even roll (hit or miss), you can make a second attack as a free action.

If you decide you don't want to try for a double ranged attack when firing your bow or other ranged weapon, declare it before rolling your attack; the single attack will deal the normal damage dice instead of using reduced damage dice.

Adventurer Feat: Your second attack gains a +2 attack bonus if it is against a different target.

Champion Feat: Once per battle, you can use Double Ranged Attack after an odd attack roll.

Epic Feat: Each turn, you can pop free of one enemy before one attack roll that is part of a Double Ranged Attack. You can also use your move action in between your two attacks if you wish.

Favored Enemy

Choose a specific monster type. The crit range of your ranger attacks against that type of enemy expands by 2. The monster types are part of each monster's stat block. Here's our current list: aberration, beast, construct, demon, dragon, giant, humanoid*, ooze, plant, and undead.

Choosing humanoid:* Unlike other favored enemies, choosing humanoid as your favored enemy takes up **two ranger class talent slots.

Adventurer Feat: You can change your favored enemy by meditating when you take a full heal-up.

Champion Feat: Your crit range for attacks against favored enemies expands by 1 (to +3).

Epic Feat: Choose a second non-humanoid monster type as a favored enemy.

Fey Queen's Enchantments

Choose one daily or recharge spell of your level or lower from the sorcerer class. You can cast this spell as if you were a sorcerer (though you can't gather power). You can change your chosen spell each time you take a full heal-up. Feel free to rename and reflavor the sorcerer spell to suit your wilderness backgrounds.

Adventurer Feat: You can choose which ability score you want to use as the attack ability for sorcerer spells you can cast.

Champion Feat: You can now choose from sorcerer at-will spells.

Epic Feat: You gain an additional sorcerer spell of your choice that is your level or lower; a total of two from this talent.

First Strike

The first time you attack an enemy during a battle, your crit range for that attack expands by 2 (usually to 18+). A mob of mooks counts as a single enemy.

Adventurer Feat: The crit range of your First Strike attacks expands by 1 (to +3).

Champion Feat: Once per day, deal triple damage with a First Strike crit instead of double damage.

Epic Feat: Whenever you hit with a First Strike attack, you can reroll your damage once and use the higher roll.

Lethal Hunter

Once per battle as a free action, choose an enemy. The crit range of your attacks against that enemy expands by 2 for the rest of the battle. A mob of mooks counts as a single enemy.

Adventurer Feat: The crit range of your Lethal Hunter attacks expands by 1 (to +3).

Champion Feat: One battle per day, you can use Lethal Hunter against two different enemies.

Epic Feat: Your Lethal Hunter crits deal triple damage instead of double damage while the escalation die is 3+.

Ranger ex Cathedral

Choose one daily or recharge spell of your level or lower from the cleric class. You can cast this spell as if you were a cleric. You can change your chosen spell each time you take a full heal-up. If you like, rename and reflavor the spell to suit your wilderness background.

Adventurer Feat: You can cast the cleric class feature *heal* spell (page 95) once per battle.

Champion Feat: You can now choose from cleric at-will spells.

Epic Feat: You gain an additional cleric spell of your choice that is your level or lower; a total of two from this talent.

Ranger's Pet

You have a small animal or beast that accompanies you on your adventures. Use the rules from the Wizard's Familiar talent but rephrase the creature as your pet or friend instead of as your familiar.

The familiar rules work fine for your pet, with the exception that you might want to phrase your animal as fully natural rather than partially magical. It may be tacky to refer you to the rules in the wizard class on page 149, but we thought it was tackier to reprint the same talent multiple times.

The other difference between the Ranger's Pet talent and the Wizard's Familiar talent appears in the feats. As a ranger, your pet can end up with more abilities, if you choose.

Adventurer Feat: Your pet gains a third ability.

Champion Feat: Your pet gains a fourth ability.

Epic Feat: Your pet gains a fifth ability.

Tracker

You have the Tracker background (by any name that feels fun, engaging, and correct for your character's story) at its full possible bonus of +5, without having to spend your normal background points on it. You are an expert wilderness tracker, capable of reading clues from the environment that others can't perceive. Tracking doesn't work well, however, in heavily traveled urban environments.

In addition, you have the *terrain stunt* power.

Terrain stunt: At the start of each battle in a non-urban environment, roll a d6. Any time after the escalation die reaches that number, you'll be able to use a quick action to execute a *terrain stunt*. Normally you can only use *terrain stunt* once per battle, but circumstances, geography, or excellent planning may suggest that you can pull it off more than once.

Terrain stunts are improvisational effects that play off your preternatural understanding of the wilderness and all the diverse forms of the natural world. Things like knocking a hornets nest no one had noticed onto your enemy's head, maneuvering a foe onto a soggy patch of ground that slows them down, shooting the cap off a mushroom spore in a dungeon that erupts on your enemies, getting your enemy's sword wedged into a stalactite, finding the tree branch that lets you vault up to attack the flying demon that thought it was out of axe range, and similar types of actions.

Adventurer Feat: Your grasp of the way the world is put together increases; you now can use *terrain stunt* in urban environments. Certainly there's enough options in urban environments to play off of. Now you get it.

Champion Feat: You can track as well in urban areas as you do in the wilderness.

Epic Feat: Odds are that tracking is not entirely physical for you, if it ever was. You can track flying creatures and creatures that normally wouldn't be trackable, and there's the possibility that even teleports give you a sense of direction. It's your call whether your ability to track comes from nature spirits or some other aspect of the world that's suggested by your backgrounds and your many levels of adventuring history.

PLAYERS

As a ranger player, you get to say things about the terrain that the GM may not have realized. If your suggestion is silly or ludicrous, the GM can veto it and ask you to work with nature, not with nonsense.

GAMEMASTER

Ideally the power gets used to accomplish things no one expected rather than just being another attack. Terrain stunts that deal damage should probably deal no more than a d4 per level. Effects like one-round daze and even one-round hamper seem like naturals. Anything worse than that may not be possible, and would certainly allow saves if it is.

Two-Weapon Mastery

You gain a +1 attack bonus when fighting with a one-handed melee weapon in each hand.

Adventurer Feat: When you fight with two one-handed melee weapons, increase the damage you deal with missed attacks by adding your level to it. Most of your basic melee attacks, therefore, will deal double your level as miss damage.

Champion Feat: If you fight with two one-handed melee weapons, whenever an enemy makes a melee attack against you and rolls a natural 1, you can make an opportunity attack against that foe as a free action.

Epic Feat: One battle per day, increase the damage you deal with missed attacks to triple your level instead of double your level (from Two-Weapon Mastery).

Animal Companion Rules

First, add two recoveries to your total recoveries. Since you'll be healing for two, you might need them.

You have a devoted animal companion who fights alongside you like a member of your adventuring party . . . and by "member of your adventuring party" we mean a dedicated ally who will never run out on you, recklessly catch you in a fireball, or steal the magic item you wanted from the dragon's horde.

Actions

Your animal companion acts on your initiative turn. Each type of animal companion specifies whether it acts before you or after you on your turn; we're cutting down on the amount of time you spend figuring out your turn by cutting out the choice of when to use your companion's turn.

Your animal companion moves and attacks like a PC: it gets a move action and a standard action. For everyone's sanity, you should generally avoid giving the animal a quick action. If you have powers that care about the first time you attack an enemy, an attack by your animal companion counts as your attack.

Animal Harm

Your animal companion can be healed like an ally. If it gets healed without you being healed, it uses one of your recoveries. The better option is to use a recovery to heal yourself: when you use a recovery while next to your animal companion (including being engaged with the same enemy), your animal companion can also heal using a free recovery.

Instead of dying like a monster or NPC at 0 hp, your animal companion follows PC rules for falling unconscious at 0 hp and dying after four failed death saves or when its negative hit points equal half its normal hit points. If your animal companion dies, you can summon another one. If you're still on the same adventure, you can call a new animal companion the next day, but it will be one level lower than an animal companion would normally be. At the start of a new adventure, or when you gain a level, bump the companion up to its proper level.

Stats & Levels

For simplicity's sake, we play that each animal companion has roughly the same stats as listed below. As you'll see, there's a touch of customization possible in the defenses for each stat block, but if that's not enough for you, tinker it up.

Your animal companion is always one level lower than you. As a 1st level ranger, you'll have a level 0 animal companion. Once you gain a level, your animal companion rises to 1st level. A kind GM might allow you to raise your animal companion's level early by using an incremental advance.

On top of the base stats, each type of animal has a zoologically appropriate power or advantage. The animals on this list are the obvious candidates, but some rangers have a taste for the exotic.

Companion Bonuses

Each type of animal companion is a little different.

Bear (also Giant Badger, Wolverine)
Acts: After ranger
Advantage: The bear gains temporary hit points equal to its level each time it hits with an attack.
Champion Feat: The temporary hit points increase to double its level.

Boar (also Spiky Lizard)
Acts: Before ranger
Advantage: The boar gains a +1 attack bonus when it moves before its attack during the same turn.

Eagle (also Falcon, Hawk, Owl, Vulture)
Acts: Before ranger
Advantage: Dude, it flies. So drop its melee damage die by one size (d6 at level 0).

Panther (also Lion, Tiger)
Acts: Before ranger
Advantage: The panther's crit range expands by 2 against enemies with lower initiative.

Snake (also Giant Spider, Poison Toad)
Acts: After ranger
Advantage: The snake also deals ongoing poison damage equal to twice *your* level on a natural attack roll of 18+.
Champion Feat: The ongoing damage is three times your level instead.
Epic Feat: The ongoing damage is four times your level instead.

Wolf (also Big Dog, Coyote, Hyena, Jackal)
Acts: After ranger
Advantage: The wolf gains a +1 attack bonus against enemies its master attacked the same turn, or against enemies engaged with its master.



PLAYERS

At high levels, your animal companion can become a large-sized dire creature if you want it to be. If it suits your ranger to have a giant wolf or snake as a companion, go for it.

GAMEMASTER

The stats and feats for high-level animal companions work fine whether the ranger is accompanied by a dire beast or the animal they've leveled up with. The choice to go dire is for flavor and story.

Baseline Stats

Use the following stats as the baseline for your animal companion. Remember that your companion stays a level lower than you. Generally your companion's Physical Defense should be higher than its Mental Defense, but you could flip that if you have a good explanation.

Level 0 Animal Companion
Attack +5 vs. AC
Damage d8
AC 16
PD (or MD) 14
MD (or PD) 10
HP 20 (10)

Level 1 Animal Companion
Attack +6 vs. AC
Damage d10
AC 17
PD (or MD) 15
MD (or PD) 11
HP 27 (13)

Level 2 Animal Companion
Attack +7 vs. AC
Damage 2d6
AC 18
PD (or MD) 16
MD (or PD) 12
HP 36 (18)

Level 3 Animal Companion
Attack +9 vs. AC
Damage 3d6
AC 19
PD (or MD) 17
MD (or PD) 13
HP 45 (22)

Level 4 Animal Companion
Attack +10 vs. AC
Damage 4d6
AC 21
PD (or MD) 19
MD (or PD) 15
HP 54 (27)

Level 5 Animal Companion
Attack +11 vs. AC
Damage 5d6
AC 22
PD (or MD) 20
MD (or PD) 16
HP 72 (36)

Level 6 Animal Companion
Attack +13 vs. AC
Damage 6d6
AC 23
PD (or MD) 21
MD (or PD) 17
HP 90 (45)

Level 7 Animal Companion
Attack +14 vs. AC
Damage 7d6
AC 25
PD (or MD) 23
MD (or PD) 19
HP 108 (54)

Level 8 Animal Companion
Attack +15 vs. AC
Damage 8d6
AC 26
PD (or MD) 24
MD (or PD) 20
HP 144 (72)

Level 9 Animal Companion
Attack +17 vs. AC
Damage 9d6
AC 27
PD (or MD) 25
MD (or PD) 21
HP 180 (90)

Level 10 Animal Companion
Attack +18 vs. AC
Damage 10d6
AC 28
PD (or MD) 26
MD (or PD) 22
HP 216 (108)

Animal Companion Feats

Ranger animal companion feats are designed so that they do not build on each other. Unlike other feats, you don't have to take animal companion feats progressively, one after the other as long as you qualify for the correct tier.

Adventurer Feat: Once per day, your animal companion can attack twice in a round with a standard action.

Adventurer Feat: Once per battle, your animal companion can turn a disengage success by an enemy it is engaged with into a failure.

Adventurer Feat: Once per day, reroll one of your animal companion's missed attack rolls.

Adventurer Feat: Your animal companion adds the escalation die to its attacks.

Champion Feat: Once per day, your animal companion can force an enemy to reroll an attack that hit it.

PLAYERS

For now the level 10 animal companion is probably only available if your GM lets you improve your companion with an incremental advance.

Champion Feat: Your Lethal Hunter talent also applies to your animal companion.

Champion Feat: Increase your animal companion's Physical Defense and Mental Defense by +1.

Epic Feat: Increase your animal companion's damage die by one size (for example, from d6s to d8s, or d8s to d10s)

Epic Feat: Increase your animal companion's AC by +1.

ROGUE

Rogues are a mixed bag. Some are thugs who have learned enough tricks to get a step ahead of the other thugs. A few are mad, driven by a reckless sense of adventure. Most are quick with a smile, a blade, and a getaway. They receive various sorts of training: from a spymaster's school, a thieves' guild, a cult of the Black dragon, an independent operator, or an ambitious ogre mage. Rogues prefer never to be called assassins. And you know very well what will happen to you if do.

Overview

Play Style: Our rogue is a bit of a challenge to play thanks to Sneak Attack powers that require the character to team up with allies and Momentum powers that depend heavily on whether you last hit an enemy or were hit yourself. If the newbie in the group plays the rogue, give them props for skilled play.

Ability Scores: Dexterity rules. Second place goes to Charisma. Some rogues find ways to use Intelligence in place of Charisma, as in the Cunning talent. Strength can be helpful too.

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

Races: Halflings love being rogues. So do wood elves and drow. Humans? Well, of course.

Backgrounds: Street thug, cat burglar, diplomat, professional gambler, Imperial customs agent, courtier, jewel thief, acrobat, con artist, bartender, hellhole infiltrator, temple spy master, thieves guild organizer, pirate, dandy, rat catcher.

Icons: The Prince of Shadows puts a touch on so many rogues that it might be harder to find rogues who don't have his traces. The Elf Queen, Diabolist, and the Three have their reasons for knowing rogues, and rogues have reasons for knowing them. Thanks to the Smooth Talk talent, some rogues find themselves working with followers of most all the icons at least once in their career.

Gear

At 1st level, rogues start with the clothes on their back and the dice in their pockets; also, various bladed weapons, a music box that certainly didn't belong to them yesterday, and some armor. Plus various oddments suggested by their backgrounds.

Rogues taking it easy start with 25 gp. Rogues working their usual tricks start with 1d6 x 10 gp.

Basic Attacks

Melee attack

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

Armor

Rogues prefer leather armor when there is a chance that the pointy weapons will be pointing at them.

Rogue Armor and AC

Type	Base AC	Attack Penalty
None	11	—
Light	*12*	—
Heavy	13	–2
Shield	+1	–2

Weapons

A trained rogue is as deadly with a shortsword or wicked big knife as a fighter is with a longsword. Although rogues' weapons vary, they are virtually always light, allowing rogues to strike with speed and precision rather than raw force. A rogue may have a superstitious connection to a "lucky knife" or other favored weapon. For ranged weapons, rogues are skilled with shortbows, throwing axes, and other light weapons.

Note that we're not talking metaphorically in the first sentence above: rogues deal as much damage with daggers and shortswords as fighters deal with longswords.

Rogue Melee Weapons

One-Handed	Two-Handed
Small	
1d8 dagger	1d6 club
Light or Simple	
1d8 shortsword, wicked knife	1d8 spear
Heavy or Martial	
1d8 (–2 atk) longsword, scimitar	1d10 (–2 atk) greatsword

Rogue Ranged Weapons

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

Ranged attack

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



Rogue Level Progression

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

Rogue Level	Total Hit Points	Total Feats	Powers Known	Pool Available	Level-up Ability Bonuses	Damage Bonus From Ability Score
Level 1	(6 + CON mod) x **3**	1 adventurer	4	1st level		ability modifier
Level 2	(6 + CON mod) x **4**	2 adventurer	5	1st level		ability modifier
Level 3	(6 + CON mod) x **5**	3 adventurer	5	3rd level		ability modifier
Level 4	(6 + CON mod) x **6**	4 adventurer	6	3rd level	+1 to 3 abilities	ability modifier
Level 5	(6 + CON mod) x **8**	4 adventurer 1 champion	6	5th level		2 x ability modifier
Level 6	(6 + CON mod) x **10**	4 adventurer 2 champion	7	5th level		2 x ability modifier
Level 7	(6 + CON mod) x **12**	4 adventurer 3 champion	7	7th level	+1 to 3 abilities	2 x ability modifier
Level 8	(6 + CON mod) x **16**	4 adventurer 3 champion 1 epic	8	7th level		3 x ability modifier
Level 9	(6 + CON mod) x **20**	4 adventurer 3 champion 2 epic	8	9th level		3 x ability modifier
Level 10	(6 + CON mod) x **24**	4 adventurer 3 champion 3 epic	9	9th level	+1 to 3 abilities	3 x ability modifier

Rogue Stats

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

Ability Bonus	+2 Dexterity or Charisma (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (light armor)	12 + middle mod of Con/Dex/Wis + Level
Physical Defense	12 + middle mod of Str/Con/Dex + Level
Mental Defense	10 + middle mod of Int/Wis/Cha + Level
Hit Points	(6 + 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
Talents	3
Feats	1 per Level

Class Features

All rogues fight better when they gain momentum, are good at stabbing enemies in the back, and have a knack for avoiding the traps that their clueless allies would stumble into.

Momentum

Many of the rogue's powers function only when the rogue has momentum.

You gain momentum by hitting an enemy with an attack.

You lose momentum when you are hit by an attack.

The default is that you can use momentum powers without losing momentum, but a few powers specify that you must *spend your momentum* to use them. You don't have to use attacks that require momentum against the foe you hit to gain that momentum.

Momentum powers that do not require you to *spend your momentum* are generally classified as interrupt actions. You can only use one interrupt action a round, which keeps your momentum powers from dominating the battle.

Sneak Attack

Once per round when you make a rogue melee weapon attack against an enemy engaged with one or more of your allies, you can deal +1d4 damage if your attack hits.

2nd level rogue +1d6 damage.
4th level rogue +2d6 damage.
6th level rogue +3d6 damage.
8th level rogue +5d8 damage.
10th level rogue +7d6 damage.

Adventurer Feat: Your Sneak Attack feature also works the first round of combat against enemies with a lower initiative than you.

Champion Feat: Your Sneak Attack feature also works against enemies who are confused, dazed, vulnerable to your attack, or weakened.

Epic Feat: Once per battle when you miss with an attack that would have allowed you to deal Sneak Attack damage, replace the normal miss damage with your full Sneak Attack damage.

Trap Sense

Even rogues whose backgrounds don't have anything to do with noticing, avoiding, or disarming traps have a unique knack for dealing with traps.

If a rogue's skill check involving a trap is a natural even failure, the rogue can reroll the skill check once. If a trap's attack roll against a rogue is a natural odd roll, the rogue can force the trap to reroll the attack once.

Adventurer Feat: The trap attack reroll can also apply to a nearby ally of the rogue as the rogue shouts a warning or acts to prevent the trap from hitting.

Champion Feat: You gain a +3 bonus to skill check rerolls you make against traps.

Epic Feat: You only take half damage from trap attacks.

Class Talents

Choose three of the following class talents.

Cunning

You can use your Intelligence in place of your Charisma for any rogue attacks, talents, or powers that use Charisma (*shadow walk* and *slick feint* to name two). You also gain two extra points of backgrounds to spend on knowledge-related backgrounds, and gain a +2 bonus to skill checks involving traps.

Adventurer Feat: You gain a +1 bonus to Mental Defense.

Champion Feat: Once per battle, reroll a save against an effect from an attack that originally hit your Mental Defense.

Epic Feat: Your once-per-battle save reroll is now once per save.

Improved Sneak Attack

Your Sneak Attack damage is better than other rogues. Use the following Sneak Attack bonus damage progression instead.

1st level rogue +1d6 damage
2nd level rogue +1d8 damage.
4th level rogue +2d8 damage.
6th level rogue +3d8 damage.
8th level rogue +5d8 damage.
10th level rogue +7d8 damage.

Adventurer Feat: Once per day as a free action, you can add your Sneak Attack damage to any hit against one target that would not otherwise have qualified for the damage.

Champion Feat: Once per day, roll d20s for your Sneak Attack damage instead of d8s.

Epic Feat: One battle per day, ignore the limitation that you can use Sneak Attack damage only once per round.

Murderous

Against staggered enemies, your crit range with rogue attacks expands by 2.

Adventurer Feat: You gain a +2 attack bonus against staggered enemies.

Champion Feat: Your crit range against staggered enemies expands by 2 (now +4).

Epic Feat: Whenever a staggered enemy misses you with a melee attack, it's vulnerable to your attacks for the rest of the battle.

Shadow Walk

You gain the *shadow walk* at-will power:

As a move action *before* you have used your standard action this turn, if you are not engaged, you can make the following "attack" against all nearby enemies, targeting the enemy among them with the highest Mental Defense.

Attack: Charisma + Level vs. MD

Hit: Remove yourself from play. At the start of your next turn, return anywhere nearby that you could have moved to normally during your turn, and deal double damage with your first rogue attack that turn. (No monkeying around with delaying and such here: return on your initiative and take your turn.)

Miss: No effect. You can't attempt to *shadow walk* again until your next turn, but you still have your standard action this turn.

Adventurer Feat: On a miss, you can still use your move action normally (but still can't s*hadow walk* this turn).

Champion Feat: Twice per day, you can reroll the rogue attack that follows your successful use of *shadow walk*.

Epic Feat: Twice per day, you can reappear from your *shadow walk* in a nearby location you wouldn't have been able to reach unimpeded physically; for instance, on the other side of a portcullis or door, or high up a wall.

Smooth Talk

Once per day, convince your GM with an amazing line of patter while you are using social skills to speak or interact with NPCs associated with a particular icon. If the GM is convinced by your patter, roll a normal save (11+). If you succeed, for the rest of the day you can function as if you have a 2-point positive relationship with the icon who seems to be in play. Thanks to your amazing gift of gab, for a short time, it's more or less true. (Note that these points replace any points you normally have with the icon rather than adding to them.)

Failure on the Smooth Talk save generally arouses suspicions.

Adventurer Feat: Add your Charisma modifier to your Smooth Talk save rolls.

Champion Feat: Success with your Smooth Talk talent gives you a 3-point positive relationship instead.

Epic Feat: Even if you fail your Smooth Talk save, you get a 2-point conflicted relationship with the icon because the people you're speaking with can't be sure.

Swashbuckle

Once per battle as a quick action, you can *spend your momentum* to pull off a daring stunt the likes of which others could scarcely conceive. Yes, it's improv night at the rogue show, and you're the star baby, the star. You'll probably want to make an attack as part of the stunt, and that's alright, but you'll need to roll normally for the attack. The fun is doing something outrageous like dodging between the legs of giants, vaulting on a 12-foot pole over the heads of onrushing orcs, or cutting open bags of flour just in time to make them go poof and daze several foes for a round.

Of course, *13th Age* is a game where everyone might attempt stunts like this at some point. But you're the swashbuckler who is prone to automatically succeeding, often, instead of needing a difficult skill check to pull the stunt off.

GAMEMASTER

Most of the other improvisational abilities live in the spellcasting classes because magic is great for handwaving odd effects. Swashbuckle may be a bit more of a challenge. You can adjust the tone and delivery of swashbuckler for your campaign. You might want it to be savagely funny rather than slapstick funny. If you think that a player is trying to get away with too much with a Swashbuckle stunt, have them roll a d20 and give them a proportion of what they want based on the quality of their roll (higher is better).

We don't think Swashbuckle really needs feats. It is its own menu of feats.

Thievery

You have the Thief background (by any name that feels fun, engaging, and correct for your character's background) at its full possible bonus of +5, without having to spend your normal background points on it.

Adventurer Feat: Regardless of your level, you gain the bonus power *thief's strike* (see page 130) in addition to your normal number of powers.

Champion Feat: Once per day, you can deal full damage with *thief's strike* instead of half damage.

Epic Feat: Twice per level, you can steal something with a successful *thief's strike* that you would ordinarily not be able to steal, but the Prince of Shadows could.

A dream. A vision. A spell. Someone's hope. The memory of how to get into the central crypt and bypass all the wards. The theft probably isn't going to be permanent, but it's definitely going to last a day or two.

GAMEMASTER

We suggest that if you're in doubt, give the victim, if alive, a hard save every day to recover what was taken. This effect is a bit magical, not mundane thievery.

PLAYERS

Like the Prince of Shadows, you can never steal the same thing twice. Keep it interesting.

Tumble

You gain a +5 bonus to disengage checks. In addition, while you are moving, if an enemy moves to intercept you, you can make one disengage check per intercepting enemy as a free action to avoid that enemy, but you must stop the first time you fail any of those disengage checks.

Adventurer Feat: You ignore the penalty for disengaging from more than one enemy at a time.

Champion Feat: One battle per day as a free action, you can declare that you're a tumbling fool and automatically succeed on your first disengage check each turn.

Epic Feat: Whenever you take critical hit damage, roll a hard save (16+). If you succeed, you somehow tumbled out of the way of whatever was about to smash or mind-flay you, and instead only take damage equal to the attacker's level.

1st Level Powers

Evasive Strike

Melee attack
At-Will
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: WEAPON + Dexterity damage, and you can pop free from the target.
Miss: Damage equal to your level.

Adventurer Feat: If you drop the target with your *evasive strike* attack, you can pop free from *all* enemies instead.

Champion Feat: If you hit with *evasive strike* and the natural attack roll was even, you gain a +2 bonus to AC and PD against the next attack that targets you this battle (no joy if it's an attack vs. MD).

Epic Feat: Ok. Thanks to your slippery mind, the champion feat benefit also provides a +2 bonus to MD.

Deadly Thrust

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

Adventurer Feat: Add your Strength modifier to the miss damage.

Champion Feat: You can now target mooks with *deadly thrust*.

Epic Feat: If you don't add your Sneak Attack damage to the attack, you also deal damage equal to five times your Strength modifier to your *deadly thrust* target when you hit.

Flying Blade

Ranged attack
At-Will
Special: You must use a small bladed weapon with this attack.
Target: One nearby creature
Attack: Dexterity + Level vs. AC
Hit: WEAPON + Dexterity damage, and if your natural attack roll is even and one of your allies is engaged with the target, you can use your Sneak Attack damage for the round.
Miss: Damage equal to your level.

Adventurer Feat: If you score a critical hit with *flying blade*, the target is also dazed (–4 attack) until the end of your next turn.

Champion Feat: As long as one of your allies is engaged with the target, your *flying blade* attack rolls no longer need to be even to add your Sneak Attack damage.

Epic Feat: You can use *flying blade* with any ranged weapon.

Roll With It

Momentum power
At-Will (once per round)
Interrupt action; requires *momentum*
Trigger: A melee attack that targets AC hits you.
Effect: You take half damage from that attack.

Adventurer Feat: The power also triggers on an attack against PD.

Champion Feat: The power also triggers on a ranged attack.

Epic Feat: Once per day, you can use *roll with it* to take damage equal to the attacker's level instead of half damage.

Sure Cut

Melee attack
At-Will
Special: You must have *momentum* and be able to deal your Sneak Attack damage to the target if you hit.
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: WEAPON + Dexterity damage.
Miss: Deal your Sneak Attack damage + damage equal to your level.

Champion Feat: Missing with *sure cut* no longer counts as a use of Sneak Attack for the round.

Tumbling Strike

Melee attack
At-Will
Always: You gain a +5 bonus to all disengage checks you attempt this turn. You can also move to engage an enemy, make this attack against it, and then use a quick action to attempt to disengage from it (the quick action disengage lets you move again if you succeed).
Attack: Dexterity + Level vs. AC
Hit: WEAPON + Dexterity damage.
Miss: Damage equal to your level.

3rd Level Powers

Bleeding Strike

Melee attack
At-Will
Target: One enemy who is not taking ongoing damage
Attack: Dexterity + Level vs. AC
Hit: WEAPON + Dexterity damage, and if your natural attack roll was even, the target takes ongoing damage equal to 1d4 times your level.
Miss: Damage equal to your level.
Adventurer Feat: The ongoing damage against large or huge targets increases to 1d6 times your level.
Champion Feat: A natural even miss also deals ongoing damage equal to your level.
Epic Feat: You can now use *bleeding strike* against enemies taking ongoing damage.

Deflection

Momentum power
At-Will (once per round)
Interrupt action; you must *spend your momentum*
Trigger: A melee attack misses you.
Effect: The attack hits a different enemy you are engaged with instead, but deals only half damage.
Adventurer Feat: The power also triggers on a ranged attack against AC.
Champion Feat: The deflected attack now deals full damage instead of half damage.
Epic Feat: Using *deflection* no longer *spends your momentum*.

Slick Feint

Melee attack
At-Will
First Target: One enemy engaged with you
Attack: Charisma + Level vs. MD
Hit: The target is dazed until the end of your next turn, and you can make an improved attack against a second target.
Miss (First Target): Your attack action is over; the feint was a screw-up.
Second Target: A different enemy from the first target that is engaged with you
Attack: Dexterity + Level +2 vs. AC
Hit: WEAPON + Dexterity damage.
Miss (Second Target): Damage equal to your level.

Thief's Strike

Note: This is a bonus 3rd level power for rogues with the Thievery *talent; other rogues can choose it if they like.*
Melee attack
At-Will
Target: One enemy
Attack: Dexterity + Level vs. PD
Hit: Half of WEAPON + Dexterity damage (including Sneak Attack damage if any), and roll a normal save. If you succeed, you can pickpocket an item from the target that they are not holding. (If you roll 16+, the target doesn't realize you pickpocketed them.)
Miss: —

5th Level Powers

Harmless Misdirection

Momentum power
At-Will (once per round)
Interrupt action; requires *momentum*
Trigger: You miss with a melee attack while an ally is engaged with the target.
Effect: You can pop free from the target, and the target can't attack you during its next turn as long as your ally remains engaged with it.

Spiky Bastard

Daily
Quick action
Effect: You go all-out to hurt anyone who tries to get a piece of you. For the rest of the battle, while you're conscious, using at least one bladed weapon, and are not staggered or stunned, you deal 10 damage to each enemy that makes a melee attack against you and rolls a natural odd attack roll. The damage hits the enemy before their attack damages you.
Champion Feat: *Spiky bastard* damage now applies when you are staggered, though obviously not while you are unconscious.
Epic Feat: If the escalation die is 3+, the damage increases to 15 instead of 10.

Swift Dodge

Momentum power
At-Will (once per round)
Interrupt action; requires *momentum*
Trigger: You are hit by an attack against AC.
Effect: The attacker must reroll the attack.
Champion Feat: The power also triggers on an attack against PD.
Epic Feat: The attack reroll takes a –2 penalty.

7th Level Powers

Assassin's Gambit

Melee attack
At-Will
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: Half of WEAPON + Dexterity damage (including Sneak Attack damage if any), and if you drop a non-mook target to 0 hp, you can take another standard action this turn.
Miss: Damage equal to your level.
Epic Feat: Once a turn, you can get the extra standard action when this attack drops a mook target.

Swift Riposte

Momentum power
At-Will (once per round)
Interrupt action; you must *spend your momentum*
Trigger: An enemy targets you with a melee attack.
Effect: You can make a basic attack against your attacker. If your natural attack roll equals or beats your attacker's roll, resolve your basic attack against that enemy first. If your attack roll is lower, your attack has no effect, regardless of whether it hits or misses.
Special: You can't gain *momentum* from hitting with *swift riposte*.
Champion Feat: If your *swift riposte* attack is a critical hit, the enemy's attack misses.
Epic Feat: You gain a +2 attack bonus with *swift riposte* attacks.

9th Level Powers

Death's Twin

Momentum power
At-Will
Standard action on your turn; you must *spend your momentum*
Effect: You can make two basic attacks at any point during your turn, each against a different target. You only regain *momentum* if your second attack hits.
Epic Feat: If your attack against your first *death's twin* target is a natural 18+, you can make your second basic attack against that same target.

True Targeting

Momentum power
At-Will
Interrupt action OR free action on your turn; you must *spend your momentum*
Trigger: An invisible or otherwise hidden enemy attacks you, or you try to attack an invisible or hidden enemy.
Effect: The attacker's invisibility isn't going to work on you. It might work against your allies, but you see through it and can tell where the creature is well enough to target it normally or be aware of its imminent attack.
Epic Feat: If the enemy's attack misses, you regain *momentum*.

SORCERER

When the Empire was young, there were no sorcerers. Today, it seems they're everywhere. In the earliest ages, each icon held dominion over their own magic power. Only servants of the Archmage, for example, could use an Archmage's arcane secrets. But that time was many ages ago, and things are different now. Age by age, arcane and divine power has slipped from the icons' hands into the spells of mortals who control it as best they can . . . or simply let fly. Sorcerers are notoriously reckless with their spells. Wizards say that a sorcerer doesn't so much cast a spell as uncork it. Elves say you never talk to the same sorcerer twice, and dwarves say not even once.

Overview

Play Style: Sorcerers are self-taught genius freaks with an intuitive mastery of magic and possibly some brain damage. They tap into the icons' power with or without the icons' permission. Some are aligned with an icon, such as the lickspittle eunuch slaves of the Three, trained since before birth to be dragon sorcerers. Some are outlaws, such as a secret cult devoted to occult rituals, including initiation ceremonies that grant deathless and infernal power. Some sorcerers are simply one-off flukes resulting from astrological mismatches, early exposure to otherworldly forces, and other supernatural happenstance.

Since sorcerers are so variable, players should personalize their sorcerers freely. Change the names and fiction for your character's powers. Adjust the details of your powers to make them fit your character fiction better. If your sorcerer was cursed at birth to wield the power of the Lich King, maybe your *breath of the white dragon* spell is called *breath of the grave*. Now instead of looking like a blast of ice, the breath weapon effect looks like creepy fog that freezes everything, accompanied by the sound of your own death rattle. Same effect, unique fiction.

A sorcerer isn't the simplest class to play, but choosing whether you want to gather power or cast something *right now* isn't all that tough. Players who can handle dice swinginess may enjoy the sorcerer more. If you're not that type, steer clear of the more chaotic powers.

Ability Scores: Charisma is your most important asset. You get to decide whether your high Charisma represents a forceful personality or a winning personality.

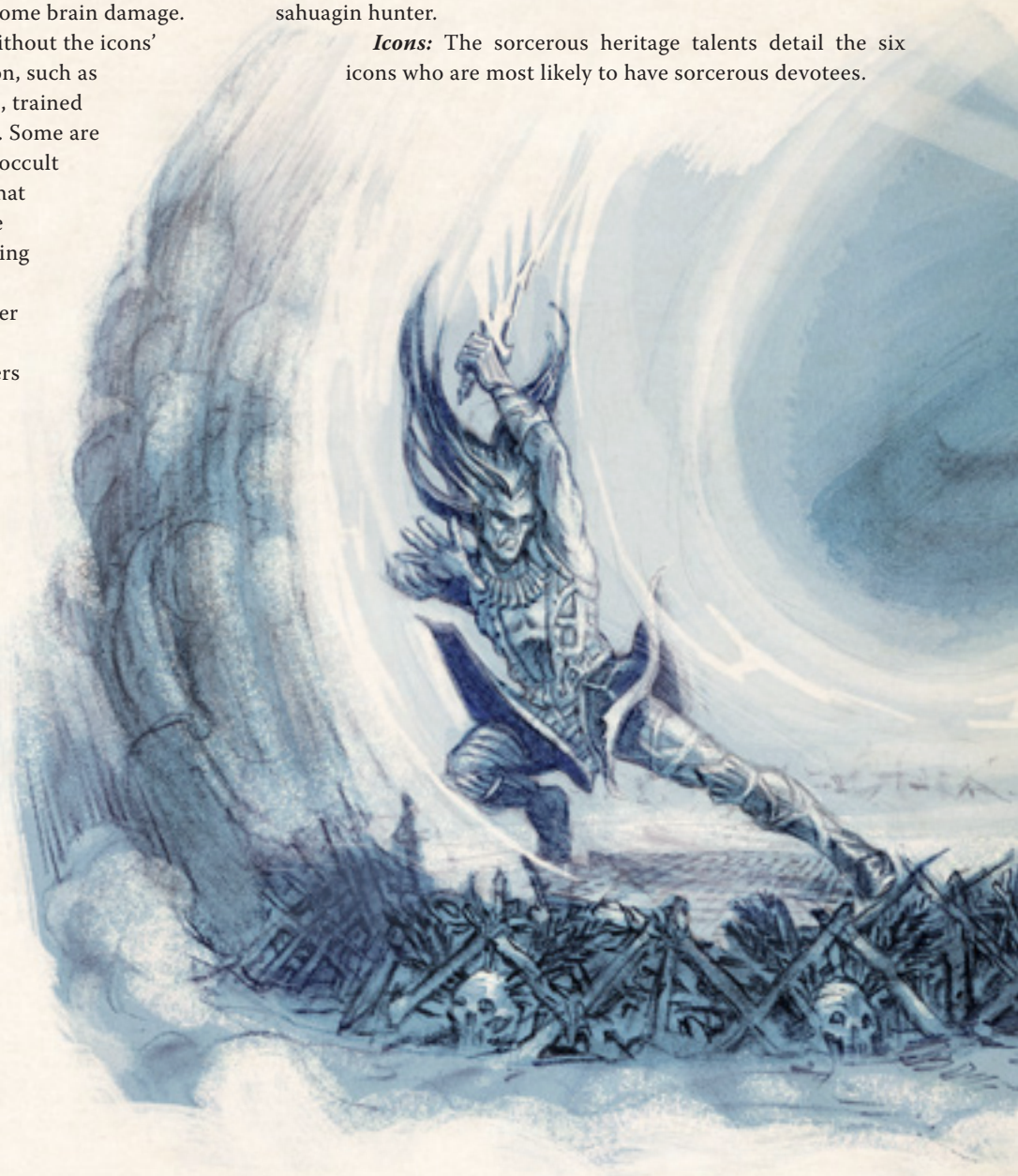
Your second-choice ability score is less clear. Some sorcerers use magic that relies a bit on Constitution, others prefer speed and Dexterity.

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

Races: Given the Elf Queen's pre-eminence as a source of sorcerous magic, it's no surprise that both dark elves and high elves are quick to dip their souls in sorcery. Half-elves and humans are the other most commonly encountered sorcerers.

Backgrounds: Here are a few sorcerer backgrounds to get you started: tribal shaman, former child avatar, pirate captain, spell-arena gladiator, failed wizard, Shadow Port city guard, sahuagin hunter.

Icons: The sorcerous heritage talents detail the six icons who are most likely to have sorcerous devotees.



Gear

At 1st level, sorcerers usually have a simple melee weapon, a few changes of clothing, a wand or staff they might occasionally pretend is magical, and other paraphernalia suggested by their backgrounds.

Sorcerers who have recently been ill and unable to risk their earnings start with 25 gp. Sorcerers who have been spiritually in-synch start with 1d6 x 10 gp.

Armor

Sorcerer Armor and AC

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



Weapons

Lacking any special training, sorcerers use more casual weapons, such as short spears, shortswords, and axes. For ranged attacks they're better off using spells since ranged weapon skills are mostly beyond them.

As sorcerers come from a variety of backgrounds, they likewise can wield a variety of weapons. The weapons often look impressive, tricked out with magical charms and customized to intimidate foes. Anyone distracted by a sorcerer's weapon is missing the truth that it's not the point or edge of the weapon that's going to kill them, but rather the swirling ball of chaos that hits you when you step outside the weapon's range.

Sorcerer Melee Weapons

One-Handed	Two-Handed
Small	
1d4 dagger	1d6 staff
Light or Simple	
1d6 shortsword	1d8 spear
Heavy or Martial	
1d8 (–2 atk) longsword	1d10 (–2 atk) greatsword*

Sorcerer Ranged Weapons

Thrown	Crossbow	Bow
Small		
1d4 dagger	1d4 hand crossbow	—
Light or Simple		
1d6 javelin	1d6 (–1 atk) light crossbow*	1d6 (–2 atk) shortbow*
Heavy or Martial		
—	1d8 (–3 atk) heavy crossbow*	1d8 (–4 atk) longbow*

* A sorcerer needs one free hand to cast spells. It's easy to get a hand free from a weapon you're good with like a staff or a spear for the time it takes to cast a spell, but if you take a penalty for using a two-handed weapon, the penalty applies to your spells also.

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: —

Sorcerer Level Progression

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

Sorcerer Level	Total Hit Points	Total Feats	Spell					Level-up Ability Bonuses	Damage Bonus From Ability Score
			1st level	3rd level	5th level	7th level	9th level		
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

Sorcerer Stats

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

Ability Bonus	+2 Charisma or Constitution (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	10 + 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
Talents	3
Feats	1 per Level

Class Features

All sorcerers share three general class features: Access to Wizardry, Dancing Lights, and Gather Power. *Breath weapon*, *chain*, and *random energy* are keywords used in sorcerer spells.

Access to Wizardry

Starting at 3rd level, you can take a wizard spell in place of a sorcerer spell that is 2 levels higher than it. For example, you can take a 1st level wizard spell in place of a 3rd level sorcerer spell.

Breath Weapon

When you cast a spell with the *breath weapon* keyword, there's a good chance you'll be able to re-use it later in the battle. Each *breath weapon* spell lists the chance of re-using it during the same battle (usually 16+). Make the re-use roll at the start of each of your turns: success indicates that you can use that spell again that round as a standard action, if you wish. You don't get to stockpile uses—whether you use the spell again or not, you must make the re-use roll during each round of the battle.

After the battle, the *breath weapon* power is expended. You don't get to keep rolling all day.

You can have only one *breath weapon* spell active at a time. If you cast a different *breath weapon* spell when you have an earlier spell active, the new spell cancels the earlier spell. (See the Chromatic Destroyer Heritage talent for the path to multiple *breath weapon* spells.)

Failing a death save cancels any breath weapon spells you have active.

Some sorcerers actually breathe like dragons when they use *breath weapon* spells. Others treat the *breath weapon* shtick as a metaphor and allow the spell to do the blasting. As always with magic, the visuals are up to you.

Adventurer Feat: Failing a death save no longer cancels your *breath weapon* spells. Keep rolling the entire battle.

The Red Does Not Share

You'll see *breath weapon* spells from the White, Black, Green, and Blue in the sorcerer spell list, but not the Red. The Red does not share its breath weapon. Sorcerers haven't acquired any of its power; the Red still has it all.

Chain

When you attack with a *chain* spell and get a natural even roll, you can roll another attack against a different enemy within range. Keep on rolling attacks as long as you get even rolls and don't run out of new targets (each enemy can be targeted only once).

PLAYERS

If you're the player who has ridiculously bad dice luck, these powers are not for you unless you're the masochist who treasures the moment you forge the chain-of-pain by missing all available targets.

Dancing Lights

All sorcerers can cast the *dancing lights* spell as a standard action. Unlike the wizard's *light* cantrip, the sorcerer's *dancing lights* spell produces a number of varicolored light globes that bloom within 5 to 30 feet of the sorcerer every two to five seconds. The sorcerer has very little control over the exact location or illumination provided by the lights, meaning that they can occasionally be used for dramatic plot purposes.

Gather Power

Once initiative has been rolled and a battle is underway, a sorcerer can spend a standard action to gather magical power, preparing themselves for casting a double-strength spell with their next standard action. Gathering power is loud and flashy, involving crackling lightning, rumbling thunder, and the flicker of magical light.

Sorcerers who want to gather power before initiative has been rolled can go through the motions but won't get any benefit for the act; you can fool yourself but you can't fool magic.

Gather power: When a sorcerer gathers power, it does not count as casting a spell; you can gather power without taking opportunity attacks, for example.

In addition, because you spend your standard action to gather power, you generate a small magical benefit. Like many of your powers, this benefit is chaotic rather than perfectly reliable, so you must make a random check to see what benefit you get. Roll a d6 and consult the appropriate table below.

If you get a benefit that deals damage to enemies, you can choose the type of damage (cold, fire, lightning, or thunder).

Chaotic Benefit, Adventurer Tier (levels 1–4)

1–2: You gain a +1 bonus to AC until the start of your next turn.
3–4: Deal damage equal to your level to all nearby staggered enemies.
5–6: Deal damage equal to your level to one nearby enemy.

Chaotic Benefit, Champion Tier (levels 5–7)

1–2: You gain a +1 bonus to AC and Physical Defense until the start of your next turn.
3–4: Deal damage equal to your level + your Charisma modifier to all nearby staggered enemies.
5–6: Deal damage equal to your level + your Charisma modifier to one nearby enemy.

Chaotic Benefit, Epic Tier (levels 8–10)

1–2: You gain a +1 bonus to all defenses until the start of your next turn.
3–4: Deal damage equal to your level + twice your Charisma modifier to all nearby staggered enemies.
5–6: Deal damage equal to your level + twice your Charisma modifier to one nearby enemy.

GAMEMASTER

We place sorcerer minis on top of markers to show that they have gathered power and are waiting to spend it. But your sorcerer players can come up with their own props or humming electronics to show that they have gathered power to prepare for empowered casting.

Spending power on empowered casting: After you have gathered power, you can use your next standard action to cast an empowered sorcerer spell. Empowered sorcerer spells deal double the damage of a normal sorcerer spell. Normally this means that you simply double the damage the spell deals *on a hit or a miss*; don't roll double dice, just double the results. Non-attack spells generally don't improve when cast empowered; use empowered casting for attacks.

If you decide not to use your next standard action to cast a spell, or spend your entire turn unconscious, or otherwise miss the chance to use your next standard action to cast a sorcerer attack spell, you lose the power you've gathered. If you want to waste a turn you can use your next standard action to gather power again, but the spell you eventually cast will still simply do double damage, not more than that.

You can spend your move actions and quick actions any way you like after you gather power and before casting your next empowered spell. Yes, once a battle has started it's possible to perform the magical firefight trick of gathering power while hiding to the side of the cave entrance, then jumping into the cave opening on your next turn and blasting with the empowered spell.

Breath weapon spells add an extra wrinkle. Of course you can gather power the first time you cast a *breath weapon* spell in a battle. Later in the fight it's a question of whether you gathered power the turn before a *breath weapon* spell roll goes your way. You can be all ready with gathered power but roll too low to use the *breath weapon* spell, forcing you to cast a different spell with the gathered power.

Ongoing damage: If you've gathered power for a spell that deals ongoing damage, the ongoing damage is doubled the first time it is dealt, but not on subsequent rounds, if any.

Adventurer Feat: Once per battle, you can choose the chaotic benefit you want instead of rolling for it.

Champion Feat: Once per battle when the escalation die is 4+, you can gather power as a quick action.

Epic Feat: When you gather power, if the escalation die is 2+, you can roll two chaotic benefits. Unlike most effects, the benefits stack if you roll the same result twice.

PLAYERS

Most of your sorcerer spells are daily, but a few are at-will. If you run the math, you can see that casting all your daily spells as empowered spells essentially doubles their impact. But you don't have to specify what spell you are planning to cast while you gather power, so you can empower an at-will spell instead of a daily one if you judge that the situation no longer requires heavy thunder.

In general, waiting for the escalation die to increase by 1 or more before casting a double-damage spell is a good thing. But there will be cases when you need speed, not power, and that's when you'll want to cast your spell using one action instead of waiting to empower it.

Random Energy

Some sorcerer spells deal damage of a random type. If it matters mechanically, use a d4 to determine which type of damage the spell deals. If it doesn't matter, because none of the targets have resistances or vulnerabilities to any particular energy, feel free to state the energy that seems right for the story, or roll it if you wish and the game can spare the time.

Random Energy Type (d4)
1: Cold
2: Fire
3: Lightning
4: Thunder

Class Talents

Choose three of the following class talents.

About Heritage Talents

Sorcerers possess innate talent for magic that is impulsive and chaotic where wizardry is measured and studied. Sorcerers' inborn talent may come from their ancestors, from exposure to powerful rituals, from being raised near powerful magical sites, or from unique circumstances of a player's creation.

After centuries of cross-pollination between rival magical systems, modern sorcery blends elements from the traditions and power sources of six of the icons: the Archmage, Diabolist, Elf Queen, Great Gold Wyrm, Lich King, and the Three. All sorcerers juggle spells that once belonged solely to one or the other of the icons. Most sorcerers have strong magical links to one icon. Many sorcerers have sorcerous heritage links with multiple icons.

If you want your sorcerer to have an even stronger link to an icon that provides part of your sorcerous heritage, choose the Blood Link talent.

Arcane Heritage (Archmage)

Although magic is in the blood of every sorcerer, you have a greater understanding of magic than most sorcerers and even some wizards.

You gain a +2 bonus to a background that involves or suggests magical knowledge or talent, up to your normal maximum background point limit.

You can also use one of your sorcerer spell choices to choose any wizard spell of the same level. You get only one such equal-level wizard spell at a time; all others have to be purchased using the 2-level penalty in the Access to Wizardry class feature described on the previous page.

Adventurer Feat: Use your Charisma as the attack ability for the wizard spell you choose with your Arcane Heritage talent.

Champion Feat: You can cast your wizard spells empowered as if they were sorcerer powers. Generally, empowering wizard spells only helps by doubling the damage.

Blood Link

Choose one of your sorcerous heritage talents. You gain 1 relationship point with the icon associated with that heritage; you choose whether the point is positive, conflicted, or negative. This point can add to your normal relationship points but you can't exceed the normal relationship maximums with it. (Remember that positive relationships with villainous icons like the Three and the Lich King are limited to 1 point.)

Champion Feat: Gain another relationship point with an icon associated with one of your heritage talents. As above, you must follow the relationship maximums.

Chromatic Destroyer Heritage (The Three)

You can have multiple *breath weapon* spells active at the same time. You don't gain extra actions, so if you succeed with multiple *breath weapon* spells, you'll generally have to choose which one to use.

Adventurer Feat: You gain a +2 attack bonus with empowered *breath weapon* spells.

Champion Feat: Once per day, turn a failed *breath weapon* re-use roll into a success.

Epic Feat: One battle per day, gain *resist dragon attack 16+ (all attacks made by dragons; dragon must roll natural 16+ with the attack or it deals only half damage).*

Fey Heritage (Elf Queen)

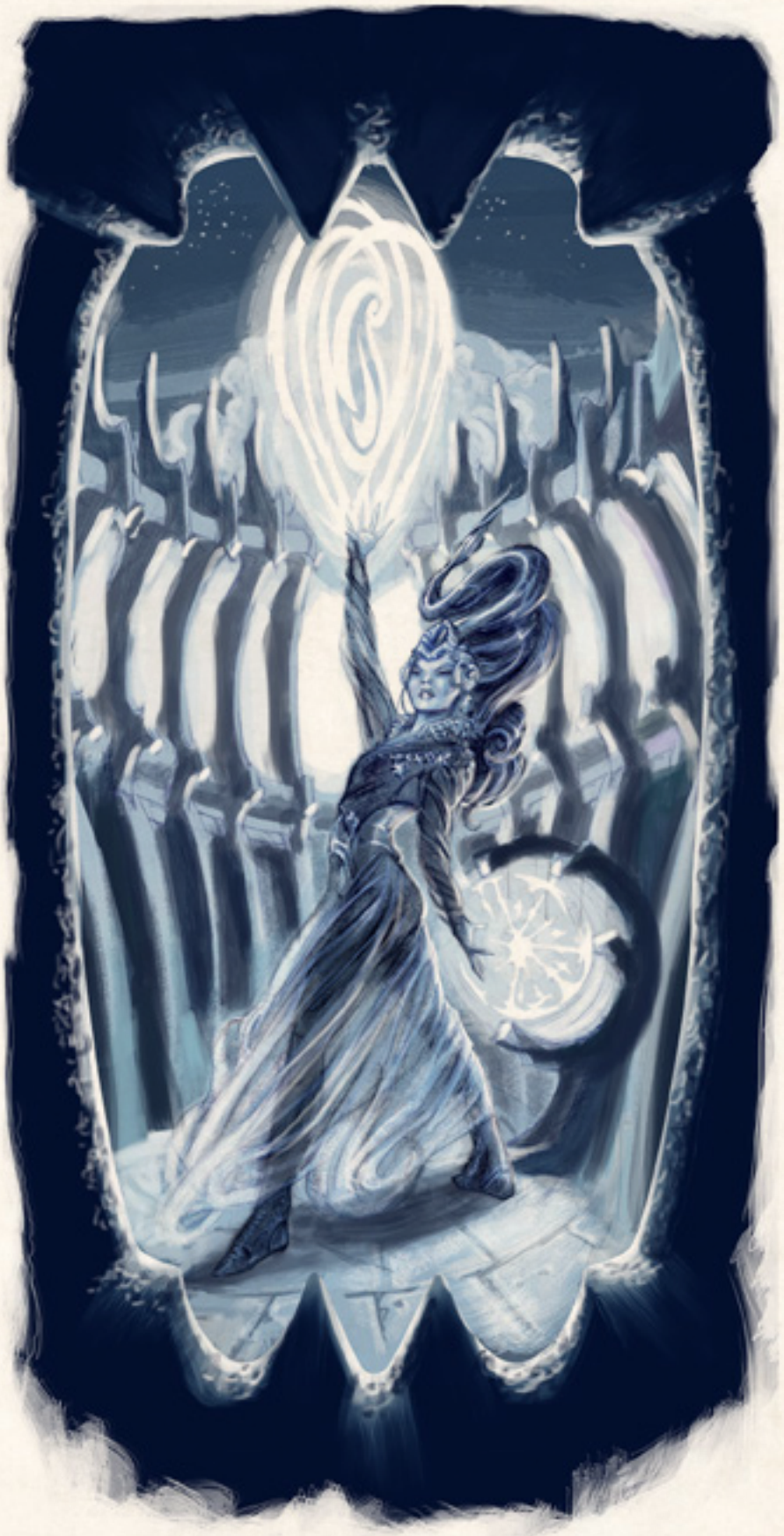
One battle per day, when you roll initiative, you can choose to invoke your Fey Heritage and gain the racial power of one the elven races in addition to your own racial power. Roll on the table below. If you roll your own race's power, you gain the half-elf's *surprising* racial power instead.

Racial Power (d6)
1–2: *cruel* (drow)
3–4: *highblood teleport* (high elf)
5–6: *elven grace* (wood elf)

Adventurer Feat: You can now invoke your Fey Heritage talent in two battles each day.

Champion Feat: You gain a +2 attack bonus against elves and monsters in the Elf Queen's sphere of influence. Use the monster tiles in Chapter 7 as your first guide to the monsters touched by the Queen.

Epic Feat: Once per battle when the escalation die reaches 6+, as a free action, you can gain an elf racial power that you have not already used in this battle.



Infernal Heritage (Diabolist)

Once per day, as a quick action when the escalation die is 1+, you can enter a spell frenzy until the end of the battle.

While in a spell frenzy, you roll 2d20 for each of your sorcerer spell attacks. Use the highest die as your attack roll, but track whether the other die hits.

For each die that misses, you take damage equal to double the level of the target of your attack.

Adventurer Feat: You gain *resist energy damage 12+* to fire *and* to one of the following types of energy of your choice: acid, cold, lightning, psychic, thunder.

Champion Feat: Increase one of your resistances to 16+.

Epic Feat: In addition to your normal use of spell frenzy, you can also enter a spell frenzy as a free action while the escalation die is 5+.

Metallic Protector Heritage (Great Gold Wyrm)

Your rolls to re-use *breath weapon* spells during a fight gain a +2 bonus.

Adventurer Feat: As a quick action at the start of each battle, you can gain *resist energy 12+* to one of the following types of energy of your choice: acid, cold, fire, lightning, or poison.

Champion Feat: When you gather power and your chaotic benefit increases your defenses, you can choose one nearby ally to gain the same defense bonus.

Epic Feat: One battle per day, you can choose to gain *resist demon attack 16+* instead of *resist energy 12+* from your Metallic Protector Heritage talent.

Sorcerer's Familiar

You have a familiar much like a wizard's familiar (page 149), but more changeable. Unlike the wizard, you don't choose two abilities for your familiar. Instead you choose one permanent ability that suits your familiar's nature; the only limitation is that you can't choose tough as the permanent ability. Each time you get a full heal-up, randomly determine two *other* abilities your familiar will possess until your next full heal-up.

Adventurer Feat: Your familiar gains another randomly changing ability.

Champion Feat: Once per level, if your familiar is close to you, it can cast one of your spells as a free action on your initiative count, even if you have already expended the spell. The spell functions as if you had cast it.

Epic Feat: Your familiar gains another randomly changing ability.

Spell Fist

Your style of sorcery emphasizes close-range fighting. There are two advantages and one possible drawback to your style.

You gain a +2 bonus to AC. Phrase it as dragon scales, tough skin, or fields of shimmering magic, as you choose.

You can use ranged spells while engaged with enemies without taking opportunity attacks.

You use your Constitution modifier instead of your Charisma modifier to determine the damage you add to all your sorcerer spells.

Adventurer Feat: When you miss with a sorcerer spell against an enemy you are engaged with, add your Charisma modifier to the damage you deal. At 5th level, add double your Charisma modifier; at 8th level, triple it.

Champion Feat: Once per battle, you can include one enemy engaged with you as an additional target of any attack spell you cast that targets other enemies.

Epic Feat: Once per day when you cast an empowered spell, each enemy engaged with you becomes an additional target of that spell if it's not already targeted by the spell.

Undead Remnant Heritage (Lich King)

You have *resist negative energy 12+* and gain a +1 attack bonus against undead. You can also include negative energy damage on your personal random energy damage type table, swapping out an energy type you don't want to access randomly.

Adventurer Feat: Decrease your total recoveries by 1; you gain a +2 bonus to death saves.

Champion Feat: Your *resist negative energy* power improves to 16+, and the attack bonus against undead increases to +2.

Epic Feat: If you put out one of your eyes and cut off one of your hands, you gain a +1 bonus to all attacks.

GAMEMASTER

Severely punish a character who thinks it's okay to regrow the eye and restore the hand.

If your campaign doesn't include a Lich King like ours, figure out another penalty flag your player will evidently be happy to fly.



We put the Undead Remnant Heritage epic feat into the game to make fun of the people we play with who will do just about anything to get a +1 attack bonus. If your group is less obsessed with math and more interested in story, you'll want to load this feat with all manner of "I see dead people" storylines, Lich King complications, and obligatory quests into the over- and underworld realm of the ghost dragons.

1st Level Spells

Breath of the White

Close-quarters spell
Daily
Target: 1d2 nearby enemies in a group; *breath weapon*
Attack: Charisma + Level vs. PD
Hit: 3d6 + Charisma cold damage.
Miss: Half damage.

3rd level spell	5d6 damage.
5th level spell	4d10 damage.
7th level spell	6d12 damage.
9th level spell	10d12 damage.

Breath Weapon: For the rest of the battle, roll a d20 at the start of each of your turns; on a 16+, you can use *breath of the white dragon* that turn if you wish.

Burning Hands

Close-quarters spell
At-Will
Targets: Up to two nearby enemies in a group
Attack: Charisma + Level vs. PD
Hit: 1d6 + Charisma fire damage.

3rd level spell	1d8 damage.
5th level spell	2d8 damage.
7th level spell	3d8 damage.
9th level spell	5d8 damage.

Adventurer Feat: When you miss with *burning hands*, you deal fire damage to the target equal to each damage die that rolled its maximum possible result.

Champion Feat: When you roll a natural 18+ with a *burning hands* attack roll, you can choose another nearby target for the spell. The new target doesn't have to be part of the original group.

Epic Feat: You can now target each enemy engaged with you with your *burning hands* spell in addition to any other targets.

Chaos Bolt

Ranged spell
At-Will
Special: The first time you use *chaos bolt* each battle, determine a *random energy* type. The spell deals that type of damage each time you use it that battle.
Target: One nearby enemy OR one far away enemy with a –2 attack penalty
Attack: Charisma + Level vs. PD
Hit: 1d8 + Charisma *random energy* damage, and if the natural attack roll was even, you gain a chaotic benefit as if you had *gathered power*.
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: You don't take the –2 penalty for attacking a far away enemy with the spell.

Champion Feat: If you are a champion-tier sorcerer, roll any chaotic benefit gained with this spell on the epic chaotic benefits table. If you are an epic-tier sorcerer, choose the epic chaotic benefit you want instead of rolling.

Lightning Fork

Ranged spell
Recharge 16+ after battle
Target: One nearby enemy; *chain spell*
Attack: Charisma + Level vs. PD
Hit: 3d6 + Charisma lightning damage.
Miss: Half damage.

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

Adventurer Feat: Once per battle, you can reroll one of your *lightning fork* attacks rolls.

Champion Feat: If you miss all targets with *lightning fork*, you don't expend it.

Epic Feat: The recharge roll for *lightning fork* is now 11+.

Chain Spell: Each time you make a natural even attack roll, you can attack a different target with the spell.

Resist Energy

Ranged spell
Recharge 16+ after battle
Target: You or one nearby ally
Effect: Until the end of the battle, the target gains *resist damage 12+* to the following energy type of your choice: cold, fire, lightning, thunder.

3rd level spell	Choose two types of energy the target gains resistance to.
5th level spell	Resistance is now 16+.
7th level spell	The spell now affects two targets.
9th level spell	Recharge roll is now 11+.

Adventurer Feat: You can target an additional creature with the spell.

Scorching Ray

Ranged spell
At-Will
Target: One nearby enemy
Attack: Charisma + Level vs. PD
Hit: 1d6 + Charisma fire damage, and if the natural attack roll is even, the target also takes 1d8 ongoing fire damage.
Miss: Damage equal to your level.

3rd level spell	3d6 damage	2d4 ongoing.
5th level spell	4d6 damage	2d6 ongoing.
7th level spell	6d6 damage	3d6 ongoing.
9th level spell	10d6 damage	5d6 ongoing.

Adventurer Feat: You can now use the spell against a far away target, but with a –2 attack penalty.

Champion Feat: Each time you cast the spell, you can have the attack deal *random energy* damage instead of fire damage. Replace the fire entry on the random energy table with your choice of negative energy or acid.

Epic Feat: You don't take the –2 penalty for attacking a far away enemy with the spell.

3rd Level Spells

Breath of the Green

Close-quarters spell
Daily
Target: 1d4 nearby enemies in a group; *breath weapon*
Attack: Charisma + Level vs. PD
Hit: 15 + Charisma ongoing poison damage.
Miss: 5 ongoing poison damage.

5th level spell	25 + Charisma ongoing poison damage 10 ongoing on a miss.
7th level spell	35 + Charisma ongoing poison damage 15 ongoing on a miss.
9th level spell	50 + Charisma ongoing poison damage 25 ongoing on a miss.

Breath Weapon: For the rest of the battle, roll a d20 at the start of each of your turns; on a 16+, you can use *breath of the green* that turn if you wish.

No Damage Roll

That's right, *breath of the green* doesn't have a damage roll; it just deals ongoing poison damage that the target will have to roll saves against.

Chaos Pulse

Ranged spell
At-Will
Target: One random nearby enemy
Attack: Charisma + Level vs. PD
Hit: 3d10 + Charisma *random energy* damage.
Even Miss: Half damage.
Odd Miss: Damage equal to your level.

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

Dragon's Leap

Ranged spell
Daily
Quick action to cast
Target: You; *breath weapon*
Effect: You can fly at the rate you normally move until the end of your turn. (So if you don't land or find someplace to hang from, you'll fall.)

5th level spell	You can now fly until the end of your next turn.
7th level spell	You can now fly twice as fast as you normally move on the ground. You also gain a +5 bonus to disengage checks.
9th level spell	The spell is now recharge 16+ after battle instead of daily.

Breath Weapon: For the rest of the battle, roll a d20 at the start of each of your turns; on a 16+, you can use *dragon's leap* this turn if you wish. (Yeah, we know it's not actually a breath weapon, but it works as part of the draconic sorcerer package.)

Echoing Thunder

Ranged spell
At-Will
Target: One nearby enemy
Attack: Charisma + Level vs. PD
Hit: 3d6 + Charisma thunder damage, and the first enemy that hits you with a melee attack before the start of your next turn takes 2d6 thunder damage. (An empowered spell does not double this aftershock damage.)
Miss: Damage equal to your level.

5th level spell	5d6 damage	2d6 aftershock damage.
7th level spell	7d6 damage	3d6 aftershock damage.
9th level spell	9d6 damage	4d6 aftershock damage.

Champion Feat: The spell's aftershock damage is now also doubled when *echoing thunder* is empowered.

5th Level Spells

Breath of the Black

Close-quarters spell
Daily
Target: One nearby enemy; *breath weapon*
Attack: Charisma + Level vs. MD
Hit: 10d6 + Charisma acid damage, and 20 ongoing acid damage.
Miss: 10 ongoing acid damage.

7th level spell	10d10 damage, and 40 ongoing damage 20 ongoing on a miss.
9th level spell	2d6 x 10 damage, and 60 ongoing damage 30 ongoing on a miss.

Epic Feat: Double the spell's ongoing damage on a miss.

Breath Weapon: For the rest of the battle, roll a d20 at the start of each of your turns; on a 16+, you can use *breath of the black* that turn if you wish.

The Queen's Shadows

Ranged spell
Daily
Special: Once you cast this spell in a battle, you can cast it at-will for the rest of that battle.
Target: One nearby enemy
Attack: Charisma + Level vs. MD
Hit: 8d6 + Charisma psychic damage, and if the natural attack roll is even, you can teleport to a nearby location you can see.
Miss: Damage equal to your level.

7th level spell	9d10 damage.
9th level spell	10d12 damage.

Epic Feat: Once per battle, the teleport from a hit with *the queen's shadows* can be to a far away location you can see.

Three Dooms

Ranged spell
Recharge 16+ after battle
Target: One nearby enemy; *chain spell*
Attack: Charisma + Level vs. PD
Hit: 2d4 x 10 *random energy* damage, and you take damage of the same type equal to the unmodified dice roll (2d4, 2d8, or 2d12). (Note that there's no Charisma bonus to damage.)
Miss: Half damage, and you still take *random energy* damage equal to the unmodified dice roll.

7th level spell 2d8 x 10 damage.
9th level spell 2d12 x 10 damage.

Chain Spell: Each time you make a natural even attack roll, you can attack a different target with the spell.

Unearthly Glamour

Ranged spell
Daily
Effect: You gain a +5 bonus to all Charisma skill checks for the next five minutes. If you fail a Charisma skill check during this time, however, anyone you were attempting to convince or influence with the check is freaked out or disgusted by the supernatural glamour attached to you and has extremely negative reactions to you.

7th level spell The effect lasts for 1 hour.
9th level spell The effect lasts for 2 hours.

7th Level Spells

Breath of the Blue

Close-quarters spell
Daily
Target: One nearby enemy; *breath spell*
Attack: Charisma + Level vs. PD
Hit: 10d12 + Charisma lightning damage, and at the start of the target's next turn, 1d6 of its nearby allies take 20 lightning damage.
Miss: Half damage, and no damage to target's allies.

9th level spell 2d10 x 10 damage 25 lightning damage to nearby allies.

Epic Feat: You can now target a far away enemy with the spell (no attack penalty).

Breath Spell: For the rest of the battle, roll a d20 at the start of each of your turns; on a 16+, you can use *breath of the blue* this turn if you wish.

Stolen Faces

Ranged spell
Daily
Free action to cast, before initiative is rolled
Targets: 1d4 + 1 nearby allies
Effect: You steal the once-per-battle racial powers of your allies this battle, but you don't get the advantage of your allies' feats or items that improve those powers.

We say you "steal" the power because you aren't asking permission. Each ally you steal a racial power from can roll an easy save (6+). Success means they get to use their power also this battle. Failure means they can't; you took it fully.

You can't steal racial powers you already possess. Diversity pays.

9th level spell You get to use your allies' powers as if you also had any of their feats that improve those powers.

Touch of Evil

Close-quarters spell
Daily
Quick action to cast
Special: Using this spell when you're actually fighting demons could be unwise. If you are fighting one or more demons, roll an easy save (6+) at the start of each of your turns. Failure means that you are confused that turn.
Target: You
Effect: You gain a random demon-style power for the rest of the battle, similar to the abilities demons possess but not identical.

Roll a d8 to see which power you gain:

1: *Resist energy 16+*—When an attack that deals energy damage targets you, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.
2: *Infernal battery*—Until the end of the battle, you can use a quick action once each round to make recharge rolls for your expended recharge spells. Each time you do so, you take damage equal to half the natural result of your recharge roll.
3: *Backlash*—The first time you are staggered this battle, the enemy who staggered you becomes confused (save ends).
4: *Spell frenzy*—You enter a spell frenzy (see Infernal Heritage talent). If you were already in a spell frenzy, you now roll 3d20 for each attack *and* take damage equal to *triple* the target's level for each roll that misses.
5: *Fear aura*—Enemies engaged with you that have fewer hit points than double your current hit points are dazed. In the unlikely event that they could normally use the escalation die, well, they can't.
6: *Teleport 1d3 + 1 times this battle*—As a move action, you can teleport anywhere you can see nearby.
7: *Demonic speed*—You can take an extra standard action each turn that the escalation die is even. You lose 2d10 hit points each time you use the extra action.
8: *Eye of the Diabolist*—Choose any two features you want! Yeah! Enjoy. For the rest of this day, all your icon relationships disappear and are replaced by an identical number of conflicted points with the Diabolist. Consider this a love letter to the GM.

9th Level Spells

Breath of the Void

Close-quarters spell
Daily
Target: One nearby enemy; *breath spell*
Attack: Charisma + Level vs. MD
Hit: 2d12 x 10 + Charisma negative energy damage, and the target moves down 2d6 points in initiative order, to a minimum of 1.
Miss: Half damage.

Breath Spell: For the rest of the battle, roll a d20 at the start of each of your turns; on a 16+, you can use *breath of the void* this turn if you wish.

Calling the Blood

Close-quarters spell
Daily
Effect: Roll a d6 to randomly select one of the six sorcerous-heritage icons:

1: Archmage
2: The Three
3: Diabolist
4: Elf Queen
5: Great Gold Wyrm
6: Lich King

You gain some surprising or bizarre magical effect associated with the power of that icon to assist you. The effect is entirely up to the GM, though the immediate impact of the spell should always be favorable for you. The long-term consequences of randomly invoking the power of an icon that may be an enemy might not be favorable for you, and should be played for narrative interest by the GM, particularly if the impact of the spell was huge for you. Since this is a daily spell, sizeable impact is fine, but don't award any extra effect for empowered casting, especially since the spell can be cast effectively out of combat.

Epic Feat: Roll two d6s for this spell, then choose the d6 result you prefer.

Silver Flame

Close-quarters spell
Daily
Quick action to cast
Effect: Roll your relationship dice with the Archmage; if you have none, avoid this spell.

For each 6 you roll, you gain one 7th level or lower spell from any spellcasting class that you can cast this battle. For each 5 you roll, you gain one 5th level or lower spell from any spellcasting class that you can cast this battle.

If the escalation die is 5+, you can swap the escalation die for one or your rolls. If you get no successes, you regain the spell after this battle.

You can acquire one of the new spells the same round you cast this spell. Then select and acquire any other gained spells at the start of your next turn, so if you haven't already figured out what you will take, get to work. If you haven't figured it out by your next turn, the GM should move play on without your decision and consider letting you trickle in the spells as you figure it out.

You can use your Charisma as the ability score that provides the acquired spells' attack bonuses and damage bonuses (if any). Other ability score references remain unchanged.

As you might expect, each 5 you roll also invokes an Archmage-related complication or obligation in the tradition of rolling 5s on relationship checks. The GM should have as much fun with you as possible.



WIZARD

Wizards are the masters of arcane energy. They use geometry, symbology, occult numerology, and a complex grammatical system to describe magic and thereby control it. They fill their heavy, locked spellbooks with crabbed writing, secret codes, and convoluted designs.

Each wizard belongs to a school or at least a lineage, traced back from student to master. Today, many wizard schools are aligned directly with the Archmage, but most are independent. Thanks to interlocking treaties among schools, most wizards from rival schools are sworn to respect each other. This restriction, however, seems to stoke competition rather than quell it.

Many "book-wizards" are more-or-less cowards who would rather study reality than experience it. The wizards that go adventuring are the rare sort who respond to mortal danger with greater focus rather than panic.

Overview

Play style: Our wizard is designed for experienced players who like a bit of improvisation. Most of the wizard's spells can only be used once per day, so timing matters. If you want to play the simplest possible wizard, choose the Abjuration, Evocation, and Familiar talents. To play as the flexible spellcaster who finds unique and amusing answers to problems, choose Cantrip Mastery, High Arcana, and Vance's Polysyllabic Verbalizations.

Ability scores: You don't get to master dangerous book-learning with your good looks. And you wouldn't be risking this dangerous book-learning if being a wizard *required* actual Wisdom. It's all about Intelligence.

Wizards gain 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: High elves know that they are the finest wizards in the world. So they're a bit piqued that the Archmage is almost always a human—and that the last non-human Archmage was a gnome.

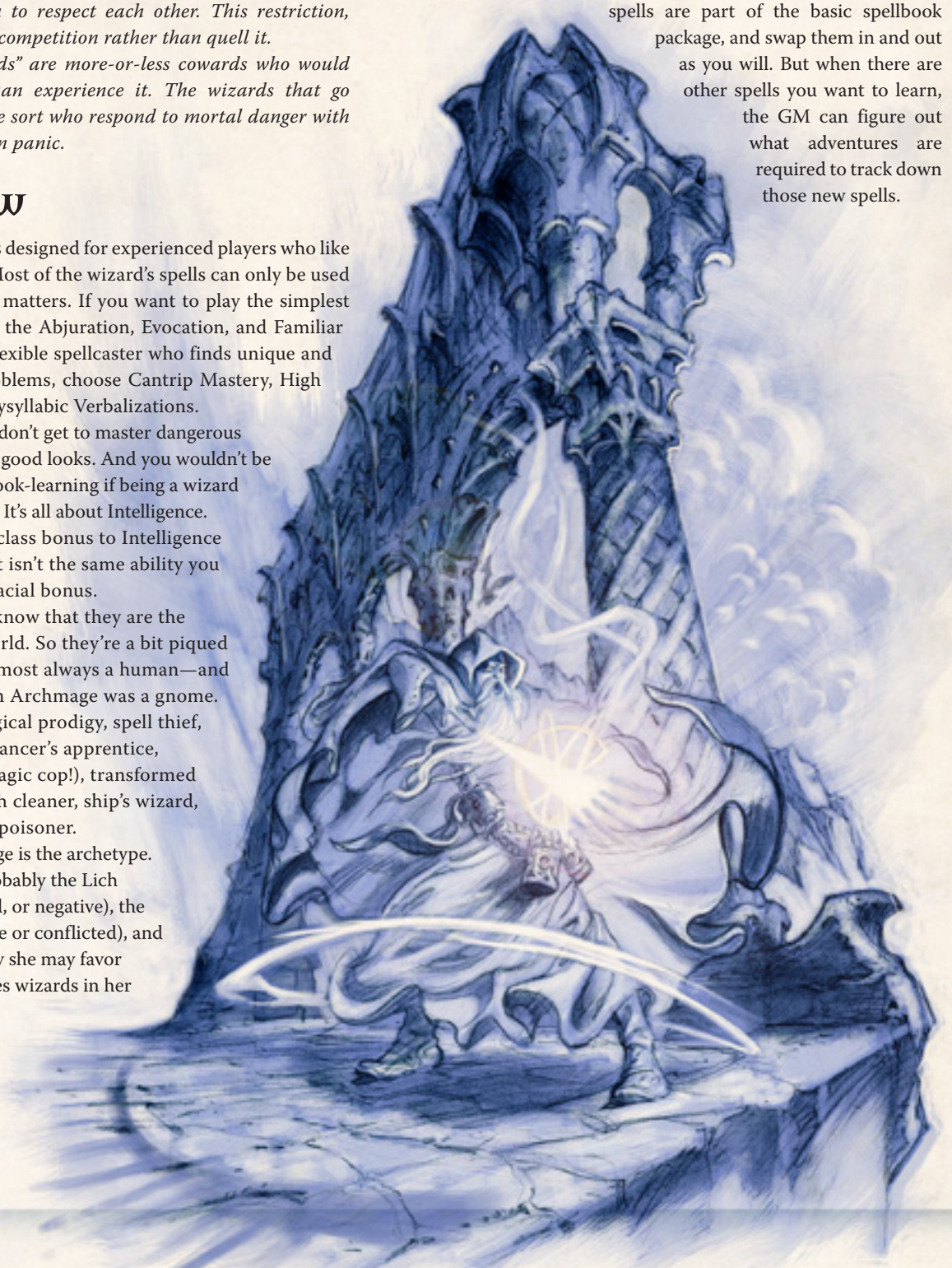
Backgrounds: Magical prodigy, spell thief, hedge wizard, chronomancer's apprentice, Horizon City Guard (magic cop!), transformed familiar, Koru behemoth cleaner, ship's wizard, Sea Wall veteran, royal poisoner.

Icons: The Archmage is the archetype. After the Archmage? Probably the Lich King (positive, conflicted, or negative), the Emperor (usually positive or conflicted), and the Elf Queen. Personally she may favor sorcery, but she welcomes wizards in her service, particularly high elf wizards.

Spells

Wizards usually learn arcane spells from books but this isn't the type of game that wants to go into the details of getting ahold of spellbooks. Feel free to enhance the flavor of your game by building plots around the acquisition of spells and spellbooks.

No matter how you want your wizard to learn spells, you can handle a certain number of spells each day. They don't have to be the same spells each day. Every time you take a full heal-up, you can swap around your spells. Go ahead and assume that all the wizard spells are part of the basic spellbook package, and swap them in and out as you will. But when there are other spells you want to learn, the GM can figure out what adventures are required to track down those new spells.



No ability damage: Unlike nearly all other characters' attacks, wizards' attack spells do not add an ability score modifier to damage. Wizards' spells power themselves. You still use your Intelligence as the ability score that determines whether you hit (unless you're casting an auto-hit spell like *magic missile*), but the damage comes entirely from the spell.

Spell Progression

As with other spellcasters, your new spells at higher levels can be upgraded versions of spells you learned at lower levels. Quite often they'll need to be since we aren't making you choose all-new spells as you rise in level.

Gear

At 1st level, wizards usually have a dagger sharp enough for butter or brawling, a robe or two, a well-balanced wand, ritual components in pouches or being carried by extremely minor servitors who hide in the wizard's pockets, and other minor accouterments suggested by their backgrounds.

Wizards who have kept their spell components up to date start with 25 gp. Wizards who don't budget as seriously start with 1d6 x 10 gp.

Wizard Armor and AC

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

Weapons

Wizards might prefer you to think that they never use weapons, but sometimes they're cornered and forced into it. In these tough situations, they resort to daggers, batons, staffs, and other relatively minor weapons. Often these weapons serve double duty as magical tools or ritual implements, and such double-use helps wizards maintain their reputation as too good for physical combat.

Wizard Melee Weapons

One-Handed	Two-Handed
Small	
1d4 dagger	1d6 staff
Light or Simple	
1d6 (–2 atk) shortsword	1d8 (–2 atk) spear*
Heavy or Martial	
1d8 (–5 atk) longsword	1d10 (–5 atk) greatsword*

Wizard Ranged Weapons

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

* A wizard needs at least one free hand, or at least one hand on a spellcasting implement like a wand or staff, to cast spells. It's easy to get a hand free from a weapon you're good with like a staff for the time it takes to cast a spell, but if you take a penalty for using a two-handed weapon, the penalty applies to your spells also.

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: —

Wizard Level Progression

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

Wizard Level	Total Hit Points	Total Feats	Spells					Level-up Ability Bonuses
			1st level	3rd level	5th level	7th level	9th level	
Level 1	(6 + CON mod) x **3**	1 adventurer	5	—	—	—	—	
Level 2	(6 + CON mod) x **4**	2 adventurer	6	—	—	—	—	
Level 3	(6 + CON mod) x **5**	3 adventurer	3	4	—	—	—	
Level 4	(6 + CON mod) x **6**	4 adventurer	2	6	—	—	—	+1 to 3 abilities
Level 5	(6 + CON mod) x **8**	4 adventurer 1 champion	1	4	4	—	—	
Level 6	(6 + CON mod) x **10**	4 adventurer 2 champion	—	2	8	—	—	
Level 7	(6 + CON mod) x **12**	4 adventurer 3 champion	—	1	4	5	—	+1 to 3 abilities
Level 8	(6 + CON mod) x **16**	4 adventurer 3 champion 1 epic	—	—	3	8	—	
Level 9	(6 + CON mod) x **20**	4 adventurer 3 champion 2 epic	—	—	1	5	6	
Level 10	(6 + CON mod) x **24**	4 adventurer 3 champion 3 epic	—	—	—	3	9	+1 to 3 abilities

Wizard Stats

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

Ability Bonus	+2 Intelligence or Wisdom (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	12 + 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
Talents	3
Feats	1 per Level

Class Features

Wizards have four class features: Cantrips, Cyclic Spells, Overworld Advantage, and Ritual Magic.

Cantrips

Every wizard can cast a handful of cantrips each day. You don't have to memorize or choose them beforehand, you just cast them on the fly.

Most wizards can cast a number of cantrips equal to their Intelligence modifier each battle. If you're out of battle, that's about three to six cantrips every five minutes. (The Cantrip Mastery talent frees you up to cast cantrips at-will.)

Each cantrip takes a standard action to cast as a ranged spell. (Again, Cantrip Mastery helps, turning cantrip casting into a quick action.)

As you'll see from the short descriptions that follow, we're not concerned with pinning down exactly what wizards are getting out of these minor spells. Cantrips capture the sense that wizards are the most skillful practitioners of magic in the world, capable of offhand effects anyone else would have to accomplish through hard work (if at all).

We often phrase magical effects, particularly the effects created by wizards, as if they're being accomplished by tiny supernatural servitors. If your campaign is comfortable with more familiar magical phrasings, by all means use those instead. Each wizard should determine how their magic looks and sounds.

At the adventurer tier (levels 1–4), cantrips with a standard duration last 10–60 minutes, plus ten minutes per wizard level. The GM rolls and the wizard becomes aware that their cantrip is about to end a couple minutes before it's done.

At the champion tier, levels 5–7, most cantrips last 1–6 hours.

At the epic tier, levels 8–10, cantrips last between 2–12 hours.

Alarm (standard duration)**:** The cantrip creates a minor watch-sprite that can be instructed to scream if someone comes through an area or touches an object. Watch-sprites are notoriously stupid and sleepy, but with the right talking-to they might stay focused for the duration of the spell. At higher levels, the spell might summon little fanged spirits buzzing back and forth serving as both visual and actual deterrents.

Arcane Mark (standard duration)**:** The cantrip creates a magical sigil on an object or person. Wizards swear that all their arcane marks are visible to everyone, but people foolish enough to play cards with wizards should beware. (A deliberately invisible mark is a hard perception or magic check to notice.)

Ghost Sound: This spell creates false noises emanating from somewhere nearby. The effect is like an exceptionally good version of throwing your voice, if your voice could create a wide variety of sounds. Guards and watchmen really should learn that you can't trust everything you hear with this cantrip readily available, but really, what choice do they have? Attempted distractions with the cantrip are DC 15 challenges in adventurer environments, higher as you move into champion and epic environments . . . or the GM could let them succeed automatically if they're truly imaginative. (If someone is using *ghost sound* against the PCs? Use similar secret Wisdom-based skill checks to identify the sound as a magical fake.)

Knock: Locked door? Sealed treasure chest? You can handle it. This cantrip summons a magical servitor three to four times as big as your closed fist that swarms around the door and punches or pushes it open (depending on whether you want to be quiet or announce your presence), assuming you can succeed with an Intelligence check against the environment's DC using an appropriate magical background. Note that your *knock*-servitor doesn't do anything to avoid traps—if you want to open something *and* avoid traps, hire a rogue.

Light (standard duration)**:** This cantrip creates a fairly wide and consistent field of light, up to 30 feet in diameter. It could just be a glow from your staff, or small light elementals flitting in quick circles around you. The created light isn't bright enough to dazzle anyone or to send underworld dwellers into seizures.

Mage Hand: This cantrip creates a small telekinetic effect that lasts a round at most. It's also sometimes referred to as a "mage-slap" when higher-level wizards deliver rebuffs to their underlings. At best it's about half as strong as the wizard's own strongest hand. At worst it's half as strong as the wizard when they're weak from a bad fever.

Mending: This cantrip summons a variety of tiny (hand-sized and smaller) magical sprites who swarm over a chosen broken object attempting to mend it (over the course of 1–6 rounds). Small-scale repairs like torn wineskins, muddy clothing, a broken handgrip on a sword, and similar repairs that anyone could fix with two to four hours of devoted work gets handled in seconds. More elaborate repairs to complicated objects might require an Intelligence check, or at the GM's discretion could only be possible if the wizard has taken the Cantrip Mastery talent.

Prestidigitation: This cantrip produces magic tricks like cheaty-juggling, pulling coins out of ears, small illusions created by dancing sprites, and the basic equipment of stage-casting. One casting usually gives you a minute of fun. But the magic has nowhere near as much real world force as *mage hand*.

Spark: This is a minor fire creation spell, enough to light a pipe, or a campfire, or even a page or two of an unprotected spellbook. It doesn't work against living beings or against things that couldn't easily be set on fire with a few seconds of steady application of a candle. It's a show-off spell—wizards don't have to light fires like ordinary people. The target of the spark has to be nearby and in sight.

Cyclic Spells

Spells that have a cyclic usage can always be cast at least once per battle, and are only expended in that battle if they are cast when the escalation die is 0 or odd. In other words, if you cast a cyclic spell like *color spray* or *rebuke* when the escalation die is even, the spell is not expended and can still be cast later in the battle.

Overworld Advantage

Wizardly magic taps into the power of the overworld. While a wizard is in the overworld, their daily spells become recharge 16+ after battle.

Ritual Magic

Wizards can cast their spells as rituals (see page 192).

Champion Feat: You can cast full rituals by using all your actions each round to focus on the ritual for 1d3 + 1 rounds. As with standard rituals, your fast rituals are not meant to replace combat spells; they're a means of acquiring and improvising wondrous magical effects rather than a means of inflicting damage and conditions.

GAMEMASTER

Ritual mastery is likely to come into play more often out of combat than in combat when the wizard aims to accomplish ritual magic effects quickly instead of delaying the party and losing the momentum of the adventure.

Class Talents

Choose three of the following class talents.

Abjuration

Whenever you cast a daily wizard spell, you gain a +4 AC bonus until the end of your next turn. You can phrase the magical effect causing the protection as you like. Many abjurers create shimmering shields of magical force; others have swarming magical servitors blocking attacks.

Adventurer Feat: The bonus also applies to your Physical Defense.

Champion Feat: You gain 2d12 temporary hit points each time you cast a daily spell.

Epic Feat: The bonus also applies to Mental Defense.

Cantrip Mastery

Cantrips are at-will spells for you.

Unlike normal wizards, who use a standard action to cast a cantrip, you can cast a cantrip as a quick action.

If you or your GM create new cantrips, you can probably learn them along with the standard cantrips mentioned above, assuming you can track down someone to teach them to you or you find a written version of the spell.

If you want to do something particularly cunning or surprising with one of your cantrips and the GM isn't sure whether you could pull off that use of the spell, roll a normal save (11+) to cast the spell the way you envision it.

Additionally, you can expend a 3rd level spell slot or higher to choose one cantrip per spell slot you have given up and create a once-per-day related effect with it that is much greater, if you and your GM can agree on a cool effect that suits the cantrip.

Adventurer Feat: You can use cantrip-style versions of any wizard spell you have memorized. When you expend a spell, however, you can't make cantrip-style use of it any more. (Yes, GM, this does require some flexibility on your part, but the key is that none of these uses should be combat relevant or deal damage.)

GAMEMASTER

A wizard who invests in the Cantrip Mastery talent is telling you that they want to be able to use magic for all sorts of minor effects that will probably enhance the game, at least in the long run. The key is that cantrips shouldn't have combat usefulness. A *fireball*-inspired cantrip could be enough to send up a magical flare, but not enough to damage a monster or set a village on fire.

If the Cantrip Master wizard wants to create new cantrips that suit the spirit of minor magic, try to work with them to create something that works for everyone.



Evocation

Once per battle, when you cast a spell that targets Physical Defense, before rolling for the number of targets or making the spell's attack roll, you can expend your quick action to *evoke* the spell. Hit or miss, you'll max out the spell's damage dice. (A natural 1 on the attack roll still deals no damage. Actually, a 1 should probably damage *you* a bit.)

Champion Feat: Whenever you evoke a spell, you can reroll one of the attack rolls if that natural roll was less than or equal to the escalation die. You must take the new result.

High Arcana

Your study of the highest orders of magic gives you options that lesser wizards cannot match.

Memorization: Unlike other spellcasters, who can only choose a specific spell once, when you pick your spells, you can choose any **daily** wizard spell twice. (Note that this doesn't apply to the very few wizard spells that start as **recharge** spells.) For example, at 7th level when you have five 7th level spells and four 5th level spells, you could choose *fireball* twice as a 7th level spell, or once as a 7th level spell and once as a 5th level spell; your 3rd level spell slot can't be used for fireball because *fireball* starts as a 5th level spell.

Counter-magic: As a wizard with the High Arcana talent, you gain a bonus spell, *counter-magic*.

Counter-magic

Close-quarters spell
Once per battle
Free action to cast
Trigger: A nearby creature you can see casts a spell.
Target: The nearby creature casting a spell.
Attack: Intelligence + Level vs. MD
Hit: The target's spell is canceled, and the caster loses the action they were using for the spell. If the spell had a limited use, that use is expended if your natural attack roll is even.

Champion Feat: You can now cast *counter-magic* twice per battle.

Epic Feat: You can now cast *counter-magic* in reaction to a creature using any magical ability, not just casting a spell.

Vance's Polysyllabic Verbalizations

Most wizards use short incantations for their spells so they can mutter them quickly under the worst of circumstances. But some wizards bask in the glory of casting spells with elaborate titles and lofty vocabularies. If casting a mere "fireball" spell isn't enough, and what you really want to cast is *Rodrigo's Scintillating Plasms*, this is the talent for you.

When you take this class talent, you must rename each of your daily and recharge spells in the most over-the-top and highfalutin' style you can muster. (You can also rename your at-will spells if you like, but they *generally* won't get any mechanical advantages from being renamed.) Better yet, write down two or three full-blown and appropriate names for each spell and use whichever one suits the occasion.

To use this talent, you *must* use an additional quick action to cast your spell. Then proclaim the spell's full name, loud and proud. What do you get for your trouble? Well, you can't be sure. Your GM will add some small bonus effect that fits the spell, or fits the way you enunciated its name this time around. Whatever the GM chooses, it should add to the storytelling power of the situation. In most cases, the bonus effects won't precisely match up with what the spell normally accomplishes.

Ideally the extra effect suits the name of the spell, and the GM should never exactly repeat the same bonus effect. Even better, when you and the GM trust each other, you can suggest bonus effects and the GM will go along. And finally, on rare occasions, particularly when your spell misses horribly, the extra effect might not be entirely to your advantage.

Here are some examples: *Charm person*, cast as *Ruba's loquacious salutation*, might cause the target to prattle incessantly to you as if you were their friend even if they were not hit by the spell. For the GM, it's an opportunity to prattle willy-nilly at the players, possibly imparting valuable information hidden within the blather.

Cast as *the headmaster's disciplinary imperative*, the same *charm person* spell might cause the target to confess, albeit more reluctantly, to actions they may or may not regret, and that the PCs may or may not regret hearing.

Hold portal, cast as *the Iron Sheik's barred sanctum*, might spontaneously summon simulacrums of armed guards who harass and further slow down anyone attempting to force the door. The next time you cast the spell by the same name, those attempting to force the door might instead be taunted by sound effects of whatever they most want to obtain seeming to come through the portal.

Sleep, cast as *gorgon's rocky slumbers*, might put someone hit by it into an uncomfortable sleep, tossing and turning, and twitching and rolling. Perhaps they'll roll off a ledge and dash themselves to the rocks below. Perhaps they'll wake up damaged or temporarily weakened by their truly awful sleep.

Getting the most out of this class talent requires collaboration between GM and player, and perhaps some tolerance from the other players. Let us know how it goes.

For further examples of spell names, look up Jack Vance's Dying Earth books, Robin D. Laws's RPG *The Dying Earth*, or the RPG *Ars Magica*.

Wizard's Familiar

Your familiar is a tiny or small animal or creature that aids your magic, gives you someone to talk to when you would otherwise be a crazy person talking to yourself, and can add unexpected touches to the story when you or the GM feel moved to improvise. A familiar might or might not keep watch as you sleep, depending on whether it's sleepy.

Choosing your familiar: Familiars are smallish creatures that by definition pose little threat to human-sized combatants in a fight. Typical familiars include cats, small dogs, frogs, hawks, owls, ravens, serpents, spiders, and toads. Other creatures are possible, particularly if your wizard has icon relationships that suggest that a tiny imp, homunculus, ghostling, or raccoon would be appropriate. Wolves? Coyotes? Truly giant spiders? Too big to be familiars.

Intelligence and independence: Your familiar is probably as intelligent as a normal person. It can communicate with you most of the time, and it will stay close to your body unless you've

chosen abilities that let it roam a bit. If the GM decides that the story is improved by your familiar taking off to do its own thing (or perhaps even to fetch rescuers to get you out of that dungeon well), so be it. Your familiar is on your side but it's not perfectly in your control. If something terrible happens to your familiar and it gets blown up or eaten or otherwise destroyed, it comes back to you more or less intact the next time you get a full heal-up with a wild or magically persuasive story about how it escaped death. Alternatively, you could mourn your original familiar and get a new one. Certain elements of the Archmage's organization frown on wizards who go through too many familiars, but you're doubtless looking forward to that attention.

Not a damage target: We're not interested in tracking familiar hit points. Familiars are useless in combat, except as indicated by their abilities. Ordinarily they aren't damaged by enemy attacks and spells, but if the story calls for it, well, exceptional events happen.

Familiars' abilities: As partly magical beings, familiars can have a variety of abilities. We don't tie specific abilities to specific familiars. You can, if that suits your sense of the world better, but we're suggesting that most of the abilities that follow might be possessed by most of the possible familiars, though some of the resulting stories would be odder than others.

Choose **two** of the following abilities for your familiar. You can ignore the parenthetical examples of familiars likely to have these abilities or stick to them as gospel.

Agile: You gain a +2 bonus to Dexterity skill checks. (cat, hawk, spider)

Alert, Maybe Even Insightful: You gain a +2 bonus to Wisdom skill checks. (cat, raven)

Counter-bite: Each battle, if your familiar is close to you, it bites the *first* enemy that hits you with a melee attack after that attack, dealing 1d4 damage per level (no attack roll) to that enemy. (non-toad, though fanged toads would suffice)

Flight: Flies as well as an overly cerebral hawk, which might in fact be precisely correct. It doesn't fly that often and usually sticks with you, but it can do so when its other abilities allow. (hawk, raven, owl)

Mimic: One battle per day, you gain the use of the racial power (without feats) of one nearby ally. (raven, serpent)

Poisonous: Once per battle, when you hit an enemy engaged with you, you can add 5 ongoing poison damage per tier to the damage roll. (serpent, spider)

Scout: Once per day, your familiar can separate itself from you and make a reconnaissance run of an area or location, and it may even manage that feat unseen (easy skill check for the environment to get your familiar to scout unseen). (all)

Tough: You gain a +1 save bonus; *tough* counts as two familiar abilities if you choose it. (dog, serpent, toad)

Talkative: Your familiar can talk like a person; but note that the GM speaks for the familiar more than you do. (all)

Adventurer Feat: Your familiar gains another ability.

Champion Feat: Once per level, if your familiar is close to you, it can cast one of your spells as a free action on your initiative count, even if you have already expended the spell. The spell functions as if you had cast it.

Epic Feat: Your familiar gains another ability.

Spells

We'll start by listing the oddity in the wizard's spell list, the utility spell slot that automatically gives you more spell options as you memorize the utility spell at higher levels.

Utility Spell

When you choose spells during a full heal-up, instead of taking a standard spell, you can choose to give up a spell slot to memorize the *utility spell* at the same level. When you take the *utility spell*, you gain access to a range of useful non-combat spells of the level you memorized it or below. The variety of utility spells you have to choose from increases as you give up higher-level spell slots. You cast all *utility spells* at the level of the spell slot you gave up for them.

Choose from among the following *utility spells*:

1st level	*disguise self*
1st level	*feather fall*
1st level	*hold portal*
3rd level	*levitate*
3rd level	*message*
3rd level	*speak with item*
5th level	*water breathing*
7th level	*scrying*

For example, if you memorize the utility spell slot at 3rd level, you can cast one of the following six spells at 3rd level as a standard action: *disguise self, feather fall, hold portal, levitate, message,* or *speak with item.* You don't have to decide ahead of time which *utility spell* you will cast. You can also memorize the *utility spell* multiple times by giving up a spell slot for each use.

Adventurer Feat: Each *utility spell* you take lets you cast two spells from the available options instead of one.

Champion Feat: As above, but you can cast three utility spells instead of one.

PLAYERS

By their nature, utility spells are not balanceable. They don't deal damage or increase your Armor Class. How much mileage can you make out of *disguise self?* Maybe a lot, since it's partly up to you. *Disguise self* can let a 1st level wizard do things that no amount of damage could accomplish. The beauty of a spell without stats is that it encourages you to be clever.

1st Level Utility: Disguise Self

Close-quarters spell

Daily

Effect: This spell provides you with an effective magical disguise that lasts about ten minutes, making the skill check to avoid unmasking one step easier: easy if it would have been a normal task, normal if it would have been a hard task, and hard if it would have been a ridiculously hard task. The spell only affects your general appearance, not your size. It can be used to hide your features behind the generic features of another person or race. Using it to impersonate a specific creature makes it less effective as a disguise—GM, consider a –2 to –5 penalty depending on the degree of difficulty.

3rd level spell	The spell lasts for 1 hour.
5th level spell	The spell also provides smell; +2 bonus to any checks.
7th level spell	The spell also handles correct-sounding vocal patterns and rough mannerisms; +4 bonus to any checks.
9th level spell	You can now target an ally with the spell; you can also now use it on up to two creatures at once.

1st Level Utility: Feather Fall

Close-quarters spell

Daily

Free action to cast

Effect: When you cast this spell, it arrests your fall, letting you glide down the ground over a round or two. If you're falling a ridiculous distance, wait to cast it until you're nearing the ground or risk turning back into a non-feather at the wrong moment.

3rd level spell	You can now target a nearby ally with the spell.
5th level spell	You can now target up to two nearby creatures with the spell.
7th level spell	You can now target up to five nearby creatures with the spell.
9th level spell	You gain some control over where a target falls, like a quickly gliding feather.

1st Level Utility: Hold Portal

Ranged spell

Daily

Effect: You cast this spell on a door. For ten minutes, adventurer-tier creatures can't get through the door, not even by chopping it into splinters with an axe or blasting it with a fireball. Champion-tier creatures can batter it down; each attempt requires a DC 20 Intelligence skill check (including an applicable background) by the caster to resist the battering and keep the spell going. Epic-tier creatures can walk right through. (Yes, let the caster roll even if they aren't present; it's their magic that is holding the door shut and intact and they'll know if it's getting battered down.)

3rd level spell	The spell now lasts for an hour. Adventurer-tier creatures are stymied. Champion tier creatures can batter the door down or destroy it after three failed DC 20 skill checks by the spellcaster. Epic creatures notice that the now-busted door had magic on it.
5th level spell	Champion-tier creatures take a few minutes to force the door open. It takes actual effort for an epic creature to force it open, but they'll manage it after one failed DC 25 skill check by the spellcaster.
7th level spell	Champion tier creatures are stymied for up to an hour by the door. It takes epic tier creatures longer to get through now; three failed DC 25 skill checks by the spellcaster.
9th level spell	Now epic-tier creatures curse and pry but can't get the thing open for an hour, barring bizarre magical circumstances that we all know we should probably expect, because there is something about epic tier environments that dislikes a locked door.

Something In A Door

We suppose you could try casting the spell on a window or a porthole. But part of the spell involves keeping a solid door intact that might otherwise be blown to smithereens. So windows and portholes don't work so well. And if the opposition is powerful enough to teleport around the door or smash through the walls or floors? At least the portal held.

3rd Level Utility: Levitate

Ranged spell

Daily

Effect: Until the end of the battle, you can use a move action to rise straight up into the air or descend straight down. The spell won't move you horizontally, though you could levitate up to a ceiling and then scrabble sideways in an undignified manner. The up-or-down movement is about half as fast as your normal movement. While levitating, you take a –2 penalty to your attacks and are vulnerable to attacks against you.

5th level spell	You can now cast the spell on a nearby willing ally instead of yourself.
7th level spell	You can now cast the spell as a quick action, and the spell can now affect two targets.
9th level spell	The spell can now affect five targets.

3rd Level Utility: Message

Close-quarters spell
Daily
Quick action to cast
Effect: You send a one to two sentence message to another person you know and have touched in the last week. Sending a message to a person you can see is always easy. Sending a message to a person you can't see requires a skill check using Intelligence against the highest-tier environment that you or the sender are occupying. For example, sending a message to someone in a normal epic environment requires at least a DC 25 skill check, and possibly higher if it's a hard check because of magical interference or the GM's headache.

The maximum distance you can send a message depends on the spell's level.

- 3rd level spell — Across half a city, at most.
- 5th level spell — Across the entire city and a bit into the countryside.
- 7th level spell — Partway across the Midland Sea, or between any of the cities near each other; so from Glitterhaegen to Concord or Horizon to Santa Cora, but not from Horizon to Drakkenhall.
- 9th level spell — Across the full Midland Sea, from any city to any other city, and maybe even from the Sea Wall to the Frost Range.



We're being deliberately vague. Reliable communication across great distances kills many plots. Sporadic and half-garbled communication across such distances enlivens plots. If you're using your own world maps, choose **message** *distances that suit your game's story rather than trying to match our mile markers.*

3rd Level Utility: Speak with Item

Close-quarters spell
Daily
Quick action to cast
Effect: Speak briefly, mind-to-mind, with a magic item you are touching that is owned by you or one of your allies. If the conversation goes at all well (and it should since this is a roleplaying note you can probably only fumble for story reasons), the item's owner gets a free power recharge roll if that item's power has been expended.

- 5th level spell — You no longer need to be touching the item, it only has to be nearby.
- 7th level spell — If the conversation goes well, the item's owner gains a +2 bonus to the item recharge roll.
- 9th level spell — If the item recharge roll fails, you keep this spell, but the item you failed to convince won't talk to you until after your next full heal-up.

5th Level Utility: Water Breathing

Close-quarters spell
Daily
Quick action to cast
Effect: You can breathe underwater for the rest of the battle (or about five minutes). You become aware a couple of rounds ahead of when the magic of the spell is about to end.

- 7th level spell — You and 1d4 + 2 nearby allies can breathe underwater this battle.
- 9th level spell — The spell affects you and 1d6 + 2 nearby allies for 4d6 hours.

7th Level Utility: Scrying

Ranged spell
Daily
Effect: You can use this spell to get information you shouldn't be able to get, peering in on other people's lives for a short period of time, usually no more than ten minutes at a time. It's not infallible and there are areas that may be warded at the GM's discretion. You must have touched the person you wish to spy on in the last month. At 9th level, that duration is extended to a year.

If you use a single standard action to cast the spell, you won't get much. Scrying works best as a sort of fast ritual; concentrating on the spell for awhile with props like a scrying pool or a crystal ball works better.

What's the answer to protect yourself from scrying? Use this spell as a ritual . . . or perhaps the GM will make noticing scrying a hard skill check.

PLAYERS

Yes, if someone is scrying on you, they got near enough to touch you. Pleasant dreams.

1st Level Spells

Acid Arrow

Ranged spell
Daily
Target: One nearby or far away creature
Attack: Intelligence + Level vs. PD
Hit: 4d10 acid damage, and 5 ongoing acid damage.
Miss: 5 ongoing acid damage, and you regain the spell during your next quick rest.

- 3rd level spell — 5d10 damage, and 10 ongoing damage
  10 ongoing on a miss.
- 5th level spell — 8d10 damage, and 15 ongoing damage
  15 ongoing on a miss.
- 7th level spell — 3d4 x 10 damage, and 25 ongoing damage
  25 ongoing on a miss.
- 9th level spell — 5d4 x 10 damage, and 40 ongoing damage
  40 ongoing on a miss.

Blur
Ranged spell
Daily
Target: You or one nearby ally
Effect: For the rest of the battle (or for five minutes), attacks against the target miss 20% of the time.

3rd level spell	The spell is now a quick action to cast.
5th level spell	Miss 25% of the time.
7th level spell	Miss 30% of the time, and you can now target 1d2 creatures with the spell.
9th level spell	Miss 30% of the time, and you can now target two creatures with the spell.

Charm Person
Ranged spell
Daily
Target: One nearby creature with 40 hp or fewer
Special: This spell cannot be cast during combat or on a target that has rolled initiative to fight.
Attack: Charisma + Level vs. MD
Hit: The target believes you are their friend until you or your allies take hostile action against them (attacking their normal allies is okay). The spell works best as a type of pacifier; if you or your allies attack the target or order the target to attack its normal allies, the target can roll a normal save to break the charm effect during its turn each round.
Special: On a miss, the spell is not detectible by most others unless you miss by 4+ or roll a natural 1, in which case the target and its allies knows what you tried to do and will usually be angry about it.

3rd level spell	Target with 64 hp or fewer.
5th level spell	Target with 96 hp or fewer.
7th level spell	Target with 160 hp or fewer.
9th level spell	Target with 266 hp or fewer.

PLAYERS

Charm person is a spell that the wizard spell list and bard spell list share outright.

Color Spray
Close-quarters spell
Cyclic (cast once per battle OR at-will when the escalation die is even)
Target: 1d4 nearby enemies in a group
Attack: Intelligence + Level vs. MD
Hit: 2d8 psychic damage, and if the target has 10 hp or fewer after the damage, it is weakened until the end of your next turn.

3rd level spell	4d6 damage	20 hp or fewer.
5th level spell	6d8 damage	30 hp or fewer.
7th level spell	10d6 damage	40 hp or fewer.
9th level spell	10d12 damage	60 hp or fewer.

Adventurer Feat: Increase the hit point threshold of the weakened effect by 5 hp.
Champion Feat: On a miss, the spell deals damage equal to your level.
Epic Feat: The spell now targets 1d4 + 1 nearby enemies in a group.

Magic Missile
Ranged spell
At-Will
Target: One nearby or far away enemy.
Attack: Automatic hit
Effect: 2d4 force damage.

3rd level spell	2d8 damage.
5th level spell	4d6 damage.
7th level spell	6d6 damage.
9th level spell	10d6 damage.

Adventurer Feat: You can choose two targets; roll half the damage dice for one missile and half the damage dice for the other, then assign one set of damage dice to each of the two targets.
Champion Feat: Roll a d20 when you use the spell; if you roll a natural 20, the magic missile crits and deals double damage. (Rolling a 1 is not a fumble; this roll checks only to see if you can crit.)
Epic Feat: The 7th and 9th level versions of the spell now use d8s as damage dice.



Ray of Frost
Ranged spell
At-Will
Target: One nearby enemy
Attack: Intelligence + Level vs. PD
Hit: 3d6 cold damage
Miss: Damage equal to your level.

3rd level spell	4d8 damage.
5th level spell	6d8 damage.
7th level spell	7d10 damage.
9th level spell	10d12 damage.

Adventurer Feat: When your *ray of frost* attack roll is a natural even hit, if the target is staggered after taking the damage, it is also dazed until the end of your next turn.
Champion Feat: The target of the spell can also be far away.
Epic Feat: When you cast the spell you can change the damage type to lightning or negative energy.

Shield
Close-quarters spell
Recharge 11+ after battle
Free action to cast, when an attack hits your AC.
Effect: The attacker must reroll the attack. You must accept the new result.

3rd level spell	You gain a +2 AC bonus against the rerolled attack.
5th level spell	You can also use the spell against attacks that target your Physical Defense; replace references to AC with PD.
7th level spell	The bonus to AC/PD on the rerolled attack increases to +4.
9th level spell	The bonus to AC/PD on the rerolled attack increases to +6.

Adventurer Feat: You can now choose either of the attack rolls, in case the second one crits or is otherwise bad for you.
Champion Feat: Recharge roll after battle is now 6+.
Epic Feat: Hit or miss, you take only half damage from any attack you use *shield* against.

Shocking Grasp
Close-quarters spell
At-Will
Target: One creature engaged with you
Attack: Intelligence + Level vs. PD
Hit: 1d4 lightning damage, and the target pops free from you.
Miss: You take damage equal to the target's level from botched feedback.

3rd level spell	1d6 damage.
5th level spell	2d6 damage.
7th level spell	3d6 damage.
9th level spell	4d6 damage.

Adventurer Feat: The spell now requires only a quick action to cast (once per round).
Champion Feat: Once per battle, when you hit the target of the spell, you can also daze it until the end of your next turn.
Epic Feat: The damage dice of the spell increase to d8s.

3rd Level Spells

Confusion
Ranged spell
Daily
Target: One nearby enemy with 100 hp or fewer
Attack: Intelligence + Level vs. MD
Hit: The target is confused (save ends).
Miss: If you miss all targets, you regain this spell during your next quick rest.

5th level spell	Target with 160 hp or fewer, and the target can be far away.
7th level spell	Target with 250 hp or fewer, or two targets each with 125 hp or fewer.
9th level spell	Target with 500 hp or fewer, or two targets each with 250 hp or fewer.

Adventurer Feat: On a miss against all targets with this spell, you can choose to daze those targets (save ends). If you do, you do not regain the spell.
Champion Feat: Each failed save against the spell deals 6d10 psychic damage to the target.
Epic Feat: The save against confused is now a difficult save (16+).

Crescendo
Close-quarters spell
At-Will
Target: One or more enemies engaged with you (but see below)
Special: You can choose more than one target for this spell, but you take a –2 penalty when attacking two targets, a –3 penalty for three targets, and so on.
Attack: Intelligence + Level vs. PD
Hit: 4d6 thunder damage, and the target pops free from you.
Miss: Damage equal to your level.

5th level spell	4d12 damage.
7th level spell	7d10 damage.
9th level spell	10d12 damage.

Force Salvo
Ranged spell
Daily
Targets: One or more nearby or far away enemies (see below)
Special: The spell creates a number of force bolts equal to 1 + your Intelligence modifier. You must target a different creature with each bolt; any extras can't be used.
Attack: Intelligence + Level vs. PD
Hit: 4d10 force damage.

5th level spell	7d10 damage.
7th level spell	10d12 damage.
9th level spell	3d6 x 10 damage.

Adventurer Feat: You can now target a specific creature with more than one bolt. Once you hit that target, you must target a different creature, and so on. (Roll your attack after each bolt before picking a target for the next bolt.)
Champion Feat: On a miss, a bolt now deals miss damage equal to your level.
Epic Feat: Increase the number of bolts by 1.

Hold Monster

Ranged spell
Daily
Target: One nearby enemy with 60 hp or fewer
Attack: Intelligence + Level vs. MD
Hit: The target cannot move or use move actions (hard save ends, 16+).
Miss: The target is dazed until the end of your next turn.

5th level spell	Target with 100 hp or fewer.
7th level spell	Target with 160 hp or fewer.
9th level spell	Target with 250 hp or fewer.

Adventurer Feat: If the spell misses all targets, you regain the spell during your next quick rest.
Champion Feat: The spell can target up to 2 nearby enemies whose total hit points don't exceed the limit.
Epic Feat: Increase the limit by +50 hp.

Lightning Bolt

Close-quarters spell
Daily
Targets: 1d3 + 1 nearby enemies in a group or in a (rough) line
Attack: Intelligence + Level vs. PD
Hit: 7d8 lightning damage.
Miss: Half damage.

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

Champion Feat: A natural even hit also deals 10 ongoing lightning damage.
Epic Feat: A natural even hit now deals 20 ongoing lightning damage (hard save ends, 16+).

Rebuke

Ranged spell
Cyclic (once per battle OR at-will when the escalation die is even)
Target: One nearby enemy with 100 hp or fewer
Attack: Intelligence + Level vs. MD
Hit: The target is hampered *(only makes basic attacks)* until the end of your next turn.

5th level spell	Target with 160 hp or fewer.
7th level spell	Target with 266 hp or fewer.
9th level spell	Target with 400 hp or fewer.

Adventurer Feat: When you roll a natural even hit with the spell, you also deal psychic damage equal to double your level to the target.
Champion Feat: When you hit the target with the spell, you also daze it until the end of your next turn.
Epic Feat: When you roll a natural even miss against the target, you daze it until the end of your next turn.

Sleep

Ranged spell
Daily
Target: Before making the attack, roll 3d20 + 45 to determine the maximum number of hit points of enemies you can target with the spell. The spell can affect multiple enemies. You must target nearby enemies with the current lowest hit points first, and you don't get to choose the exact targets (except in the case of ties). If adding a creature would exceed the spell's hit point maximum, that enemy can't be a target.
Attack: Intelligence + Level vs. MD
Hit: The target falls unconscious (hard save ends, 16+; it also ends if the target takes 10+ damage).
Miss: The target is dazed until the end of your next turn.

5th level spell	Targets 5d20 + 50 max hp.
7th level spell	Targets 7d20 + 100 max hp.
9th level spell	Targets 9d20 + 200 max hp.

Teleport Shield

Close-quarters spell
Daily
Always: For the rest of the battle, once per round when an enemy moves to engage you, you can make the following attack against it as a free action before it has the chance to attack in melee.
Attack: Intelligence + Level vs. PD
Hit: Teleport the enemy somewhere nearby you can see. You can place them in combat with one of your allies, but you can't place them in a dangerous location (lava pit or mid-air or other cheesy tricks; it's a defensive teleport rather than the perfect offensive tool).

5th level spell	The teleported enemy also takes 4d10 damage.
7th level spell	6d10 damage.
9th level spell	10d10 damage.

Champion Feat: When your *teleport shield* attack misses, the spell's attack is not expended that round.
Epic Feat: You can now teleport the enemy somewhere far away that you can see; other restrictions still apply.

5th Level Spells

Denial

Ranged spell
Daily
Target: 1d4 nearby enemies in a group
Attack: Intelligence + Level vs. MD
Hit: 9d10 psychic damage, and the target is hampered until the end of your next turn.
Miss: Half damage.

7th level spell	3d4 x 10 damage.
9th level spell	3d6 x 10 damage.

Champion Feat: When you roll a natural even miss with the spell, the target is also hampered until the end of your next turn.
Epic Feat: Increase the number of targets to 1d4 + 1.

Dimension Door

Close-quarters spell
Move action to cast
Daily
Target: You
Effect: You teleport somewhere nearby that you can see.

7th level spell — Your destination can now be far away, but not so far that it is out of range of enemy attacks that can hit far away targets.

9th level spell — You can take one ally who is next to you along with you as you teleport.

Fireball

Ranged spell
Daily
Special: When you cast this spell, you can choose to cast it *recklessly*.
Target: 1d3 nearby enemies in a group. If you cast recklessly, you can target 1d3 additional enemies, but then your allies engaged with any of the targets may also take damage (see below).
Attack: Intelligence + Level vs. PD
Hit: 10d10 fire damage.
Miss: Half damage.
Reckless miss: Your allies engaged with the target take one-fourth damage.

7th level spell — 12d10 damage.

9th level spell — 20d10 damage.

Champion Feat: Casting the spell recklessly increases the number of additional targets to 1d4 instead of 1d3.

Epic Feat: Increase the number of targets to 1d3 + 1 instead of 1d3.



It's traditional to roll heaps of dice with fireball. *If you're going to use dice conventions everywhere else and roll them all for one spell, roll them here.*

Invisibility

Ranged spell
Daily
Target: You or one nearby ally
Effect: Until the end of the battle (or for five minutes out of combat), the target becomes invisible until it attacks or uses some ridiculously flashy action.

High Arcana: The duration out of combat is 1 hour instead.

7th level spell — You can now target 1d3 nearby allies (including you) with the spell.

9th level spell — Creatures made invisible by the spell have a 25% chance of remaining invisible the first time they attack or get flashy. Twice? You're visible.

On Invisibility

We don't believe in long-lasting invisibility that lets you attack without fear of becoming invisible, not for the player characters and not for the monsters. Yes, we know long-lasting invisibility is a staple of the genre thanks to the special ring that hairy-footed little guy won playing the riddle game, but that's a one-of-a-kind ring. Save long-lasting invisibility for once in a campaign stories rather than commonly available spells or powers.

7th Level Spells

Blink

Close-quarters spell
Daily
Target: You or one nearby ally
Effect: For the rest of the battle (or for five minutes), the target gains *resist damage 16+*. Enemies who can see invisible creatures ignore this resistance.

Whenever the target uses a move action, there is a 50% chance that it can teleport somewhere nearby instead of physically moving.

9th level spell — 75% chance.

Flight

Ranged spell
Daily
Target: You or one nearby ally
Effect: The target can fly until the end of the battle (or for five minutes). Your speed doesn't increase appreciably but you can move in three-dimensions.

9th level spell — When you cast the spell, you can choose one: the effect lasts for an hour OR you can target 1d4 + 1 creatures for the normal duration.

Haste

Ranged spell
Daily
Target: You or one nearby ally
Effect: On the target's next turn (not this one, if you cast it on yourself), the target gains an additional standard action.

In addition, at the start of each of the target's turns this battle, if the escalation die is even, roll a d20 and add the escalation die; on a 16+, the target gains an additional standard action that turn.

9th level spell — The roll for additional standard actions is now 11+ instead of 16+.

Invisibility Purge
Ranged spell
Daily
Targets: Any nearby enemies who are invisible, whether you know they are there or not
Attack: Intelligence + Level vs. MD, rolled by GM
Hit: The target turns visible and cannot become invisible again this battle.
Miss: If there are one or more invisible creatures nearby, you become aware of their presence. Not where they are, or who they are, but that there are invisible creatures present.

9th level spell	The spell also affects faraway targets that you could normally see.

Overcome Resistance
Ranged spell
Recharge 16+ after battle
Target: 1d3 nearby allies (you can count yourself as an ally)
Effect: Until the end of the battle, the target ignores the resistance power of any creature it targets with an attack.

9th level spell	You can now target 1d4 nearby allies with the spell.

Transfer Enchantment
Ranged spell
Daily
Special: You or an ally you are next to must be suffering from a condition caused by an enemy for you to cast this spell.
Target: One nearby enemy
Attack: Intelligence + Level vs. MD
Hit: 2d6 x 10 psychic damage, and you can transfer one condition caused by your enemies from you or the ally you are next to over to the target. If timing is required, interpret the transferred condition as if you had caused it with this spell.
Miss: Half damage.

9th level spell	2d10 x 10 damage	if the spell misses, you regain it during your next quick rest.

9th Level Spells

Disintegrate
Ranged spell
Daily
Target: One nearby enemy
Attack: Intelligence + Level vs. PD
Hit: 4d8 x 10 damage, and the target is vulnerable (hard save ends, 16+).

In addition, if the target drops to 0 hp from this attack, or drops to 0 hp before it saves against the vulnerable effect of this attack, it is gone, dusted, nothing remaining.
Miss: Half damage.
Epic Feat: You can now target a far away creature with the spell.

Meteor Swarm
Ranged spell
Daily
Special: You summon a *meteor swarm*. If you're underground, you get the ur-dark stalactite equivalent! Nothing more happens this round, but roll 1d3 + 1 to determine how many meteors you have summoned.

At the start of your next turn, even if you are unconscious or dead or have left the area, the meteors arrive one per turn at the start of each of your turns and slam into the combat area.
Target: You can make an attack with each meteor against 1d4 enemies in a group. (It works best against enemies who are unable to spread out and are forced to stand and be swarmed.) Alternatively, use the spell to level an area with high impact property damage.
Attack: Intelligence + Level vs. PD
Hit: 4d4 x 10 damage of the energy type of your choice (cold, fire, lightning).

Any allies engaged with the enemies you are targeting take one-fourth damage from each meteor that impacts the area.
Miss: Half damage.
Epic Feat: Each meteor now deals 5d4 x 10 damage.

GAMEMASTER

The way we think you should play *meteor swarm* is that anyone who has not found some teleport/fly/hide-in-shadows trick for getting away from the targets should take at *least* 25% damage from at least one meteor. The caster is flinging meteors, so someone should get winged.

Teleport
Ranged spell
Daily
Effect: You and up to 4 allies next to you can teleport to any location in the world, underworld, or overworld that you have previously visited.

When you teleport, roll a d20. If you roll a 1, something weird happened and the GM is going to send you somewhere else interesting. Otherwise, you and your allies arrive at the desired location at the start of your next turn.

Any effects of spells or items cast before teleporting are dispelled and no longer function on arrival, so it's best to wait and use such spells after you arrive.
Epic Feat: Your allies don't need to be next to you before you cast the spell, just nearby. Alternately, if they are all next to you when you cast the spell, you can teleport to a location known to one of your allies.



CHAPTER 5

COMBAT RULES

Combat works about the way you'd expect an indie version of a d20 game to work. You're making attack rolls against defense numbers and dealing damage against hit points. The system is streamlined so that it's faster and easier to improvise. There are a few added complications in combat, each one designed to improve the players' experience at the table and the campaign's story line.

COMBAT SUMMARY

Here is a summary of what each section of the combat chapter covers.

- **Combat Stats:** Initiative bonuses, attack bonuses, damage and weapons, other damage types, defenses, hit points, speed, and stacking rules.
- **Combat Sequence:** Cyclic initiative, actions during a round, and using the escalation die.
- **Combat Actions:** Types of actions, positioning on the battlefield, movement options during combat, and special movement options.
- **Special Actions:** Fighting in spirit, fleeing the battle, and using recoveries to heal.
- **Attacks:** General attack rules, crits, fumbles, missed-attack damage, flexible attacks, unarmed attacks, and two-weapon fighting.
- **Damage and Healing:** Damage rules, recoveries, becoming staggered, and falling unconscious.
- **Death and Dying:** Death rules, death saves, and optional death rules.
- **Rest and Recharge:** Quick rests and full heal-ups.
- **Combat Modifiers:** The general rules (but don't worry about them), shooting into melee, and invisibility.
- **Special Attacks and Effects:** Conditions, coup de grace, grabbed, ongoing damage, saves, resistance, situational weapon use, temporary hit points, and teleportation.

COMBAT STATS

Initiative Bonus

Your initiative bonus is your Dexterity modifier + your level.

Attack Bonuses

For each attack, roll a d20 + an ability bonus + your level (+ magic item attack bonus, if any). Depending on the attack, you might also get other bonuses. You compare your total to the target's defense, usually Armor Class but sometimes Physical Defense or Mental Defense. If the total is equal to or higher than the defense, you hit. If you attack multiple targets, make multiple attack rolls. Your class defines which ability bonus you use on attack rolls, and the attack defines the effects of a hit or a miss.

Damage

Each attack indicates a specified amount of damage it does; subtract that amount from the target's hit points. If the attack targets multiple enemies, you make a separate attack roll for each one, but only roll damage once. Heroes deal more damage with their attacks as they become more experienced and deadly.

Most damage totals for PC attacks are calculated by adding one ability score modifier to the attack's damage roll, normally represented by saying "+ Ability." Don't add the raw ability score; instead add the ability modifier (obtained d20 style by subtracting 10 from the ability score, then halving that, rounding down). But if we kept the ability score modifier to damage the same through your PC's career, the ability score contribution would soon become irrelevant. So the ability modifier portion of damage increases based on PC level, like so . . .

Damage modification based on PC level: At 5th level, PCs add double the ability score modifier to damage rolls for all attacks (and yes, negative modifiers get worse).

At 8th level, PCs add triple the ability score modifier to damage rolls for all attacks.

Spells indicate a specific number of dice to roll for damage. Weapon attacks work differently (see below). Different classes deal varying amounts of damage as they level up, often depending on whether they use weapons or spells.

Weapons

Weapons are rated by how much damage they deal. In the hands of player characters, each weapon attack deals 1 die of damage per character level + ability modifier, normally notated as WEAPON + [Ability]

For example:

- *A 1st level fighter attacking with a long sword will deal 1d8 + Strength damage.*
- *A 4th level fighter attacking with a long sword will deal 4d8 + Strength damage.*
- *A 7th level fighter attacking with a long sword will deal 7d8 + (2 x Strength damage) (since it's twice the modifier at 7th level).*

Each class has its own version of the weapon chart, showing how well members of the class use weapons of a given damage category.

Distinctions between damage categories don't have to be rigid. With the GM's permission, there shouldn't be any problem saying that the big spiked club your barbarian uses counts as a 1d10 weapon, or that the halfling fighter's oversized carving knife counts as a 1d8 longsword. If you feel that we've misplaced a weapon or two, go with your sense of what's correct for medieval weaponry—the important thing is that it feels right.

Dice Rolling Conventions

Obviously rolling huge handfuls of dice as you rise in level can become a pain. Some players love that pain, but their friends and GMs are less keen on waiting for them to finish adding up six d12s and four d6s. Up to 4th or 5th level, we're happy rolling all the dice. But after that, we like to speed play by asking each player to choose one of the following dice conventions. Of course, if you or one of your players has another suggestion that provides average results, go for it.

No roll, just average them all: Some of our players don't want to roll damage dice at high levels. They're happier just taking average damage and hoping for crits to give them a boost.

Average most dice, roll two or three of them: Rolling two or three dice for varied results preserves the experience of rolling damage. Roll between two and four dice, average the rest.

Average the normal stuff, roll the specials: Players with characters who have power attacks and sneak attacks frequently opt to average their normal damage rolls and roll the cool bonus damage that isn't always applicable.

Roll if it's cool to rule: If the drama of the situation calls for a full roll that everyone will pay attention to, go for it.

Epic level multipliers: You'll notice that some of the spells and attacks at epic levels deal damage that's expressed by a couple dice multiplied by 10. If you'd rather use a different damage convention that hits the same average, do so.

Rolling a d3

Since people have asked . . . the best way to roll 1d3 is to roll a d6 and interpret the results: 1–2 = 1, 3–4 = 2, 5–6 = 3.

Other Damage Types

In the tradition of d20 games, *13th Age* includes various types of energy damage that different monsters and characters are better at resisting or are vulnerable to. Our less intrusive *vulnerability* and *resistance* mechanics may make these damage types a bit less important to the game, but they can still make a difference in combat and to the narration of the action and special events that make d20 battles exciting.

We've decided to use the following energy types. You should describe them however you like if our default sensory info doesn't match your sense of what's going on. It's a fairly long list because it's a wide and beautiful world.

Acid: This is any type of corrosive liquid, gas, or magical substance that eats away at flesh. Drops of it cause pain, and vats of the stuff might not leave a trace of you.

Cold: You might call it ice, but it's not always solid and chunky, so we call it cold. If there are any unusual sound effects, it might be a surprising absence of sound as everything slows down.

Fire: Burn! Burn! Burn! Fire and its companion, scorching heat, are probably the most common magical ways of inflicting pain.

Force: Magical energy in a relatively pure and shimmering form. It's often accompanied by a background hum, and is most commonly encountered in wizard spells like *magic missile*.

Holy: Pure divine energy, most commonly encountered in cleric and paladin spells. It's potentially lethal to undead. Its smells and sound effects are dependent on the spell or on the GM's attitude toward the divine.

Lightning: Why? Because we think it's cooler to refer to lightning directly instead of using a scientific term like electricity. It smells like ozone and makes your fur stand on end.

Negative energy: Putrefaction energy associated with the undead. It has the smell of the grave.

Poison: Not energy, per se, but a damage type. It's frequently (but not always) associated with ongoing damage as the poison races through your veins.

Psychic: Anything that messes with a creature's mind and causes mental distress (often shown by nosebleeds, earbleeds, or a slight widening of the eyes right before a creature's head explodes).

Thunder: Because we think it's cooler to refer to thunder than to use the more scientific-sounding term: sonic energy.

Defenses

There are three different defenses, Armor Class, Physical Defense, and Mental Defense. Each uses three ability scores as part of its calculation. PCs also add their class level to their defenses.

Armor Class (AC): AC is based on how tough, quick, and alert you are (Con, Dex, and Wis). Use the middle modifier, and disregard the highest and the lowest one. Rely on it to protect you from most weapon attacks.

Physical Defense (PD): PD is based on how strong, tough, and agile you are (Str, Con, and Dex). Use the middle modifier, and disregard the highest and the lowest one. Rely on it to protect you from dragon breath, fireballs, and poison.

Mental Defense (MD): MD is based on how smart, insightful, and forceful you are (Int, Wis, and Cha). Use the middle modifier, and disregard the highest and the lowest one. Rely on it to protect you against mental enchantments, illusions, psychic attacks, and mundane trickery.

Hit Points

Hit points are based on class, Constitution modifier, and level. The total of those stats are multiplied against a "hit point factor" that starts at 3 at 1st level and rises to 24 by 10th level.

Speed

Speed, as is traditionally handled, is more tactical than the game needs. If it's important to know who covers ground faster, the GM can use common sense to make a ruling, or use stats and skills to set up a speed contest. A "speed check" could be as simple as new initiative checks to find out who moves first and fastest, or as complex as an Athletics check (using Dexterity) vs. a Path Finding check (using Wisdom); it's up to the GM and the unfolding story.

Stacking Rules

Traditionally, d20 games aren't shy about piling bonuses on top of bonuses. Stacking issues ensue.

We're opting for a somewhat simple stacking rule: in general, bonuses and effects stack with each other. The exceptions are as follows . . .

Magic item bonuses don't stack: If you have one magic item that gives you +1 AC, another magic item giving you +2 AC only provides you with the higher bonus: +2 AC.

Many condition penalties don't stack: As you'll see from looking at page 172, conditions like dazed and weakened and stunned come with attack and defense penalties, but penalties to the same stat don't stack with each other. Just use the worst one.

Powers, spells, and abilities don't stack with themselves or with other game elements with the same name: This works for both PCs and monsters. As a PC, you can use multiple powers and spells that all happen to provide a bonus to AC, and they stack. But you can't stack bonuses from two castings of *shield of faith*, nor can you can't stack bonuses from two uses of the fighter maneuver *defensive fighting*. Powers and spells that say they are cumulative are an exception: *carve an opening*, for instance, keeps stacking up crit range bonuses until you score a crit or the battle ends.

Combat Sequence

At the start of combat, each player rolls initiative for his or her character and the GM rolls for their opponents, with higher-rolling characters or enemies acting earlier each round.

Cyclic Initiative

Roll once: Each creature rolls to determine its initiative at the start of its first turn in battle (d20 + initiative bonus). Use those results to determine who goes first each round.

As a rule, you'll want all monsters of the same exact type to share the same initiative roll. In a battle against 5 gnoll warriors, it's not worth rolling initiative for each separate warrior. But in a fight against three different types of gnolls that have different initiative bonuses, sure, roll initiative for each of the three types of monster.

If the combat only has a couple monsters and they happen to be the same type, you may decide you want the monsters to act on separate initiative counts, but that's an exception.



In my game, monsters win ties.

Special Initiative Actions

Use these special initiative rules from the standard OGL rules if you like, but don't feel obliged.

Delay: By choosing to delay, you take no action and then act normally on whatever initiative count you decide to act. When you delay, you voluntarily reduce your own initiative for the rest of the combat. When your new, lower initiative count comes up later in the same round, you can act normally. You can specify this new initiative result or just wait until sometime later in the round and act then, thus fixing your new initiative count at that point.

You never get back the time you spend waiting to see what's going to happen. You also can't interrupt anyone else's action (as you can with a readied action).

Your initiative result becomes the count on which you took the delayed action. If you come to your next action and have not yet performed an action, you don't get to take a delayed action (though you can delay again).

If you take a delayed action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.

Readying an action: The ready action lets you prepare to take an action later, after your turn is over but before your next one has begun. Readying is a standard action.

You can ready a standard action, a move action, or a free action. To do so, specify the action you will take and the conditions under which you will take it. Then, any time before your next action, you may take the readied action in response to that condition. The action occurs just before the action that triggers it. If the triggered action is part of another character's activities, you interrupt the other character. Assuming he is still capable of doing so, he continues his actions once you complete your readied action. Your initiative result changes. For the rest of the encounter, your initiative result is the count on which you took the readied action, and you act immediately ahead of the character whose action triggered your readied action.

Your initiative result becomes the count on which you took the readied action. If you come to your next action and have not yet performed your readied action, you don't get to take the readied action (though you can ready the same action again). If you take your readied action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.

Actions On Your Turn

Standard, Move, and Quick actions: Each turn you can take one of each action, in any order. See Combat Actions, below.

Free actions: In general you can take any number of free actions on your turn, as allowed by the GM. Creatures can also take free actions when it's not their turn as part of a triggering condition. Talking is a free action.

Make saves last: If you are subjected to an ongoing effect that requires a save, roll that save at the end of your turn. If you are taking ongoing damage, therefore, you take the damage before you get a chance to end it.

Escalation Die

As the characters fight in a battle, they build up momentum and tactical advantages that help them defeat their opponents. This bonus to attacks that increases as the fight goes on is represented by the escalation die.

Start at +1 on the second round: At the start of the second round, the GM sets the escalation die at 1. Each PC gains a bonus to attack rolls equal to the current value on the escalation die.

Increase +1 per round to +6: Each round, the escalation die advances by +1, to a maximum of +6. You might want to hold onto your biggest attacks until a couple rounds into a battle so you're more likely to hit with them.

PCs only: As a rule, monsters and NPCs do not add the escalation die bonus to their attacks. A few of them *do* use the escalation die, but they are typically the ones that you least want getting an attack bonus!

De-escalation: The escalation die represents increasing momentum in the battle. If the GM judges that the characters are avoiding conflict rather than bringing the fight to the bad guys, the escalation die doesn't advance. If combat virtually ceases, the escalation die resets to 0. Some monsters might lower the escalation die when they appear, or by using a power.

Power triggers: Some character powers key off the escalation die, such as the skilled fighter attacks that only work when the escalation die is at 3+. Other powers and spells care whether the escalation die is even (2, 4, and 6). That's right: at zero the escalation die is nothing, nada, and doesn't count as even.

GAMEMASTER

To keep track of the escalation die, use the biggest d6 you can find. The escalation die helps to speed combat to a close when it goes on longer than normal. Players really hate monsters or magic effects that temporarily suspend the advancement of the escalation die. If you don't like the escalation die, you can skip it, but then subtract 1 from all monster defenses. But really, who doesn't like the escalation die?

If you can't find a ten-pound monster d6 like the one Rob uses, set the escalation die on top of an upturned cup or other small pedestal so everyone remembers to use it.

COMBAT ACTIONS

All the combat stuff you want to know about.

Actions

On your turn, you can take one standard action, move action, and quick action, and a handful of free actions, in any order.

Standard actions: Usually these actions are attacks, or else spells so good that they're worth casting in place of an attack.

Move actions: Usually these actions involve moving from one part of the battle to another, or maybe just moving a couple steps to a new opponent. Occasionally, a move action might involve some other type of activity like opening a difficult door.

Quick actions: These actions are quick acts like drawing weapons, opening unlocked doors, picking something light off the ground, and reloading a light crossbow.

Free actions: These actions take almost no time, like dropping something, speaking a few words or commands, taking an extra action as part of a power, or activating most magic item powers. It's up to the GM how many free actions a character can take, as well as how much a creature can say with a free action.

Substitute downward: You can use a standard action to take a move action, and you can use a standard or move action to take a quick action.

Interrupt actions: You can use one interrupt action when it's not your turn. You can't use another one until the end of your next turn. These types of actions are limited to certain classes and class powers. (At the moment, only the rogue uses interrupt actions—no one else needs to worry about it.)

Other actions when it's not your turn: In certain circumstances (see below), characters can intercept foes moving past them, make opportunity attacks, or otherwise act out of turn. These actions are usually free actions.

Position

A creature's position amounts to two things: the creature's whereabouts, and who it's contending with in melee.

Whereabouts: Each creature has a general position on the battlefield. Mostly you want to track relative position, such as who's in the front rank or which side an ambush is coming from. You can define your character's geographical location in any natural way, such as "standing behind the paladin" or "slinking along the wall while the rest of the party waits around the corner." It's understood that combat is dynamic and fluid, so miniatures can't really represent where a character "really is."

Nearby: Generally, all the heroes and their enemies in a battle are nearby. That means they can reach each other with a single move action. Sometimes, as an exception, heroes or enemies can be far away (see below).

Behind: Generally, if you're behind an unengaged ally, and an enemy moves past that ally to get to you, your ally has the option to move and intercept.



Intercepting: You intercept a creature when you move to stop an enemy attempting to rush past you to attack someone else. You must be near the enemy and the person that enemy is trying to reach.

Far Away: Generally, the heroes and their enemies are nearby each other and you can use a single move action to reach any of them (provided no enemy intercepts you). If you want to be far away, two moves away from the enemies, make that clear to the GM and make sure there's room for that maneuver. Wizards and other casters sometimes like to be far away.

Engaged: In a battle, each combatant is either engaged (locked in combat with one or more enemies) or unengaged (free).

Miniatures: We find that miniatures and markers help GM and players agree on where everyone is. We use them more as reminders of what you imagine in your head rather than as game pieces. If you happen to be using pretty maps with grids or hexes lined up on them, you'll probably want to avoid looking too closely at the markings on the map—we're advising fudging movement whenever possible—don't spend time being precise.

Movement and Melee

The combat system cares about movement and position, but only in simple/approximate terms. It emphasizes where people are and who's fighting whom, but it doesn't count squares. Miniatures are useful for keeping track of who's where and doing what, even if you're just using bottle caps.

Free

By default, characters in a battle are free. They can move freely, use ranged attacks, engage in battle, etc. If they try to move past a free enemy, however, that foe usually has the option to intercept them (see the Engagement chart on the right).

Engaged

Characters are engaged when they are in melee with foes. Usually you push the miniatures together to represents who's engaged with whom. Grognards call it "basing" your foe because your miniature's base contacts theirs. Characters who are engaged in battle have a hard time moving around without drawing opportunity attacks. The point of this rule is to give the battlefield some texture so that characters don't run all over it attacking whomever they prefer.

Engaged creatures can use melee attacks against the creatures they engage. They can use ranged attacks but doing so draws opportunity attacks from the enemies that are engaging them that they don't attack, as does moving away from the enemies they're engaged with. They can use close-quarters spells, however, without drawing opportunity attacks.

Unengaged creatures have no particular limits on how they move. They can't use melee attacks until engaged.

Engagement Chart (what you can do)

When you are engaged:	When you are unengaged:
You draw opportunity attacks if you move	You move freely
You can make melee attacks against enemies engaged with you	You can't make melee attacks
Your ranged attacks draw opportunity attacks from enemies engaged with you that you don't target	You make ranged attacks normally
Your spells draw opportunity attacks (except close-quarters spells)	You can cast spells freely
You can disengage safely as a move action by making a normal save (11+)	You can engage enemies by moving into melee with them
You can't intercept enemies	You can engage an enemy moving past you
You're considered nearby other combatants by default	You're considered nearby other combatants by default, but you can usually move far away if you want

Disengaging

You can always simply move away from the foes that engage you, but you draw an opportunity attack from each of those enemies when you do.

If you don't want to risk an opportunity attack, you can use your move action to attempt to disengage (a disengage check). If you choose to disengage, roll a normal save (11+). You can disengage from more than one foe with a single successful check, but your roll takes a –1 penalty for each foe beyond the first that you are disengaging from.

If the disengage check succeeds, you can move without drawing opportunity attacks from the foes you were engaged with. Use your move normally.

If you fail the disengage check, you don't move, lose your move action for that turn, and remain engaged, but at least you don't take opportunity attacks. At this point, the safest choice is usually to just attack and end your turn, but if you wished you could use your standard action either to move, taking the opportunity attacks, or to attempt to disengage again.

Move action: Disengaging uses a move action. If you succeed, it's like getting popped free at the start of your move. If you fail, you use up the move action to no effect. Some rogues can disengage as a quick action, but then, rogues love to break the rules.

Opportunity attacks: When a creature gets to make an opportunity attack, such as when an enemy moves away from it without first disengaging, it can make a basic melee attack against that foe as a free action during the turn of the creature that is provoking the opportunity attack. You can't use limited-use or flexible attacks for an opportunity attack, only a basic melee attack; think of it as a quick reaction to an enemy that won't give you a chance to hog the spotlight.

GAMEMASTER

In some particularly dramatic circumstance, feel free to ignore the disentgage rule in pursuit of a powerful story.

Intercepting

Generally, if you move past someone who is not already engaged, they have the option to engage you and make you stop where they are. The GM rules on what counts as moving "past" a defending character or enemy. In general, the more tactical the battle, the easier it is to intercept someone, and the GM should usually rule in favor of interception.

When someone intercepts you, you usually do not have the option of continuing your move and accepting an opportunity attack. The standard consequence of being intercepted is that you use your attack against the creature that intercepted you. On your next turn, if you're willing to provoke an opportunity attack, you can move to where you were headed in the first place.

The ability to intercept onrushing enemies isn't a license to take other actions when enemies are moving.

Targeting

Information transparency: We're not big on hiding game mechanic information from players during combat. If we were a skirmish miniatures game, we'd be one of the games that lets you measure instead of forcing you to estimate distances. When you need to know how many hit points an enemy has to figure out if they are a legal target for one of your spells, the GM should tell you. The same goes for being able to tell mooks from normal monsters and monsters with stats like large and huge creatures from normal monsters. The game isn't about getting burned by a slight mismeasurement or a spell wasted on an illegal target.

Enemies in groups: As a general rule, a spell or area-style effect that targets multiple nearby enemies *in a group* can't skip over enemies. You pick one target and attack the rest in order; you don't skip all over the battlefield. Spells that say they target multiple nearby enemies but don't specify that they have to be in a group are capable of sending magical energy in different directions, allowing spellcasters to choose targets from where they like.

Special Cases

Here are rules for special situations involving movement and melee.

Allies: Powers and spells in various classes are written with the understanding that a character's allies are the other PCs in the party with a possible addition for an animal companion. NPCs don't count as allies for abilities that are counting the number of allies that meet certain conditions. We've written the game for small adventuring parties rather than armies. Attempts by rules lawyers to claim great numbers of allies via war dogs, henchmen, sheep, camp followers, familiars, pets, trained fleas, and other cheesy dodges should be met with a) game mechanic failure; and b) flea bites and mockery.

Ambushes and surprise: Springing an ambush or surprising the enemy isn't an exact science. Sometimes it works great, other times you botch it. In situations when one side ambushes or surprises the other, start by letting the ambushing side pick one creature who will start the ambush. Then roll initiative for all members of the ambushing side.

Only two creatures get to act in the ambush round: the nominated ambusher and their highest initiative ally. The GM can choose whether to advance the escalation die after the surprise round. Sometimes it seems dramatically appropriate, other times not.

Then roll initiative for the side that got ambushed and play normal combat rounds.

Charging: There is no standard charge rule as with most other OGL games that let you move twice and still make a melee attack. That's an example of the type of tactical minis maneuver that we're not using.

Dicey moves: Playing fast and free with positioning and terrain during combat works for most of our players. But sometimes we face entirely reasonable questions about whether a character could execute a particularly interesting move during combat; for example, running quickly on a ledge above a forge to grab a burning brand before it can be stamped upon a dragon egg, quick moves across mounds of corpses, and things like that.

If we think it's more interesting that the answer isn't clear, we ask the character to make a skill check. We ask what they're planning to do and how they plan to do it, we tell them what ability score that action is going to use, and we ask if they have a background that's going to help. The DC depends on the current environment and the dice tell the tale.

If we're pressed for time to keep the action on pace and we think it's about 50/50 whether the hero could pull off a move or move as far as they want to, we just make it a 50/50 roll instead of using skills.



SPECIAL ACTIONS

Interesting actions are the spice of combat. Here are a few things you can do that are more involved than just moving or attacking or drawing a wand.

Fight in Spirit

This is a special combat action that represents not what your character is doing right this moment but rather how your character has helped or inspired party members. You take this action when you are out of the fight altogether, which is rare. Perhaps your character is in another part of the dungeon, or has been paralyzed. If your character can't do anything, then once a round you can specify how your character is still there "fighting in spirit" alongside the other party members. It sucks to have to sit and watch a fight you can't be part of, and that's what this rule is for. To earn this bonus, however, you have to come up with some story about what your character has done that could boost party morale.

For example, an unconscious barbarian might say, "The fighter has watched me rage during all these fights, and now, with me down, he feels a little bit of my rage coming on. He gets +1 on his attacks."

+2 to a stat the first time each battle, +1 thereafter: In general, you should expect to be able to talk your GM into giving any ally a +1 bonus to attacks, Armor Class, Physical Defense, or Mental Defense. The first time each battle that someone fights in spirit is special, so that can be a +2 bonus.

One bonus per round: The bonus lasts one or two rounds. If the fight is still on and you have something else to add to the story, sell it to the GM. Obviously, it's more interesting if you make up new stories, so if you keep trying to use the same story, you aren't following the spirit of this rule and you don't provide a bonus.

Out for the duration: If you're making death saves to recover or you're stunned for 1 round or you have a save to recover from an effect, then you can't fight in spirit. It's for players who would otherwise really be shut out of the fight.

Flee

Fleeing is a party action rather than an individual action. At any point, on any PC's turn, any player can propose that the fight is going so badly that the characters have to flee. If all of the other players agree, the heroes beat a hasty and successful retreat, carrying any fallen heroes away with them. In exchange for this extraordinarily generous retreating rule, the party suffers a campaign loss. At the GM's discretion, something that the party was trying to do fails in a way that going back and finishing off those enemies later won't fix. If the heroes were on their way to rescue a captive from unholy sacrifice, then naturally enough the captive gets sacrificed. Don't worry, overcoming setbacks is exactly what heroism is about. The point of this rule is to encourage daring attacks and to make retreating interesting on the level of story rather than tactics.

Note that this option is available at the GM's discretion. Some GM's don't allow fleeing in general, while others put limits on it.

GAMEMASTER

Players just *love* to get stuck in dire circumstances from which, as a special exception, fleeing isn't an option. Be sure to tell the players when they are in a situation where there is no escape, because the game improves when you find ways of increasing the players' fear without necessarily increasing the threat. Half the point of giving the players a useful option like fleeing is so you can take it from them now and then.

Rally; Rallying

Once a battle (and sometimes more often), every PC can use a standard action to rally, spending one of their recoveries and regaining hit points they've lost in combat (see Recoveries, page 168).

Since rallying is all about digging deep into what makes you a hero, you should take a moment when you rally during combat to specify what gives your character the will to keep fighting after being knocked around so badly: is it honor, pride, the mission, vengeance, a chance to outshine your rival, or something unique to the situation and your character's spirit?

If you want to rally again later in the same battle, make a normal save (11+). If you succeed, you can rally again that battle. If you fail the save, you can take your turn normally (without burning the action you would have used to recover), but you can't rally that round.

In other words: rallying once in a battle is always an option. But each time you want to rally again later in the same battle, you must succeed with a save.

GAMEMASTER

Theoretically, certain magical effects that sap a character's will to fight could prevent a character from rallying. But you would have to be cruel and abusive—or Jonathan Tweet—to set up a situation in which the heroes can't rally.

Old-school GMs sometimes flinch at the idea that anyone can heal themselves without using magic. We don't swing that way because we like the idea that heroes can recover themselves—it suits heroic drama, and we think it makes a better game. We also think of hit points as having something to do with morale and will-to-fight instead of only bone and blood. But if your picture of your world doesn't include characters pulling themselves together in the middle of combat, ignore the rally rule, find other abilities for the races and classes that rely on it most, and make your PCs work for other methods of healing.

Attacks

Most attacks follow the general attack rules, except as indicated below.

General Attack Rules

Normally when you use an attack, you declare which attack you are using and pick its target or targets, then roll the d20 for each one to find out if you hit. The attack will indicate what happens to a target that you hit (and sometimes one that you miss).

Ranged attacks: Any ranged attack (weapon, spell, power, ability, or whatever) draws opportunity attacks from enemies engaged with you that you don't target with the attack.

Spell attacks: Most spells draw opportunity attacks from enemies engaged with you, even the enemies you target with the spell. Close-quarters spells are the exception; they don't draw opportunity attacks.

Like weapon attacks, you add your level to the attack roll for spell attacks, plus any magical implement or other bonuses you might have.

Target hit points: Some spells and effects target creatures with a certain number of hit points or less. The hit point value you use is based on current hit points, not starting hit points. Do you want to hit the dragon with your *hold monster* spell? Beat it down first.

GAMEMASTER

We're not big on tormenting players by making them guess whether they hit before they decide whether to use abilities like rerolls. Keep the game moving by making hits and misses transparent. You can let players know the defense targets they're aiming for, if you wish, or keep the exact numbers secret but tell people right away whether they hit or missed.

Crits

Every attack roll that is natural 20 is a crit ("critical hit") for double damage. It's a simple rule, and it's enough damage to be frightening.

Crit effects: Standard crits deal double damage. At the GM's discretion, rolling a 20 while you have some major advantage over an opponent (such as a clean shot at the villain's magic pendant) might entail some additional superior result (such as shooting the pendant off the villain's chest).

If you get lucky and manage to double your crit damage (through the effect of a talent, power, spell or other source), triple it instead. If you manage to double your triple damage, bump it up to quadruple, and so on.

Gamemaster: We recommend doubling damage to speed play, but if you and your players love rolling lots of dice, feel free to roll double damage instead.

Crit range: The standard crit range is a natural 20. Some powers, spells, and events expand your crit range against a particular target. Each point of improvement in the crit range drops the number needed to score a critical hit by 1. For example, if the crit range expands by 2, you'll score a crit on a natural 18–20.

Fumbles

Rolling a natural 1 has no effect on the target, not even miss damage if you are using an attack that deals damage on a miss. At the GM's discretion, rolling a 1 while in a precarious position (such as balancing on a narrow ledge) might entail some other bad result (such as slipping off said ledge). You might also hit an ally if you're shooting into melee.

Damage on Miss

Many attacks specify what happens on a miss (if nothing is noted, then a miss deals no damage). The characters are some of the most exceptional and talented people around, and they rarely launch an attack to no effect, so most character attacks deal a small amount of damage on a miss, often equivalent to the attacker's level. This damage might represent minor wounds, but it could also represent the opponent becoming distracted or off balance. If an attack deals damage of a certain type when it hits, the damage dealt with a miss is the same type.

Most monsters deal no damage on a miss. Watch out for the ones that do.

Flexible Attacks

Attacks that are *flexible* are an exception to the normal decision-making sequence. When you decide to make a flexible attack, you choose your target first, make your attack roll, and then use the *natural* unmodified die result to determine which of your eligible flexible attacks to use. You still use the modified roll to determine whether or not you hit, but your flexible attacks trigger off the natural result on the die sitting in front of you.

You can only use one flexible attack at a time.

You can't use a flexible attack when you make an opportunity attack.

Most fighter attacks are flexible attacks. So are the bard's battle cry attacks. If you have some attacks that are flexible and some that are not, declare whether you are making a flexible attack or a specific non-flexible attack before you roll.

PLAYERS

Flexible attacks work well if you like to describe the action as your character attacks. By knowing whether you hit or missed with the attack, and which flexible attack effects you can choose from, you can describe the attack and followup action to match it.

Unarmed Attacks

Punching or kicking an enemy without a weapon isn't ideal for most PCs. Use the following rules for this worst-case situation.

- You make a Strength attack with a –2 penalty (regardless of your class) against AC.
- If you hit, you deal 1d6 damage for every two levels you have, plus your Strength modifier. At odd levels, including 1st level, use a d3. If you miss, no damage.
- For example, at 1st level you would deal 1d3 + Str mod damage. And at 9th level, you would deal 4d6 + 1d3 + Str mod damage.



These unarmed attack rules are deliberately ill-disposed to combatants bringing punches and kicks to a sword-and-spellfight. Fun rules for brawling when you're expected to be punching and kicking will appear in 13 True Ways.

Two-Weapon Fighting

Most anyone *can* use a melee weapon in each hand instead of fighting with a one-handed weapon, a two-handed weapon, or a weapon and shield . . . it's just that it's nowhere near as effective as doubling the skill you have with one weapon.

You fight as normal, generally using the weapon in your main hand to attack. If your attack roll is a natural 2, you can reroll the attack but must use the reroll. If it suits the story of how your character fights, go ahead and use your off-hand weapon for this rerolled attack, but you don't have to do that unless you want to.

Note that unlike some other d20 games, you do not get an extra attack for fighting with two weapons.

Some classes (and class talents) provide other advantages when fighting with two weapons. Those classes still get to use this basic two-weapon advantage in addition to whatever else they've got going.



Normally watching for one particular die result isn't all that much fun, but remembering the key-number 2 when you are fighting with two weapons is something the whole table can help you with.

Damage & Healing

In *13th Age*, damage works like other d20 games. Healing uses hit points, but also involves recoveries, which is how PCs heal to fight another day.

Damage

Damage works pretty much as normal in d20 games. Each creature has hit points. You slay enemies (or occasionally knock them out) at 0 hp. At 0 hp PCs begin using the Death and Dying rules (see next page).



Recoveries

Each PC normally starts the adventure with 8 or 9 recoveries, a stat that represents the PC's ability to heal or bounce back from damage. Many healing spells and healing potions require you to use up one of your recoveries. So does using a standard action to rally during a battle. (A few powerful true healing spells heal without requiring the use of a recovery.)

The basic mechanic when you use a recovery is always the same. You regain lost hit points by rolling recovery dice equal to your level and adding your Constitution modifier. Your class indicates which recovery die you will use (usually a d6, d8, or d10).

At 5th level, you double the bonus you get from your Con modifier. At 8th level, you triple it. For example, a 5th level barbarian with a Constitution of 14 (Con modifier +2) has been cut up pretty badly. She uses a standard action during the battle to heal, rolling 5d10 and adding double her Con modifier, in this case 5d10 + 4.

If you don't want to roll handfuls of dice at high levels, use your choice of the options listed in the *Dice Rolling Conventions* section.

Averaging recovery dice: Players should be free to gain average hit points with a recovery instead of rolling. We'll only think slightly less of them. But anyone who rolls hoping to get lucky has to be ready to swallow the bitter alternative.

No recoveries left?: In the corner case in which you're supposed to use a recovery to heal and you have none left, you get half the healing you should get and take a –1 penalty to all defenses and attack rolls until you get a full heal-up. This penalty stacks if you burn multiple recoveries you don't actually possess.

Healing NPCs: The GM isn't tracking recoveries for NPCs, and most NPCs and monsters aren't healing the way the PCs do. But if you do use a healing spell on an NPC, ask the GM to let it heal them 1d6 to 1d10 hp per level, depending on the nature of the NPC.

GAMEMASTER

If you don't want to slow the game down while people figure out whether they are going to take average hit points with a recovery or roll it, ask each player for his or her recovery option beforehand and enforce that method until the party gets to a full heal-up.

Staggered

When you are reduced to half your hit points or less, you're staggered. There aren't any special rules that will always apply to you when you're staggered, but there are a number of monsters that prey upon those who are staggered, as well as character powers and spells that function differently when they are used by staggered characters or target staggered creatures.

You'll notice that we don't specify the staggered value for monsters. In general, monsters become staggered when they take damage equal to half their hit points or more, but instead of cluttering the monster stats with another number, we leave it to the GM to rule whether a monster is staggered. If the PCs have fought heroically and the monster is a couple points above half, let the monster count as staggered if it plays better in the situation (or comes after a big hit). Or if the PCs have relinquished the momentum and the monster is just a bit below half hit points, maybe you don't want the monster to count as staggered.

If you'd rather not make that type of call, record each monster's staggered value (half its maximum hit points, rounded down) next to its HP stat.

Unconscious

When you drop to 0 hp or below, you go unconscious. You can't take any actions until you're conscious again, though as you'll see in the Death & Dying section below, you do make a death save at the start of each of your turns that will give you a chance of getting back into the fray, so stay in initiative order.

Monsters drop: When monsters drop to 0 hp, it usually means they've been slain, unless the characters' intent is to keep the monster alive and the attack seems like a potentially humane blow that could knock the monster unconscious instead. Some attacks, particularly when gruesomely narrated, don't feel like attacks that can leave the target unconscious, but we leave that mostly up to you and your group's sensibilities.

Death and Dying

Traditional d20 games have characters fall unconscious at 0 hp, with that character's player rolling checks to avoid losing more hp each turn. We'd rather give you a chance of making a dramatic comeback while still risking death if your allies haven't found a way to get you on your feet.

Down at 0 hp: When you drop to 0 hp or below, you fall unconscious and can't take any actions. But you do get to make death saves (see below).

Dead at negative half: Keep track of how far below 0 hp you go. You also die when you reach negative hit points equal to half your maximum hit points.

Healing while you're down: If you're able to use one of your recoveries (or otherwise get healed) while you are dying, ignore your current negative hit points. Start from 0 and add the hit points you've regained.

Make death saves while down: At the start of your turn, roll a death save on a d20. Death saves are hard saves (16+).

If you roll 16+, use a recovery to return to consciousness and heal up to the number of hit points you rolled with your recovery. Tell everyone what form of courage, willpower, stubbornness, or quest brought you back from the brink. But that is all you can do on your turn.

If you roll 15 or less, you take one step toward the grave. After the fourth failed death save in a single battle, you die.

If you roll a natural 20, you get to take actions normally that turn after telling everyone what inspired or caused your heroic return.

Stabilizing an unconscious character: If one of your allies is unconscious and you don't have magic to heal them, you can still stabilize them and keep them from dying. Get to their side and make a DC 10 healing skill check using Wisdom as a standard action to stabilize your ally. Failure wastes your standard action, but at least it doesn't hurt your friend. Success stabilizes your ally. If your stabilization check is 25+, you treat their wounds so quickly that it only takes a quick action; you can use your standard action normally that turn.

A character that has been stabilized isn't safe yet, nor are they up. A stabilized character is still unconscious, rolling death saves on their turn, but failed death saves no longer take them a step closer to death. Ignore failed death saves while stabilized.

Healing potions are great: Feeding a dying character a healing potion always takes a standard action. It also always lets the downed character use a recovery and gets them on their feet . . . but the character feeding the potion doesn't have any chance of rolling high and getting away with only burning a quick action on their turn.

Optional Lasting-Wound Rule

With this optional rule, there are consequences for being seriously injured and almost killed. If you're dropped to 0 hp or below one or more times during a fight, you take a lasting-wound.

Each lasting-wound you have reduces your maximum hit points by an amount equal to 2 + your level. Lasting-wounds are cumulative until you get a full heal-up (but you normally don't take more than one lasting-wound each battle for dropping to 0 hp or below). You still won't count as staggered unless your current hit point total is half or less of your maximum hit points. A full heal-up removes all lasting-wounds.



Jonathan doesn't use this rule. I only use it when exceptional circumstances make everyone at the table want *to see some lingering consequence of a terrible mangling/crushing/burning near-death. (I can hear my players saying "What he meant was, 'Never.'")*

Optional Meaningful Death Rule

Jonathan actually doesn't allow PCs to just die fighting nameless monsters. In fact, he likes the rule from *7th Sea*™ that PCs can only be fully slain by named villains. The bright side is that PCs who fail four death checks in his game don't die, they just fall into a coma and can't be brought back to consciousness during combat, only once they're fully out of danger. The dark side is that Jonathan's nameless NPCs are more than willing to take unconscious PCs to named villains for a proper ritual sacrifice.

Rest and Recharge

After each battle, you can use a quick rest to get ready for the next battle. After about four battles, you'll typically earn a full heal-up.

Quick Rests

The time spent on a quick rest isn't so much a true rest stop as it is clearing your head and catching your balance after a fight. Unless the GM is being a stick, you can always get a quick rest between battles.

Healing during a quick rest: When you take a quick rest, you can use as many recoveries as you want to heal yourself (or all the recoveries you've got if you don't have enough left to heal to maximum hp!). You might have access to healing potions or spells that will give you more healing per recovery, or maybe you'll be stuck with the flat rolls.

Required healing: If you are staggered when you take a quick rest, you *must* try to heal yourself, either using a recovery or getting the benefits of a spell that provides some true healing. If you're damaged but not yet staggered, it's up to you whether you choose to heal yourself.

Roll to recharge powers: For each recharge power that you used in the last battle, roll a d20 to see if you keep the power for your next battle or lose it until after your next battle. You have to roll the power's recharge value or higher to use it again.



Jonathan and I disagree about how often you should roll to recharge powers. Jonathan says you should only get one recharge chance immediately after the battle in which you used the power. Mathematically he's right, and you shouldn't let players abuse the system; they should only get one recharge roll after each real battle. But I think it's more fun to let players use recharge powers, and then let them make recharge rolls for all used powers during a quick rest.

Jonathan disagrees with me. I quote his email on the topic:

> Rob loves liberty and spontaneity. That's what your version offers. Jonathan loves limits and denial. This seems to be a picky little rule that symbolizes our opposite spirits. Hard for us to agree.

I now agree with Jonathan enough that I give PCs extra attempts to recharge powers after fights only when they've acquitted themselves extremely well and deserve a cookie.



I now agree with Rob enough that I wrote the glossary entry for recharge and used Rob's rule.

Full Heal-ups

Fate, karma, or some other subtle and unseen force propels the heroes through their adventures. As heroes, they prevail when they press on, not when they retreat and lick their wounds. Once the characters have fought about four battles, they earn a full heal-up. Lots of times, the characters take their heal-up by resting or by celebrating back in town. The characters have earned the heal-up and should enjoy it. Sometimes, however, the heal-up occurs in the middle of an adventure rather than at the end. Sometimes a paladin says pithy words over the fallen foes, and with that single sentence the battle-weary party regains the spirit and the strength to fight on.

Roughly four battles: The GM determines when the party has earned a full heal-up. Canonically, fighting four average battles gets you a heal-up. If the battles are tougher, you get the heal-up after fewer of them, and weaker battles means more of them between heal-ups. This rule helps the party manage its resources, because you know about how much opposition you're going to need to get through.

Reset hit points, recoveries, and powers: Your hit points reset to full. You regain any recoveries you've used. All expended powers are regained or recharged (so that powers that are "daily" are actually "per heal-up").

This rule allows "per day" powers and spells to remain balanced relative to each other regardless of whether the party is fighting once per week or seven times a day. Another feature of this rule is that when the party has been beaten down, the best way to recover is to press on and win a few more battles.

Forced heal-up: If the party is short of a heal-up but is too beat up to press on, they can retreat, tails between their legs. Provided they can find some sort of safe place, they can get the heal-up that they haven't earned in battle. But taking the heal-up entails a campaign loss. At the GM's discretion, the party fails to achieve one of their goals, and they fail in some way that simply defeating the bad guys the next time around with your healed-up party won't fix. Don't worry; occasional setbacks make for a more engaging campaign.

Combat Modifiers

In general, if you can do without a modifier, you should. It's more important that combat proceed quickly around the table than that it proceed accurately according to mechanical correspondence with the imagined fantasy world.

The universal combat modifier is +2 when you have advantageous circumstances. You can often talk your way into a +2 bonus, but good luck getting anything better than that. The bonus should relate to some special circumstance of the battle, not just to something abstract or generic, such as flanking.

Similarly, –2 is the right penalty for adverse situations. Throwing a spear at a far away target? Use a –2 attack penalty. The target has cover that matters? Use a –2 attack penalty. That's if you care about the problem at all, because our advice would be . . .

Don't Sweat Modifiers

In general, don't worry about modifiers for range, flanking, position, fighting across corners, etc.

Ganging up: There is no standard bonus for ganging up on an enemy. For some creatures (like rogues with their Sneak Attack talent), ganging up is its own reward. Some monsters have gang-up powers too.

GAMEMASTER

If you want more combat modifiers than *13th Age* uses, feel free to port bonuses in from another system and use those. Another option, however, is to invent special and unique sources for combat bonuses. It's more interesting to get a +2 bonus to your attacks because you're a dwarf fighting in the ancient dwarven Hall of Blood, or because you have probed your enemy's weaknesses in its dreams than because you're flanking it. Also, make free use of the dazed and weakened conditions. If an effect is worth worrying about, it could be worth a 4-point swing in attacks or defenses.

Shooting into Melee

What's the easiest rule we can think of that also lets you shoot your friends in the back?

Friendly fire rule: There's no attack penalty when using a ranged attack to target an enemy that is engaged with one or more of your allies. But if you get a fumble (roll a 1), reroll that attack considering the engaged ally as the target. If there are multiple allies, the GM rules which ally is the target.

Of course the rule also applies to monsters and enemies.

Invisibility

There are a couple of types of invisibility effects in the game: a spell or two for the PCs, and a monster power or two for the GM. Our version of invisibility is a lot less fiddly than most d20 games. If you want to sneak around invisible outside combat, you get a big modifier to any sneaking around skill checks, +5 at least unless you're dealing with creatures who can smell or otherwise detect you as soon as look at you.

But once you start a battle, or once enemies know you are in the area, our invisibility powers aren't perfect. You're hidden, but once people know you are around, they are able to see disturbances in the air and in the aether, a sign that someone is roughly . . . about . . . there. . . .

So attacks against invisible enemies have a 50% chance to miss completely, before the attack roll. Attacks that miss in this fashion don't deal any damage or have effects on the invisible creature, though other effects on a miss might occur.

Special Attacks and Effects

Unless you've somehow managed to bring the party of the bland into the land of the vanilla monsters, attacks, spells, and other effects come into play rather frequently during combat. Here are the rules for those situations.

Conditions

13th Age uses the following conditions. You can only be affected by the same condition once at a time; for example, if two effects would daze you, the worst one affects you and you ignore the daze portion of the lesser effect. Similarly, penalties from these conditions don't stack. If you're both weakened and stunned you only take a –4 penalty to your defenses (plus other different effects).

Confused: You can't make opportunity attacks or use your limited powers. Your next attack action will be a basic or at-will attack against at least one of your nearby allies, usually determined randomly. If you don't have any nearby allies, you either do nothing much or, at the GM's option, act in a strange confused manner that suits the story.

Derro sages can use their psychic powers to confuse you.

Dazed: You take a –4 penalty to attacks.

An imp's blight jet *can daze you.*

Fear: Fear dazes you and prevents you from using the escalation die.

Boar demons (nalfeshnees) cause fear.

Hampered: You can only make basic attacks, no frills. You can still move normally. (Fighters and bards, that also means no flexible attacks. Monsters, that means no triggering special abilities for specific attack rolls.)

When a green dragon's poison breath hits you, you're hampered.

Helpless: If you're unconscious or asleep, you're helpless and a lot easier to hit. While helpless, you take a –4 penalty to all defenses and you can be the target of a *coup de grace.*

When a medusa starts turning you to stone, you're making last gasp saves and you are helpless.

Stuck: You can't move, disengage, pop free, change your position, or let anyone else move you without teleporting. You're not otherwise penalized, necessarily.

When a giant web spider gets you, you're stuck.

Stunned: You take a –4 penalty to defenses and can't take any actions.

When an owlbear rips your arm off, you're stunned.

Vulnerable: Attacks against you have their crit range expanded by 2 (normally 18+).

Ghouls make you vulnerable.

Weakened: You take a –4 penalty to attacks and to defenses.

Vampires weaken you.

Coup de Grace

It's easier to take out a helpless enemy, but you have to concentrate on the attack. When you attack a helpless enemy you're engaged with, you score an automatic critical hit if you follow these three steps:

- Skip your move action and your quick action that turn.
- Make a standard action attack on your turn against the helpless enemy you are engaged with.
- Your attack only targets the helpless enemy; you're focusing the entire attack against the helpless foe, even if the attack would normally target multiple creatures.

Diehard

These restrictions on eliminating a downed enemy usually function as protection for the PCs, who spend more time unconscious than most of the monsters.

Grabbed

Some monsters grab you. Generally they grab you after a successful hit. Most monsters can only grab one creature at a time, but there are exceptions. A creature can let go of a creature it is grabbing as a free action.

Individual monsters may add extra effects to their grab, but here are the basics: when you're grabbed you are engaged with the creature grabbing you and you can't move away unless you teleport, somehow pop free first, or successfully disengage. Unfortunately, your disengage checks take a –5 penalty unless you hit the creature that is grabbing you the same turn that you're trying to disengage. In other words, when you attack a creature grabbing you, it's easier to get away from it.

If you are smaller than the creature that is grabbing you, it can move and carry you along with no problem. If you are the same size or larger, it has to let go of you if it wants to move.

Grabbed creatures can't make opportunity attacks. That also applies if the creature grabbing you decides to let go and move away from you; it doesn't have to disengage or take an opportunity attack from you, it just leaves you behind.

Grabbed creatures can't use ranged attacks, although melee and close attacks are fine.

The creature grabbing you generally gets a +4 attack bonus against you, so you'll want to get away unless you're super macho.

GAMEMASTER

We don't like using grabs unless it's the core of what a monster is about, and even then we may opt for different attacks that accomplish something similar. Don't feel any obligation to allow anyone to make grabs, and don't use these rules for just any old attempt to hold on to someone. These rules cover serious claw- and tentacle- and pincer-aided holds for monsters that are big enough to pick people up. The rules are more interesting when they are an exception, something that makes some big monsters scary, rather than rules you have to worry about whenever you fight an ogre.

Puny grabs: We don't want general grappling rules. If you decide to allow normal PCs and monsters to grab hold of people, try something like this: their puny grabs are like real grabs but they don't prevent opportunity attacks, don't provide an attack bonus, and only apply a –2 disengage check penalty.

Ongoing Damage

A creature (including PCs) taking ongoing damage takes that damage at the end of its turn immediately before it rolls its save (11+ unless otherwise specified) against that ongoing damage. Success with the save means the creature won't take the damage again; failure means the effect will be repeated at the end of the creature's next turn.

Unlike some earlier d20 games, the ongoing damage amounts in our game are calibrated to work well when they stack. For example, if the Efreet with the flaming sword has hit you twice with an attack that deals 10 ongoing fire damage, you'll take 20 fire damage at the end of your turn, and then roll a save against each of those ongoing damage effects (two total).

End of the battle: Once a battle is over, the PCs are presumed to automatically make their next saves. A player is welcome to narrate how their character shakes off the attack.

GAMEMASTER

Rolling multiple saves against ongoing effects that deal the same type of damage is easier on PCs because they're likely to save against at least part of the damage. Combining all the damage into one big save is more dramatic, and if you want to speed things up, feel free to combine saves.

Saves

The save mechanic, a d20 roll with no standard modifiers, handles everything from power recharge to saves against power effects to death saves. There are three difficulty values for saves. If a save doesn't specify what type it is, it's a normal save, 11+.

Easy: Roll 6+ on a d20
Normal: Roll 11+ on a d20
Hard: Roll 16+ on a d20

About modifiers: There are no standard bonuses to saves; unlike most d20 rolls in the game, you don't add your level or an ability modifier. But there are occasional talents, feats, and magic items that provide small bonuses to saves.

End of turn: If you get to make a save to end an ongoing effect, such as shaking off the effects of a poison, make that save at the end of your turn.

Resistance

Resistance to energy types and to any other type of damage is rated as a number corresponding to the attacker's natural d20 roll. The higher the number, the more resistance you have. Generally we use resist [damage] 12+ as the low end, resist [damage] 16+ as serious resistance, and resist [damage] 18+ as extreme resistance that's hard to overcome.

Failure to penetrate resistance halves the damage: When an attack with a damage type you are resistant to targets you, the natural attack roll must equal or exceed your resistance number to deal full damage. If the roll is lower than your resistance, the attack only deals half damage.

For example, a fire giant has *resist fire 16+*. A wizard attacking the giant with a *fireball* has to roll a natural 16 or higher on the attack roll to punch through the giant's resistance and do full damage. If the wizard rolls 15 or less, she only does half damage with the *fireball*, whether or not it hits.

Ongoing damage: If you take ongoing damage of a type you resist, use the original attack roll to determine whether you take the full amount of ongoing damage or half the amount (rounded down).

Immunity to normal energy: Any creature with resistance to an energy type is immune to normal energy of that type. A fire giant, or a PC using a *resist energy* spell, can walk through regular fire and crawl in lava without being hurt. But magical attacks, magical weapons, and spells are different: the damage they do can get past the resistance because of the will and magic behind them—they aren't normal/mundane elements of the world.

The corollary is that when a creature seems like it should be immune to a specific nonmagical energy, you could tell yourself that it has *resist [energy] 2+*. Creatures like demons are probably immune to normal fire, but we haven't wasted time calling out such minor notes. Apply this logic wherever you need it to make sense of monsters' environmental niches.

This resistance = immunity rule only applies to energy types, not to creatures like skeletons that have *resist weapons 12+*. They're not immune to non-magic weapons.



Damage sources that don't have attack rolls: If there's an automatic damage effect that feels like it should have a chance of being reduced by resistance, go ahead and fake an attack roll to see if the effect penetrates resistance for full damage or only deals half.



Jonathan likes the idea that any resistance provides immunity to nonmagical energy. Otherwise we've never seen eye to eye on how resistance should be used in the game. I say that resistance that still allows half damage when attacks fail to penetrate is more fun and keeps the game moving. Jonathan prefers all-or-nothing resistance and thinks resistance that allows half damage is namby-pamby.

Situational Weapon Use

Our basic weapon dice rules support the traditional idea that bigger weapons deal more damage. But we've moved away from that a touch with characters like the rogue, and Rob thinks there are other situations when it is fun to go ahead and flip the dice you get from your weapons. When the action in the story backs it up, Rob sometimes flips the dice you can get from a weapon, saying "This is a job for daggers" and letting the character roll the same damage dice as their sword or axe normally uses, while ruling that the axe and sword are too big for the situation and will use smaller dice like those of a dagger.

Examples include being grabbed by a monster, or fighting in a tight pit in the darkness, or cutting your way out of a monster's stomach. In each of these situations, the visuals of the story suggest that the best thing to do would be to draw a dagger or small weapon and fight or cut your way out. It feels cool. It makes sense from the story. And if you use this optional rule in memorable situations, you'll have players who get interested in having magic daggers available to complement their normal weapons. And magic daggers? They're quirky little bastards.



I never let players get out of a jam this easily. Being forced to use a small-dice weapon every once in a while keeps the brawny barbarian from taking their big axe for granted.



We agree that's it's a good thing to tell characters they should be using their daggers at times instead of their other weapons. And I see Jonathan's point, lodged ever so lightly in the players' backs. Maybe I'll do it his way sometimes.

Teleportation

Teleportation is an effect by which a creature moves instantaneously from one location to another. As a rule, teleportation doesn't draw opportunity attacks but some spells that create teleport effects do draw opportunity attacks against the caster.

A teleport effect in itself doesn't trigger opportunity attacks from enemies who are engaged with the teleporting creature before or after the movement. As a rule, abilities that allow teleportation don't draw opportunity attacks—the high elf's *highblood teleport*, for example, disregards the presence of engaged enemies. When a spell like *blink* or *touch of evil* allows the target of the spell to teleport as a temporary ability, using the ability doesn't draw opportunity attacks. The same goes for teleport effects forced upon enemies.

On the other hand, many teleport effects occur as a result of a spell being cast. Spellcasting rules don't change because you are casting a teleport spell. If you cast a ranged spell that draws opportunity attacks and it also happens to have a teleport effect, you will take opportunity attacks from enemies engaged with you when you cast the spell. Note that it is the spellcasting that draws the opportunity attack, not the teleport effect.

For example, *the Queen's shadows* is a ranged sorcerer spell that offers a chance of teleporting. If you cast the spell while engaged with an enemy, you draw an opportunity attack from that enemy. Moving using the teleport effect if you hit with a natural even attack roll, however, doesn't draw an attack itself. So if you're smart, you'll teleport somewhere you can't be engaged easily, allowing you to use the spell again without taking opportunity attacks.

Similarly, you could use a teleport effect on an ally who is engaged with enemies and your ally won't draw opportunity attacks when they blip away.

Temporary Hit Points

Temporary hit points represent a boost of courage, a swarm of guardian spirits, or some other beneficial effect that keeps a character from harm. When you gain temporary hit points, keep track of them separately from your regular hit points. Temporary hit points don't stack; when you gain more temporary hit points while you still have temporary hit points left, use only the higher amount and ignore the lower amount.

When you take damage, subtract it from your temporary hit points first, and only apply damage to your regular hit points after the temporary hit points are used up.

Temporary hit points reset to 0 after a battle and drop to 0 when you roll initiative.

An Example of Combat

The adventuring party consists of four 2nd level characters (whose stats can be found online at **13thage.com**):

Korin Ironhand, a male dwarf fighter (played by Tom);
Yani Darkshadow, a female halfling rogue (played by Mark);
Ryisha Noir, a female human cleric (played by Wes);
and
Tallos Silvereyes, a male high elf wizard (played by Kate).

Luckily for the players, Rob is the GM.

The adventurers are following a washed out trail across rocky, broken hills on their way to the village of Grayson's Crossing when the path leads to a rickety wooden bridge over a deep, dark cleft. Rob calls on everyone to make Wisdom checks as the PCs approach the bridge, assuming that they are being wary. It's a normal check for adventurer tier to spot the lurking enemies—DC 15. He totally skips the part where the GM makes the players explain exactly how they approach the dangerous area, since he knows his paranoid players would slow the game to a crawl. Yani, using her +4 Imperial Scout background, easily notices scaly humanoids waiting in ambush behind bushes on the other side of the bridge. She shouts a warning to the group.

Rob says, "Well, since you've let everyone know you've seen the ambush, including the five lizardmen in the grass, they leap to their feet with growls and look like they're going to charge across the bridge to attack. Go ahead and roll initiative!"

While the players are rolling initiative, Rob rolls initiative for his monsters, one roll for the 3rd level leader and another for the four lizardman savages following him. (If you already noticed that there is no lizardman leader on page 237, you'll also have guessed that Rob just added a level to the stats for the 2nd level savage to create the leader; took fifteen seconds.)

Each player rolls a d20 and adds their initiative bonus, calling out their totals to Rob. (As a human, Ryisha gets two rolls and uses the better.) Rob tracks the initiative order on notebook paper: Yani, Korin, the savages, Ryisha, Tallos, and the lizardman leader.



Rob tells Mark, "Okay Yani, the lizardmen have spears and are getting ready to charge across the bridge, what do you do?"

Yani's player, Mark, considers the terrain and hopes Korin will act before the lizardmen, saying, "Korin, hold the bridge." Mark makes a *shadow walk* attack against the enemy with the best Mental Defense, in this case the leader, rolling a 15 on a d20. Yani has a +5 bonus for that attack, giving her a 20, which is more than enough. "I disappear!" says Mark. Rob points out that a cool ability deserves a cool narration. "What would it look like in a movie?" he asks. Mark says, "Where Yani was standing just a moment ago, there's now nothing but a swirl of dust in the air." Mark picks his mini up off the table with a flourish. Mark then tells Rob he's done.

Korin is up next. Tom heard Mark's advice but knows that his character would rather charge an enemy than guard a bridge. "Korin hefts his axe, yells a battlecry for clan Ironhand, and rushes to the end of the bridge, engaging and attacking the front lizardman." Wes interrupts, shouting, "No, the bridge is a trap," because that's the kind of assumption Wes likes to make when people don't follow his notion of the plan. Tom looks at Rob as if rethinking his reckless move. To keep the action rolling, Rob makes up some crazy story about how Korin can tell that the bridge is actually dwarf-built and set to last another couple ages. Korin runs across the bridge, the fight is on, and recurrent jokes about dwarf-built architecture enter the campaign.

As a fighter, Korin makes a basic melee attack. Tom rolls a d20, getting a 14, and adds his attack bonus (+8) to it, telling Rob that his attack is a 22 against AC.

Rob checks the savage's AC, which is a 17, and tells Tom that Korin hit. Tom rolls 2d8 (11) and adds his +5 Str modifier and +1 magic weapon bonus in for a total of 17. Because Korin is a fighter, he also gets to choose different effects based on the natural result of his attack roll (flexible attacks). With the even number (14) that he rolled on this attack, he uses his *defensive fighting* maneuver. That maneuver gives Korin a +2 bonus to AC until his next turn, which will come in handy since he's now the main target for the lizardmen. Tom then narrates Korin's attack to fit the maneuver: "I lash out at the monster's leg, then spin full circle into a defensive crouch with my shield up high."



Rob subtracts the 17 points from the lizardman's total, dropping it from 32 to 15. Since the monster went under half its hit points, Rob tells the group that the axe blow staggered the savage and describes the deep gash on the lizardman's leg. Then Rob sees that it's the savages' turn in initiative order.

Rob decides that the staggered lizardman already engaged with the dwarf and one other savage will attack Korin.

Rob rolls two spear attacks against Korin first, getting a 4 and a 14, and adds each savage's attack bonus of +7 to the roll for a total of 11 and 21 against Korin's AC. Normally the 21 would hit his AC of 20, but because of the *defensive fighting* bonus, Korin's AC is 22 and it's a miss. Cheers go up around the table.

Next up are the other two savages, who leap onto the bridge behind Korin, moving across and engaging Ryisha, who's just ahead of Tallos. As the first savage moves toward Ryisha, Tom says, "Hold on, he's headed for Ryisha? I'm going to try and intercept using Skilled Intercept." "You know you'll only get away cleanly from one of the guys on you, right, the other one will take an opportunity attack," says Rob. Tom waves that off since he trusts in Korin's armor, but he rolls only a 7 when he needed to roll an 11+ to pop free from engagement and intercept the enemy moving to Ryisha. "You've got heavy armor, clerics can take it," says Tom to Wes, trying to be encouraging after his own failure.

Two lizard man savages end up attacking Ryisha. One roll is a clear miss, but the other is a 17 for a total of 24 with his +7 attack bonus—a hit! Damage for the monster attacks is a static value, so Rob tells Wes that Ryisha takes 7 damage, and Wes subtracts that amount from Ryisha's 32 total hit points, leaving her with 25. Even worse, when a lizardman savage hits with a natural 16 or better, it can also make a bite attack the same turn. Rob rolls again and gets a 10, for a total of 17 vs. Ryisha's AC. Another hit! The bite deals 5 damage, but even worse, it sets Ryisha up for a *ripping frenzy* attack next turn if Ryisha is still engaged with that savage. Rob raises his eyebrows archly while Wes lowers Ryisha's hit points to 20. Rob then tells Wes that it's Ryisha's turn.

As a cleric, Ryisha is the party's healer. As she's lining up a mace strike against one of the savages on her, Wes decides he'd better have Ryisha heal herself before things get too dicey. But first the attack! He isn't willing to expend a daily spell yet, so he makes a basic melee attack with the mace and rolls a 5. Ryisha's bonus is only +5, so a 10 vs. AC misses. Dang! But even on a miss, she deals damage equal to her level (2). Rob describes her swing as throwing the savage off-balance, reducing its hit points from 32 to 30.

Two points of damage is fine and all, but Ryisha needs healing. Wes says, "Ryisha calls out to the Gods of Light and channels healing energy into her wounds." Wes then marks off one use of Ryisha's *heal* spell. She can use that spell after attacking because it only takes a quick action, and she doesn't take opportunity attacks from the savages because it's a close-quarters spell. Rob says, "The countless jagged teeth of a lizardfolk are clamped down on your mortal body, ready to rip you open. How exactly do you cast that spell?" Wes thinks for a second and makes up something theological about the total need of the soul in the face of the gods and how that reflects his total need of the flesh. The other players nod in appreciation. Now Wes rolls for the healing. Clerics use d8s for recovery dice, and since Ryisha is 2nd level, Wes rolls 2d8 (7) and adds Ryisha's Con mod (+1). Ryisha also has the Healing domain, so she gets to add twice her level (4) to the roll as well, for a total of 12 healing. Ryisha's hit points go from 20 to 32, good as new. "Total need," indeed.

Ryisha has used her standard action and a quick action, but still has a move action left. As a cleric, she could create an invocation with a quick action (using the move action as a quick action instead). Wes actually thought about that before healing, but decided that an invocation wasn't necessary this battle. Instead, Wes decides to have Ryisha try to disengage from the two savages if she can. He rolls a normal save on a d20 for a disengage check, needing to get a 12 or better (normally 11+, but he's –1 for each additional enemy), but only rolls an 8. Fail! Wes looks at Kate and says, "A little help here wizard!" ending Ryisha's turn. Talking doesn't take an action.

Now it's Tallos's turn, and even though the cleric just healed herself, Tallos sees that those lizardman teeth are still clamped down on her. Tallos decides to help her and leave the lizardman leader for others to worry about. The savages didn't engage Tallos, so he's free to cast without worries. Knowing that Yani will reappear out of the shadows next round, Kate says, "Tallos raises his wand and mumbles out a few arcane words, firing a *ray of frost* at the savage chomping on Ryisha." Kate gets an 11 on her attack roll, and adds her attack bonus for the spell of +5, for a total of 16. That wouldn't hit the savage's AC, but this is an attack against Physical Defense, since it's the sort of thing you dodge rather than block with armor. Tallos hits for 10 cold damage against the savage, dropping it to 22 hit points. Then Kate has Tallos back away from the combatants, telling the group that there's no point getting herself tangled up in that mess.

The last combatant in initiative order is the lizardman leader, and Rob decides that he will gang up on Korin. The leader rushes in and attacks with his spear, and Rob rolls a 19 and adds its attack bonus of +8 for a total of 27, an easy hit. Korin takes 10 damage, and since Rob rolled above a natural 16, the leader gets to make a bite attack as well. Rob rolls a 12, getting a 20 with the +8 attack bonus. Luckily, that's a miss because of Korin's *defensive fighting* AC bonus. No *ripping frenzy* for Korin!



The leader's turn is over, and that's the end of the first round. Now the second round begins. First, Rob takes out the six-sided escalation die and sets it out with the one facing up; now all the PCs get a +1 bonus to attacks! Rob says, "Okay Yani, you're up."

Mark thinks about the scene and decides that Korin can probably hold out for a little longer. Yani used her *shadow walk* ability last turn, so this turn she can appear anywhere nearby that she could have moved to normally and she will deal double damage with an attack that hits. Mark says, "As if from nowhere, Yani suddenly appears behind the savage that is about to rip Ryisha a new one. And she . . . (rolling a d20 and getting a natural 20, a crit, for a total of 29 with her +8 bonus and +1 escalation die bonus) . . . plunges the blade into the creature's back."

As the table cheers, Rob replies, "You certainly do. How much damage?"

Mark rolls Yani's weapon damage (2d8) for 4 and adds +5 for Yani's Dex mod, for a total of 9. Then, since the savage is engaged with Yani's ally Ryisha, Yani can add her sneak attack damage in and rolls a d8 for 5, giving her a total of 14 damage. But since Yani scored a crit, she gets to deal double damage, which would make it 28 damage. But even better, Yani's *shadow walk* allows her to deal double damage on a hit, so she instead gets to deal triple damage. Mark announces to the table that Yani just hit for 42 damage.

Rob invites Mark to narrate exactly how Yani destroys the lizardman that thought it was about to rip into the cleric. The explanation involves a lot of spatter. Play continues in initiative order, with Korin, then the savages, then Ryisha and Tallos, and finally the lizardman leader. Each new round, Rob increases the escalation die by 1, making it easier for the PCs to hit with their attacks. Soon the PCs defeat the monsters handily, as happens in a lot of combat examples.



CHAPTER 6

RUNNING THE GAME

This chapter covers what you need to know to run fun *13th Age* campaigns. The first section discusses ways of using icon relations. The next few sections are directed to the GM and provide rules for setting DCs, creating traps, building balanced (and unbalanced!) encounters, and advice on party healing and game pacing. The leveling up section speaks more to players and introduces the incremental advance rules. Finally, there's more advice to GMs on rituals, how the icons and gods fit into the world, and how much loot and magic to give PCs.

USING ICON RELATIONSHIPS

If you need a refresher, take another look at the basic icon relationship rules that appeared on page 35 in Chapter 2. We refer to those rules but don't repeat them all here.

As GMs, we use player characters' icon relationships three different ways.

Starting a session: All players roll their PC's icon relationship dice at the start of each session, and everybody sees the results. By the end of the session, each 6 or 5 should contribute to the story somehow, either at the GM's or player's initiative.

The GM uses the results to think ahead about which icons come to the fore this session. Players use the results to start thinking about how their icon relationships might manifest in the story.

In-game dramatic events: Players roll all of their relationship dice for a particular icon when their PCs are confronting that icon's representatives, agents, or minions. The GM decides when an event-based roll is called for. At their best, dramatic event rolls can map a surprising path that you and the players will make sense of via shared storytelling and the game's other tools.

Discovery & Surprise: At the GM's option, players may roll icon relationship dice to find out which icons are involved in a plot element, if any. When the characters have slalomed onto paths and adventures you did not anticipate, icon relationship rolls can serve as an idea generator with mechanics that everyone already understands.

New Art

Often, when an RPG introduces a new mechanic, such as our icon dice, soon enough the fans figure out how to use that mechanic better than the designers ever did. Designers are too close to their own creations to get it 100% right. Check the Internet for the latest advice on using icon relationship dice.

ROLLING RELATIONSHIPS AT THE START OF A SESSION

Rolling icon relationship dice at the start of each session, no matter what events are taking place in the story, helps everyone get into the spirit of free-form gaming.

As usual, rolling a 6 with an icon die provides an unambiguous advantage. Rolling a 5 provides a similar advantage, but the benefit is balanced by complications that advance the story.

For record keeping, use something like the Story-Guide Results table on the next page. Each PC gets a column. Record any 5s or 6s the PC rolls in their column along with a mark to show whether the relationship is positive (+), conflicted (+–), or negative (–). As you make use of these results throughout the game session, scratch out the result to show that it's no longer pending or jot a note to remind you of how it was used. The chart helps you keep track of possibilities and helps the players remind you when they have a story resource they haven't gotten around to using yet. Go ahead and share this record with the players. They can sometimes offer suggestions for when a character's 5 or 6 might apply.

If you aren't entirely comfortable improvising on the fly and you're running an ongoing campaign, consider asking the players for story guide rolls at the *end* of a session to prepare for the next game. Record the results and you'll have time to figure out what the 5s and 6s rolled for particular icons mean in light of the campaign's current events. The drawback of this approach comes when you plan around a character's icon relationship rolls and that character fails to attend the next game . . . but that's why the players buy you the special GM drinks.



I roll story-guide dice at the beginning of each session because I'm comfortable with improv, my play group has unreliable attendance, and because I prefer to be partially surprised by the story implications of icon relationship rolls.

Icon Relations Story-Guide Results

	Player A	*Player B*	*Player C*	*Player D*	*Player E*	*Player F*
 Archmage						
 Crusader						
 Diabolist						
 Dwarf King						
 Elf Queen						
 Emperor						
 Great Gold Wyrm						
 High Druid						
 Lich King						
 Orc Lord						
 Priestess						
 Prince of Shadows						
 The Three						

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Improvisational Techniques

As GM, you bear most of the burden of improvising story elements based on the PCs' icon relationship story-guide results. Your players may have great suggestions, but it's on you to weave them together with the story elements and battles you have already prepared . . . or are planning to improvise on the spot.

Here are a number of techniques we use to weave story-guide results into our sessions. Using a variety of techniques works well. Free-form improvisation succeeds by sparking new ideas rather than following a set pattern.

Our advice tends to assume that the PCs have positive or conflicted relationships with an icon; if your PCs are all about the negative relationships, recast gifts and advice as coming from the enemies of the icon in question. And yes, that gives you more latitude for your story, since each of the icons has many enemies.

Story guidance: Relationship dice can tell you which icons will be active in the session you're about to play. The results of the story guide rolls can point to the plots that will impact the current adventure. Multiple successes for the Elf Queen and none for the Archmage? Sounds like it's the Elf Queen whose agents are searching for the Glorious Opal Sphere, not the Archmage, as you had planned. Typically, the boon gained from the roll comes from the icon's agents, who provide magic, information, or gear to help the PC pursue the icon's goals.

The advantage of using the dice in this fashion is that every result ties in with the characters' stories. By definition, at least one of the PCs has a relationship with the icon now in play.

Give away magic items: Before every session, put together a small list of magic items that seem like they would be fun to introduce to the campaign. Pick a few items, and generate a couple others randomly if you like. When a PC who you know is short on magic items rolls a 6 with a story-guide icon relationship die, find a way for the icon's organization, connections, magic, or allies to give the PC a new magic item.

If you plant the item as treasure in the adventure, then the PC's connection to the icon should provide them the secret or special quality that allows them to find or attune the weapon. For example, maybe the Archmage's wizards provide the PC with a secret phrase that will reawaken an ancient staff, rumored to have been lost ages ago in the ruins that the party will be exploring. Without the Archmage's help, the PC would find nothing but an inert stick.

Magic items you give away with story-guide results of a 5 can be just as good. But they're more likely to come with strings attached, anything from a furious former owner to an obligation, a side quest, or a bizarre and temporarily overpowering quirk.

Whatever you do, do not give your players the sense that successes with story dice mean that they *deserve* a magic item. Magic items need to be kept as happy surprises rather than the PC's due.

Use flashbacks: Sometimes it makes sense for a PC's boon from a relationship to have been granted in the past. A player might use a boon from the Dwarf King to escape a labyrinth, saying "Suddenly I remember a bunch of nonsensical riddles the dwarves told me last year in Forge. Something clicks in my head, and now I feel like I can lead us out of here!" Flashbacks are especially useful if you start a session in the middle of the action and want to incorporate relationship rolls without derailing the plot. You can even use flashbacks to give a PC a new magic item, one that they've had all along but that wasn't useful until now. Maybe, in fact, it just woke up.

Important information: Either as a flashback or as a new and current event, tell the PC something hugely important about the story. If they rolled a 6, make sure this information is presented in a way that gives them an advantage. If they rolled a 5 . . . well, sometimes you can give it to them straight just to keep them off-balance. Other times there is more going on than you indicated, at first.

Secret information: Depending on the tenor of your game, secret information that advances the character's agenda but doesn't necessarily help his or her allies may be a fine reward for a successful relationship roll.

In our experience, this is especially true when you're running one-shots or demo sessions when PCs aren't expected to get along for an indefinite number of sessions in the future. In a one-shot demo game where everyone has created memorable *uniques* and backgrounds, feel free to set up wild story events that you'd probably avoid in an ongoing campaign.



For instance, in one demo session, a gnome bard PC said that his one unique thing was that his death would reputedly end the 13th Age. He rolled a 5 for one of his icon relationships. Another PC, a half-orc fighter, decided to be the only true follower of the Diabolist, saying that all her cultists and demons misunderstood her true nature as a good person, and that he was singlehandedly attempting to redeem her. I went ahead and let the weird-paladin take three relationship dice with the Diabolist and he rolled 6-6-6. No other PCs got successful relationship results. So I secretly told the gnome bard's player that if he could perform a ritual at the altar the PCs were engaged in purifying he would accomplish a great and mighty change in the world. And I took the half-orc fighter out of the room and told him that if he sacrificed the gnome bard on that same altar, he would succeed in changing the Diabolist into a mighty force for good and would truly redeem her: "Sometimes a small evil must be committed for a huge and great good." The player groaned. But he lived up to the responsibility and the 13th Age came crashing to an end as golden light flared upward from the dead gnome's body and the Diabolist was remade into an icon of grace.

Center stage: When one character hits all their icon relationship dice and no one else does, the universe may be giving you permission to make that character's story central in the session to come. It could be their one unique thing that takes center stage. Or it could be their icon relations. If you feel like it, this could be the moment to take the story in a path you hadn't expected.

But sometimes three successes are just three successes.

5s create obligations: You can be just as generous for a 5 as you would be for a 6 . . . as long as the generosity comes with a price. For positive relationships with a heroic icon, a 5 might represent the temporary loan of a wonderful magic item that obligates the PC to drop what they're doing and strike out against one of the

icon's enemies. Conflicted relationships can be even more fun for the GM when they create obligations: hold the fact that a favor is now owed as a foreshadowing of tension that will come in the future. Then when the PCs have relaxed after a successful battle or forgotten about the obligation thanks to other events, let the other boot drop. "Remember when the spirits in the brook said you would owe their mistress a favor? Well, somehow they found a way to get into the stream in the dungeon and they're here with a message from the druids of Wild Wood."

Magical spirits are handy: When we improvise magical effects, we often invent servitor spirits that cause the effects. For example, a character with a boon from the Elf Queen might get information or directions to some special magical sap, for example, from a nature sprite of some sort. That's more cinematic than getting a mental message by telepathy. Spirit servitors are a useful plot device since they can basically show up anywhere.

In a world with extremely powerful icon organizations that can't be everywhere at once, spirit servitors can function as everything from communicators (usually one-way) to couriers. As GM, your responsibility is to avoid giving the impression that this type of magic is a truly reliable technology. Servitors can be dispelled. Tiny magical beings get lost or misplaced or eaten by demons. On a result of 5, they might arrive with the wrong magic item or with information that seems askew, as if they had been yanked from a distant age.

Rolling New Story-guide Dice Mid-session

Story events and talents like the rogue's Smooth Talk and the bard's Balladeer can create new icon relationships in the middle of play. Depending on the session's forward progress, it's a good idea to give all newly acquired icon relationships a story-guide roll at some point that session. That way the PCs know that their attempts at influencing the story can make a serious difference.

It's up to you, but generally we allow players to roll newly acquired icon dice right away as if they'd had them at the start of the session, either as part of an interaction with NPCs (which is usually how Smooth Talk gets used) or as a story-guide result (some uses of Balladeer).

Keeping Story-Guide Results Between Sessions

There's nothing that forces the GM to keep track of unused story-guide results that fail to get used in a session. Then again, there's every reason to consider them as license to develop the plot with unexpected events in between sessions when you have time to sit back and think about what might happen next.



Icon Relationship Rolls as Dramatic Events

Story-guide rolls should occur most every session. Event-based rolls rise out of circumstances during play.

It's never the player's choice to roll icon relationship dice for dramatic events. The player already had a chance for some connection with the icon from the story-guide roll, after all. But when new circumstances and dramatic events force or suggest interactions or confrontations with forces or situations associated with a particular icon, the GM can call for an icon relationship roll as a shorthand guide to the dramatic results of the situation.

Ideally, player and GM cooperate to interpret the results of the roll. If the roll succeeds with 5s or 6s, the GM and the player take this chance to invent a story event that accounts for the successes and the potential for complications.

If a PC's concept is closely connected to an icon, and the player doesn't get any 5s or 6s on the relationship roll, you may want to come up with some reason for the failure other than that the relationship wasn't strong enough. Complicating factors or temporary obstacles can prevent a hero from getting support from an icon with which they're connected. Alternatively, the hero might receive a show of support that, for various reasons, turns out not to amount to much. Either way, the story can preserve the idea that the character is connected to the icon—it's just that this connection didn't pan out in a way that puts the connection into the center of the current story.

Forcing dramatic events: As a rule, players can't choose to roll icon relationship dice as dramatic-event dice. The GM makes the call on whether a player rolls or not. A crafty PC, however, can force the issue by confronting people, places, or monsters associated with an icon. If a player wants to roll relationship dice with the Diabolist, for example, maybe sacrificing an innocent while in a particular hellhole will do it. . . .

Players should be able to get away with this sort of dramatic stunt every once in a while, not as a regular tactic. The more sense the event makes in the narrative, the better.

In a simulationist RPG, you would roll the dice at the last moment, such as when the PC cuts out a still-beating heart. Rolling at the last moment, however, sets you up for an anti-climax if you get no 5s or 6s. Instead, feel free to roll at any opportune time and then play out the action accordingly. If the player knows ahead of time that they're not going to succeed with the ritual, they and the GM can narrate a more interesting sort of failure than simply a null result. To return to our hellish example, maybe the innocent victim gets snagged by a demon while the party is trekking through the hellhole, before the sacrifice even occurs.

Rolling a 5 with Icon Events

Getting a 5 on an icon relationship check moves the story forward, just like a 6 does, but it also generates a complication. If anything, complications should move the story further forward than getting a 6 would. Whatever you're looking for, you found it. Since a 5 means both good and bad results, the heavier you lay on the good stuff, the harder you can punch the party in the proverbial kidney with the bad stuff. The negative result might be secret, it might be delayed, and it might be nothing more than a promise until you figure out what it really means. When you're on the spot to invent a negative outcome, you can always decide to punt it and make a note to return to the point later.

Alternatively, before the player picks up the dice, you can tell everyone exactly what's going to go wrong if a 5 comes up. The information is out of character, but it's a dramatic way to handle a roll.

Discovery & Surprise

It's entirely possible that surprising new developments in the story might be affected by leftover story-guide results. But if that doesn't make sense to you as the GM, or if you think that a new wrinkle is so interesting that it deserves to be a bit more open-ended, feel free to ask one or more players to make icon relationship rolls to find out which icons, if any, have a hand in the new development.

Discovery dice don't have to be interpreted as positively as other icon relationship rolls. You're using the icon dice more to determine whether an icon has a stake in what's involved, not necessarily whether the situation is going to work to a PC's advantage.

You'll probably use this style of roll most often when the characters have gone off your map, chasing enemies you hadn't anticipated, seeking treasures you referred to earlier without having a clear idea about, and taking forest paths you hadn't been aware existed. GMs who enjoy being surprised by new developments may opt for discovery rolls before improvising the consequences of the PCs' unexpected steps.

Using icon relationship rolls from one or more characters keeps the new developments relevant to the players and possibly relevant to the overarching plot. Some GMs, Jonathan included, may balk at the idea that the new developments are necessarily going to be relevant to the PCs' icons. If that's a problem for you, consider using the *Random Icon Influence* roll mentioned below.

Another common use for discovery rolls is when players have off-handedly wondered out loud whether a particular plot element is connected to an icon. When a player "chums the dungeon" by making a remark that could cause trouble for the entire group, you don't have to choose directly between using the idea or ignoring it. Let one or more players make icon relationship rolls and interpret the player's *chummed*-suggestion according to the rolls.



Random Icon Influence

Perhaps you want to invoke an icon's influence but don't want to decide ahead of time which icon to involve. Perhaps you want to be surprised by an unpredictable plot, or the PCs may have talked their way into a dramatic hole that their usual relationships and choices aren't getting them out of.

If you don't want to call on the characters' existing icon relationships, generate a random icon. Decide ahead of time which icon is definitely *not* involved. Roll a d12 and count down the list of icons in alphabetical order, skipping the icon who is not involved.

Alternatively, use one of the icon dice associated with the Kickstarter for *13 True Ways* if you have it, a 12-sided die showing the symbols of everyone other than the Prince of Shadows. As when you use a regular 12-sider, decide on one icon that is definitely not involved before you roll. If you roll that icon, it's the Prince of Shadows who is involved instead—even if you made the roll in public, the Prince's involvement is your secret.

Using the random icon die keeps your game open to unexpected plot developments. The connection might be new information about events that have already occurred, encounters with representatives of an icon, or interactions from NPCs profiting or suffering from the actions of agents of an icon.

Environments: Rules for the Three Tiers of Play

Any place in the game world that a player might want to make a skill check is an environment, of which there are three tiers: adventurer, champion, and epic.

Adventurer environments are city streets, wilderness areas, shallow dungeons, regular old ruins, and that sort of thing. They're basically anywhere a 1st level adventuring party might go.

Champion environments are heavy duty locales. They are the deeper dungeons, the danker swamps, the guarded gates of the big cities, an inn that's actually the secret redoubt of a blue dragon sorcerer, the unholy sanctum at the heart of an otherwise adventurer-tier dungeon, the depths of the dangerous woods, a warlord's camp, and those sorts of places.

Epic environments are typically related to icons, unique villains, deep underworld locations or creatures, the most forbidding peaks, the upper reaches of the world, and so on.

If you're having trouble remembering the order of the tiers, use the mnemonic ACE: Adventurer/Champion/Epic.



At 1st level, characters usually spend time in adventurer-tier environments, unless they're pig-headed and barge into a champion-level area. After they gain a few levels, their skill checks get easier, but then they start adventuring in champion-tier environments, and suddenly hidden doors are harder to find, the traps harder to avoid, and the NPCs tougher to sway with a glib tongue. Soon enough, the characters master the champion level, but then they start getting pulled into epic environments, where once again they are in a little over their heads. By the end of the campaign, they are competent even in epic environments.

The GM determines the environs where the adventure takes place. When characters take an unexpected turn during an adventure, the GM can change the environment to match. The players should be aware, however, that if you try to sneak into an icon's palace or fortress, the going is likely to get rough.

At levels 1–3, characters nearly always interact with adventurer environments, though PCs who insist on going where they don't belong will surely find champion environments where a few mistakes can be deadly.

Characters who are levels 4–6 generally deal with champion environments, but some of their adventures still occur in adventurer environments (see the Adventure Environment chart on the right for most common environment at each level).

Characters who are level 7 and above transition from champion environments into epic environments.

Environment Chart by Level

Level	Type of Environment
1–3	Always adventurer
4	Mostly adventurer, some champion
5	Half adventurer, half champion
6	Mostly champion, some adventurer
7	Mostly champion, some epic
8	Half champion, half epic
9	Mostly epic, some champion
10	Always epic

Environment DCs for Skill Checks

The environment the PCs are in determines the DC of skill checks and other challenges they may face. Use the following charts as a guideline for setting the difficulty of those checks.

Adventurer-tier Skill Check DCs

Normal task:	DC 15
Hard task:	DC 20
Ridiculously hard task:	DC 25

Champion-tier Skill Check DCs

Normal task:	DC 20
Hard task:	DC 25
Ridiculously hard task:	DC 30

Epic-tier Skill Check DCs

Normal task:	DC 25
Hard task:	DC 30
Ridiculously hard task:	DC 35

Of course, as GM you can tinker with the DCs a touch instead of making them all multiples of 5. You shouldn't *need* to tinker, but it won't hurt.

You can also rule that higher-tier characters don't ordinarily screw up normal tasks from a lower tier, so that PCs don't have to roll such checks hoping to avoid the dreaded natural 1. Make them roll when it's dramatic or logical that there's a chance of failure.

Impromptu Damage

When you need to determine how much damage some effect deals, base the damage on two things: the environment and whether the damage affects one character or many. Falling off a crumbling cliff wall in adventurer tier? Use the single target column and one of the three adventurer rows. Falling from the back of the champion tier blue dragon with no *feather fall* spell to bring you down gently? Use the single target column and one of the three champion rows. Splashing hot oil over the entire party because of an "accident" on the Sea Wall during an epic-tier monster-bash? Use the multiple targets column. Fired on by a gnomish multi-shot crossbow trap? The damage is from the multiple targets column in the champion tier.

As GM, you can tell players of adventurer-tier PCs something like, "You wouldn't want to fall into that crevasse, it's a champion-tier environment. And if the demons in the crevasse happen to be off-gassing? Then it's epic tier." And if they get caught in the crevasse anyway, you've got the champion and epic tier DCs and damage numbers to draw on from the chart below.

Traps & Obstacles

As shown in the chart on page 186, attack rolls for traps and other features of the environment follow the same mathematical model as DCs for skill checks.

Philosophy of traps: In the early days of d20-rolling fantasy games, when character life was as cheap as the paper required to roll another set of 3d6 ability scores, spiked pits and scythe traps were expected to kill PCs as easily as monsters. But as our hobby has developed, with an emphasis on heroic stories and dramatic victories, the anticlimax of death-in-a-twenty-foot pit has gone out of style.

We understand that the rampaging orcs could kill our adventurers with their battleaxes. We're not so keen on dying an impersonal death in an acid spray.

So our version of traps as part of the GM's arsenal of impromptu damage obstacles takes the modern view. We think that traps aren't something you can normally build full battles out of. Like obstacles, they work best when used as one-shot additions to the flow of the game or as interesting ways to start a battle (the trap as alarm system) or interrupt a battle (fights in areas with traps can work for the monsters or against them).

The battle building section that starts on page 186 focuses entirely on monsters and ignores traps. We think that experience should be gained from battles with monsters, not traps.

So if you use our damage numbers and throw lots of traps against the PCs, you'll mainly be slowing them down and chipping away at their recoveries—something like throwing a couple of mooks at them with each significant trap. That's not the most emotionally satisfying way of thwarting the PCs' plans, but it does work well if the feeling you're after is of inevitable attrition.

Disarming traps: Use the skill check DC on the table to give you a general guideline for PCs attempting to disarm a trap (once they notice that there is a trap). Failure usually means the trap will trigger.

Sample Traps & Obstacles

Here are example DCs for common traps and obstacles:

Adventurer-tier obstacle (locked door): DC 15 to open, one way or another.

Adventurer-tier poison arrow trap: DC 15 skill check to notice; **+5 vs. PD (creature triggering trap)**—2d6 damage, and 5 ongoing poison damage. Single use.

Adventurer-tier ring of fire trap: DC 18 skill check to notice; **+5 vs. PD (all creatures in target area)**—1d10 fire damage; half damage on a miss. Resets in five minutes.

Adventurer-tier (hard) swinging pendulum blade trap: DC 20 skill check using Dexterity to move past the blade without risking getting hit by it; **+10 vs. AC (the creature failing to bypass trap)**—3d6 damage. Multiple use.

Note: When you make a skill check to escape any type of negative consequences, the attack only happens if you blow the skill check.

Skill Check DCs, Trap/Obstacle Attacks & Impromptu Damage by Environment

Tier	Degree of Challenge	Skill Check DC	Trap or Obstacle Attack Roll vs. AC/PD/MD	Impromptu Damage (Single Target)	Impromptu Damage (Multiple Targets)
Adventurer	Normal	**15**	+5	2d6 or 3d6	1d10 or 1d12
Adventurer	Hard	**20**	+10	3d6	1d12
Adventurer	Ridiculously hard	**25**	+15	3d6 or 4d6	1d12 or 2d8
Champion	Normal	**20**	+10	4d6 or 4d8	2d10 or 2d12
Champion	Hard	**25**	+15	4d8	2d12
Champion	Ridiculously hard	**30**	+20	4d8 or 2d20	2d12 or 3d10
Epic	Normal	**25**	+15	2d20 or 3d20	3d12 or 4d10
Epic	Hard	**30**	+20	3d20	4d10
Epic	Ridiculously hard	**35**	+25	3d20 or 4d20	4d10 or 4d12

Building Battles

When you set up a battle for your players, start with the idea that you'll have one enemy creature per PC, with each creature being of the party's level. For example, if the party consists of four 2nd-level heroes, then four 2nd level enemy creatures will make a worthy fight.

But that's only how it works at adventurer tier, levels 1–4. When the PCs hit 5th level, battles get harder. Champion tier PCs, levels 5–7, should ideally fight one enemy creature per PC, with each creature being one level higher than the PCs. A party of four 6th level PCs should fight at least four 7th level monsters for a good battle.

You can see what's coming: at epic tier, levels 8–10, the monsters should weigh in at two levels above the PCs if they appear in equal numbers. Four 9th level PCs match up against four 11th level monsters!

Monster level: Of course, you don't want to always be using the same number of monsters at the same predictable levels. Lower-level monsters count as fractions of an adventurer-level monster, and higher-level monsters count as multiples. A group of four 5th level monsters, for example, is equivalent to six 4th level monsters, eight 3rd level monsters, three 6th level monsters, two 7th level monsters, or one 8th or 9th level monster (see chart below). If the monster is 1 level lower, it counts as (roughly) 2/3 of a monster of the PC's level. If it's 2 levels lower, it counts as half a monster of the PC's level. Conversely, monsters 1 level higher count as 1.5 monsters, 2 levels higher is 2 monsters, 3 levels higher is 3 monsters, and 4 levels higher is 4 monsters each.

Mooks: By our normal math, it takes 5 mooks to equal one standard creature. But playtesting indicates that's really only true at champion and epic tier. We don't feel like complicating our chart by fidgeting to make mook equivalents different at adventurer tier, but here's what we recommend: at first and second level, only use 3 mooks as a standard creature if the mooks are the same level, an equivalent of .33. At third and fourth level you can take it up to four mooks per monster, or .25.

Large monsters: A large (or double-strength) monster counts as 2 standard monsters.

Huge monsters: A huge (or triple-strength) monster counts as 3 standard monsters.

Monster Equivalents

Monster Level compared to party level	Adventurer Battle	Champion Battle	Epic Battle	Normal counts as...	Mook counts as...	Large counts as...	Huge counts as...
2 levels lower	1 level lower	Same level	0.5	0.1	1	1.5
1 level lower	Same level	1 level higher	0.7	0.15	1.5	2
same level	**1 level higher**	**2 levels higher**	**1**	**.2**	**2**	**3**
1 level higher	2 levels higher	3 levels higher	1.5	.3	3	4
2 levels higher	3 levels higher	4 levels higher	2	.4	4	6
3 levels higher	4 levels higher	5 levels higher	3	.6	6	8
4 levels higher	5 levels higher	6 levels higher	4	.8	8	

Monster special abilities: Each monster's level is the number used to generate its stats. The number corresponds roughly to the monster's overall threat level, but it doesn't take into account special abilities. That means that monsters with better special abilities (which includes extra effect triggers) are scarier than monsters with worse special abilities. When you use monsters with especially nasty special abilities, be aware of the increased threat that they represent. You might, for instance, hit the party with fewer such monsters than normal, or not. When you throw a bunch of nasty undead at the party, you can always shrug your shoulders in feigned helplessness and say, "Sorry, this system doesn't take monster powers into account when balancing encounters. Roll initiative."

Unfair Encounters

The advice in the "Building Battles" section above is what you use to make your encounters fair. But what's the fun of that?

We've provided balanced monsters so that you can choose interesting ways to make most all battles unfair, one way or another. The monsters are balanced to give you room to get creative. In each encounter, the monsters should get some sort of advantage.

Potent powers: A monster's special abilities don't get factored into its level, so monsters with the best special abilities have an advantage.

Nastier specials: Some monster write-ups specify powers that you can add to make a monster tougher or more interesting. You can add them to your monsters if the PCs are tearing through the opposition too easily, use them the second time the PCs fight the same monsters, or add them to higher level versions of a monster.

Weight of numbers: This is an easy way to make things more fun. Throw in more monsters. Caution required only if too many of the monsters have defensive abilities that will slow the battle to a crawl.

Reinforcements: This advantage is an easy way to make a battle fresh. Reinforcements that show up during the battle create a different dynamic from extra monsters that are in the battle from the beginning. Reinforcements keep the monsters kicking for a while without overwhelming the heroes all at once. If the reinforcements are significant, they swing the tide of battle toward the enemy, preventing the escalation die from advancing the round they arrive, or even setting it back. If the players have advance warning that reinforcements are on the way, it messes with their heads.

Advantageous terrain: Flying creatures might have an advantage over ground creatures fighting on uneven ground. Lizardfolk might have an advantage in knee-deep water, where they can use their tails to help them maneuver. Undead could have an advantage in some sort of unholy tomb. A blood shaman's blessing would give orcs an advantage in battle. You get the idea. It's standard to grant monsters a +2 bonus to attacks to represent their relative advantage, but there are plenty of possibilities.

Advice on Heal-Ups

For storytelling credit, try to sync full heal-ups with some sort of event in the game world. For example, if the party gets a full heal-up just before they reach a town, have them welcomed there and treated well, so that the mechanical effects of the heal-up (on the player level) correlate with the events in the game world (on the character level).

Three nasty battles will do: Depending on the events of your campaign and your group's preferred pace, it could be that some full heal-ups come after three nasty battles instead of four normal battles, or perhaps after two normal battles and a third exceedingly dangerous and nasty fight. If you nearly always throw heavily unfair encounters at the PCs, don't be surprised when they occasionally deserve a full heal-up after only three battles.

Special healing: What if the PCs find some special source of healing when they don't deserve a full heal-up yet? For example, what if their second battle in the adventuring day frees a fountain shrine of a healing goddess from evil cultists? Let the PCs get one or two recoveries back and make extra recharge rolls, and maybe give each PC a normal save to recover a daily power or spell. The PCs will be happy to have recovered a bit of power and the game will be happy because the resources available to the PCs will have shifted in interesting ways.

Pressing on vs. a campaign loss: Normally, the party gets to take a full heal-up after about four battles. The point of the four-battle heal-up rule is to make players want to press on instead of holing up, which is what the traditional rules reward you for.

So what happens when the party has been weakened so badly that it would be madness and suicide to press on? If the party decides to heal-up ahead of time, assuming they are able to rest, they suffer a "campaign loss" (per page 166 in Chapter 5). What does that mean? At your discretion, the situation in the campaign gets noticeably worse for the party. Ideally, the campaign loss can be traced to the decision to take the heal-up. For example, maybe it turns out that someone in the party knows a forbidden prayer to the Diabolist that a desperate mortal can say to gain healing. The party gets a heal-up, but the Diabolist gets . . . something. It might also simply be that taking time to rest gives an advantage to the characters' enemies. The campaign-loss rule is key to making combat meaningful. We all know most GMs probably won't kill the PCs permanently, but if the PCs can't fight their way through four battles, the game world suffers.

Sticking with daily heal-ups: It's a big change to go from traditional "per day" healing to our heal-up system. If it's too big a change for you, have players recover powers and hit points on a "per day" basis. If you've successfully run a previous d20 game, you've already dealt with the repercussions of "per day" attrition and recovery. If daily powers, frequent battles, and infrequent battles aren't balanced in a per-day system, at least it's an imbalance that you're used to. A previous d20 edition gave all classes the same array of daily powers, so even though daily powers were unbalanced, at least the classes were balanced against each other. Heal-ups are our way to balance daily powers and battles of any frequency.





I combine our rules for full heal-ups after four battles with a nod to the advantages of getting a good night's rest in a comfy inn. Getting a great night of sleep in the middle of an adventure doesn't give characters in my games the benefit of a full heal-up, but I do let each character roll a single free die for recovered hit points. Then I ask the players to tell me which character got the best rest, and why, and the "winner" gets to roll a hard save to recover one daily power.

LEVELING UP

We both presided over editions of the d20 game that tracked experience using experience points. In practice, we think that XP systems are better left to computer games. We generally let the characters advance a level after three or four full heal-ups, or in other words, between twelve and sixteen serious battles. The whole party levels up together. Characters that miss a level-up can level before the next session. But we fudge leveling speed all the time for dramatic purposes. Sometimes it takes longer to level up, sometimes shorter.

Happily, our players don't mind slow leveling as much as they previously did when we used XP systems. For one thing, each increase in level means a lot more. Also, our incremental advance system (see below) gives the characters measured benefits even when they're not leveling up.



The best level to get players through quickly is first level. Gaining second level is an initiation, a rite of passage: "Now we are real adventurers!" You'll almost always benefit your campaign by giving the players the thrill of gaining second level early rather than late.

Benefits of Leveling Up

When you level up, you get these benefits:

- +1 to attacks, defenses, and skill checks.
- An additional die of damage with weapon attacks.
- More hit points (by class).
- An additional feat. Choose any feat whose prerequisites your character satisfies. Feats are classed as adventurer (can be chosen at any level), champion (can be chosen at level 5+), and epic (can be chosen at level 8+).
- The ability to wield an additional magic item (see page 285).
- At 4th level, 7th level, and 10th level, you add +1 to three different ability scores.
- At 5th level and 8th level, gain an additional icon relationship point, and possibly more talents depending on your class.
- Possibly more powers and spells, and possibly an increase in their strength. The rules for acquiring or improving powers and spells vary from class to class. See character classes in Chapter 4 for details. In general, characters have a moderate number of attacks and spells.

Incremental Advance

After each session that goes well, the GM awards the players an incremental advance. The GM has the option to withhold an incremental advance if PCs have slacked off, deliberately dawdled, horribly underperformed, or fled a battle and taken a campaign loss (page 166).

When you gain an incremental advance, choose one of the traits of your next level to receive immediately instead of waiting until you level up. You're not stuck with your choice, however, once you do level up. Say you chose a spell mid-adventure because you knew you would really need it. We don't force you to stick with that choice once you actually level up; you can choose a different spell at that point.

Character sheets have an *Incremental Advances* section to track which advances you have chosen. You can take each incremental advance only once (except power/spell, see below). If you run out of advances to take, that's tough. The advancement choices are:

Ability score bonuses: As a 4th, 7th, or 10th level incremental advance, you can choose +1 in three of your ability scores. In other words, when you are a 3rd, 6th, or 9th level character, this is an attractive advancement to choose.

Feat: Choose a feat. For the purposes of this feat, your level is one higher than normal. When you level up, you can switch this feat out for another feat of your choice. It's not cheating to pick a feat that's going to help you in upcoming battles and then swap it out when you level up. Just come up with a good story for how that happens.

Hit points: Your maximum hit points increase as if you were one level higher. If you're presently damaged while mid-adventure, your current hit points increase by the same amount.

Magic item: You can wield an additional magic item as if you were 1 level higher.

Power or spell: Choose a single power or spell that you could take at your next level. If you have a choice of multiple powers or spells, then you can take this increment multiple times to match.

Skills: Add +1 to all skill checks.

Talent: If your class gains a new talent at the next level (ranger and paladin at 5th and 8th, for example) you can take that talent as an incremental advance at 4th or 7th level.

Icon Relationship Points: As a 4th or 7th level incremental advance, with the GM's permission, you can choose a new icon relationship point that you would get at 5th or 8th level.

No attack or defense bonuses: You only get these bonuses when you level up.

Player Picks: Adding Recurring Elements to the Game

At the end of every game session that has gone well, the GM may ask you to pick an element of the session's fiction you'd like to see as a recurrent part of the campaign. You might choose an NPC, a city, a type of monster, a legend, a magic item that got away, an ambiguously aligned cult of ecstatic dancing, or

any other engaging element of the campaign that appeared in the current session. As the campaign develops further, the GM should incorporate the players' picks into it. Some of these picks should recur once, with the session "resolving" that pick. For example, killing a recurrent villain resolves that pick. Other picks take central roles in the campaign.

If the campaign already has enough player picks that have not yet been resolved, the GM can stop adding new ones.

Extraordinary Experience: A Level-Up Story Rule

Whenever a character levels up, you should choose some extraordinary experience that helped your PC solidify their gains and acquire new capabilities. This experience could be outside information, special training, access to ancient tomes, a spiritual experience at a holy site, unexpected insight in the middle of a victorious (or losing) battle, etc.

In the 1980s, adventurers often had to pay thousands of gold pieces for training to level up. In *13th Age*, you don't have to pay gold, but you *do* have to entertain the table with a story, or at least a few lines, explaining what extraordinary experience your character had. If there is some event or experience that happened during play, you can often interpret the situation to serve as your extraordinary experience. For example, if your fighter had a near-death experience against a foe that seemed unbeatable, you might look back later when you're leveling up and explain that your fighter learned something new about combat from that experience, which they had never encountered before.

Here are two options for using this rule:

Transcendent Moments

Moments that seemed transcendent or special during play work splendidly. Everyone wants to be reminded of such moments anyway, and a quick retelling when you level up allows you to rephrase the moment in light of subsequent experience.

New History

If you prefer, you can invent an extraordinary experience that no one has heard about before rather than remembering or reinterpreting a previous event. For example, you might say, "Remember that ship we sailed on to get to Axis? On that trip, you all noticed me hanging out with an old man. He was a retired swordsman, and he inspired me with his stories of heroic battles." Throw in some details if you like, such as why the man retired. Feel free to suggest details about the world, especially your character's place in it. The possibilities are wide open. Maybe your character took private training with a superior in their class, found an ancient scroll or talisman that increased their power, or underwent a ritual that granted them additional power.

If your GM is nice, he or she might tell you how long you have before the start of the next encounter so you can use that time for your invented extraordinary experience. You can also look for these experiences ahead of time. If your character spends some weeks in a metropolis, you can probably improvise a visit to some local library or epic-level NPC where your character could find training. Then when your next level-up comes around, it means that your training is sinking in and paying off.

Don't interpret this rule to mean that only one event is solely responsible for your character's advance in power. Rather, the character is constantly getting better in general through practice and experience. These extraordinary experiences represent crux points in a character's growth. And the rule gives the hoary old level-up mechanic a story-positive role to play.

Newly invented pivotal experiences often relate to your class. But they could also relate to an aspect of one of your character's backgrounds. They might also relate to an experience the PCs shared, or you might invent an event that took place entirely off-stage.

GAMEMASTER

If your campaign is based on faster-than-normal level advancement, you might prefer to make extraordinary experience an every-other level or entirely optional event. It works best when it feels special to everyone, and some groups don't want to be put on the spot too often.

Campaign Level-Up Variant: The 10-session Campaign

In this quick campaign, the players start at 1st level and gain one level each session. The campaign concludes on the 10th session in a climactic confrontation with the PCs' personal enemies.

Each session includes two battles. These are double-strength battles because there are only two of them. A session will also include a small number of other features: encounters with NPCs, places to explore, traps, hazards, challenges, etc. In general, give the party about two opportunities a session to use background skills or icon relationships to advance their goals within the campaign.

Forget about incremental advances. Advances provide players with modest bonuses while they wait for their next level to come up. In the 10-session campaign, there's no waiting, so you don't need the advances.

Reduce the PCs' recoveries to three per session.

The characters get a level's worth of treasure spread out among one session's encounters. They get a full heal-up and a level-up at the end of each session.

The action can bounce around the map from session to session. You've only got ten sessions for them to see the world, so don't have them stay in one place. You can make a checklist of locations on the map you want the campaign to go. At the start of each session, summarize what has happened in the days, weeks, or even months since the last session. Fast forward through the administrative stuff, like travel, and race to the action—important NPCs, exotic places to explore, and high-powered battles.

With just ten sessions, you need to stick pretty tightly to the core story line. The campaign world should be changing around the PCs as they gain levels. Eventually, they should face a climactic battle at 10th level. Their deeds in this battle and in the previous nine adventures may make a big difference in how the whole campaign world fares, or at least how the icons they're related to end up.

LOOT: TREASURE REWARDS

No matter how convoluted their icon relationships, every adventuring party can agree on hunting for treasure. A few rare player characters can be satisfied with treasure that has significance in the story without magical or monetary value. For the rest of us, use the guidelines that follow to decide how many gold pieces and magic items you'll reward to successful adventurers.

Battles, days, and levels: As described in the Leveling Up section above, we assume that the PCs will level up after three or four full heal-ups, something between twelve and sixteen battles.

Loot or reward?: The early days of our dungeon-crawling hobby suggested that every fight against monsters should be rewarded with on-the-spot looting. Treasure acquisition was a game within the game, a contest in which player characters searched every ten-foot square of the chamber in order to avoid missing good loot the GM was entitled to hide behind a secret door just past a false chest that was actually a monster. Games have moved on a bit, but computer rpgs in which magic swords fall out of wolves' gizzards reinforce the old-school expectation that each battle has its immediate and obvious reward.

We're not advising that path. Sure, go ahead and give the monsters the gold or treasure it makes sense to have them carrying, or hoarding. But as a rule when our game is rolling we don't take the time for players to describe searching and looting activities that break the dramatic tension.

In our games, the majority of treasure reaches the PCs one of two ways: a) as loot from climactic battles; or b) as rewards after *or before* an adventure from a PC's icon connections. We touched on the manner in which icon relation rolls can supply PCs with magic items even before the serious action in a gaming session. The same can be true of gold piece rewards that enable PCs to buy the potions and runes they want for a specific mission.

GOLD PIECE REWARDS

Since true magic items aren't for sale, gold pieces are used mainly for buying one-use items. When you wish, skip the intermediate step of gold piece rewards and let the PCs find one-use items of appropriate values.

If you come up with other good uses for gold in your campaign you may want to adjust the numbers below.

We assume that the PCs fight four battles between heal-ups, or much more serious battles that reduce that number but count as the full four. The amount of gold we award is based on rough assessments of how many potion, oil, and rune resources it seems interesting to let characters draw on each day. At the lowest reward levels, you're getting to use a healing potion from your tier every other battle, though rewards quickly ramp up. If you want one-use magic to be rarer in your game, reduce the rewards.

The table below lists the highest amount of gold pieces you should consider awarding to each character in the course of an adventuring day. You shouldn't be predictable about handing out this treasure. It could come in a steady stream of small scores, in one big treasure trove defended by the worst monsters, or in a few scattered chests.

Rewarding less gp is fine: this is the high end.

GP PER FULL HEAL-UP

1st Level PCs: 100 gp per character
2nd Level PCs: 125 gp per character
3rd Level PCs: 175 gp per character
4th Level PCs: 210 gp per character
5th Level PCs: 250 gp per character
6th Level PCs: 325 gp per character
7th Level PCs: 425 gp per character
8th Level PCs: 500 gp per character
9th Level PCs: 650 gp per character
10th Level PCs: 850 gp per character

OPTIONAL NO MATH SYSTEM

If you'd rather not track treasure and gold pieces one coin at a time, and just want to hand-wave it while still giving the PCs some resources that matter, try the system Rob uses when the adventure isn't about money.

LOOT PER HEAL-UP

1–2: Useless stuff, fake potions, costume jewelry, nothing gained.
3–4: One *healing potion*, lower tier.
5–10: One *healing potion* from PC's tier.
11–15: Two *potions/oils/runes* of PC's choice from PC's tier.
16–20: Three *potions/oils/runes* of PC's choice from PC's tier.



When it's time for the PCs to gather resources or loot, they each get to roll a d20 and check the table above. Results are not cumulative; what you roll is what you get. Obviously characters who crap out often have stuff shared with them by luckier comrades. Rogues and other monetarily skilled individuals sometimes get a reroll.

This system is deliberately abstract. Part of the fun of using it is that players help invent the post-facto stories that explain why one character got screwed by the loot and one character scored.

TRUE MAGIC ITEMS

Our magic item rules (page 284) reward PCs who acquire multiple items but penalize PCs who try to use more items than their level. Deciding how close the PCs end up to their max items is partially a question of campaign style and partly a question of power level.

We prefer it when characters are hungry for more magic rather than feeling like they are close to full. We suggest that the optimal number of magic items for a character is somewhere between half the character's level and the character's level. If there's 50% to 75% chance that a character gains a new magic item over the course of a full level, that's good by us.

Items and necessity: As you will see in Chapter 9, adventurer-tier items frequently give +1 bonuses to various stats, champion-tier items give a +2 bonus, and epic-tier items give a +3 bonus. Up at epic tier, PCs who don't have at least a champion-tier weapon to attack with and champion-tier magic armor to protect them may have a rough time of it.

Some GMs hate that type of highly-recommended upgrading of magic. We think it's part of the heritage of our dungeon-crawling game, but we're also perfectly happy if GMs who don't want to deal with item ramp-up simply give characters the bonuses they could be due at each tier.

We designed the game so that magic items are fun to interact with, and so that changes and upgrades in items are an interesting part of the story instead of resembling online shopping. If you're a GM who wants a low-magic game or if you are okay with magic item powers but don't want to track bonuses, give the PCs the bonuses to begin with. But don't give them bonuses to ALL the chakras, because that would be soft.

The full monty-haul: Our magic items have not been scientifically balanced. It's art. A truly well-equipped champion- or epic-tier adventurer party, pushed all the way to the limit of their item allowance, could be capable of handling standard battles a bit more easily than you'd like. If you get the feeling that the PCs' magic items are kicking your campaign's ass, give the monsters reinforcements.

Magic item mortality: We keep magic item acquisition dialed a bit more to the high side, partly because we like the icon relationship items, partly because it's entertaining to bring in new magic item quirks, and partly because we *also* find ways of making terrible things happen to characters' existing items. Since magic items are in some sense alive, they *can* die. Like NPC allies, magic items aren't a *necessary* part of a character.

We're mostly all grown-ups, but even so this type of item-slaughter comes along with an implicit promise: if the story of the game is eliminating some of a PC's magic items, they'll get something else soon enough.



My favorite way of eliminating an item is as a favor to desperate PCs. If they're facing a horrible defeat or a sickening death, it's possible that one of their magic items might be able to turn the tide—the item's selfless sacrifice could provide another reroll or one final desperate attack. If successful, the PC cherishes the memory of the item that sacrificed itself. And maybe even the item's quirk.

RITUALS

Most spells available to clerics, sorcerers, and wizards are either combat spells or useful in combat. But our vision of the world is that many spellcasters use magic outside of combat for varied effects that aren't properly handled by a literal reading of the spell lists.

Our solution is to allow ritual casting of *any* spell known by a character who can use ritual magic. Clerics and wizards learn ritual magic as part of their training. Other spellcasters can learn ritual magic by taking the Ritual Casting feat (page 44).

As a rule, ritual casting is an elaborate sequence of magical actions. The usual process and complication of a ritual comes across something like a combination of staging a puppet show (where the puppets are magical servitors) and cooking a five-course meal (where the final product is a desired magical effect).

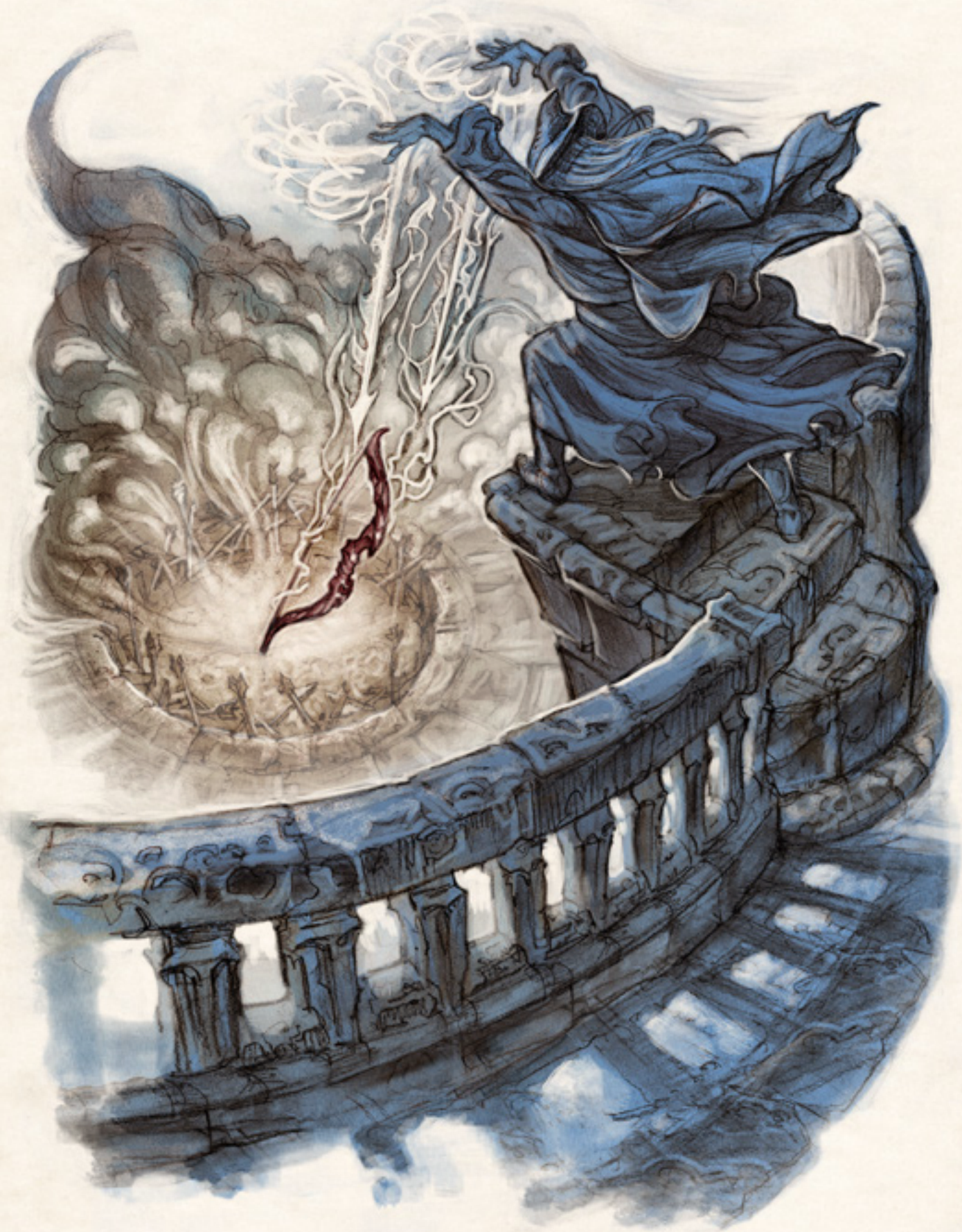
To cast a spell as a ritual:

- Choose the spell that will be used and expended by the ritual.
- Tell the GM what you are trying to accomplish and gather ingredients for the ritual that feel right or that the GM tells you are necessary. This can turn into a mini-adventure in itself if the GM or player wants to take the story in that direction.
- Spend 1d4 minutes/quarter-hours/hours preparing and casting the ritual. You can't cast other spells during this period. A PC taking damage won't necessarily end the ritual, but it will be ruined if a character falls unconscious or launches an attack of their own. Note that we're not telling you exactly which time period you should use because we think that pace varies greatly campaign-by-campaign. Some rituals feel right taking hours. Others seem like they could be accomplished in minutes. The important thing is that rituals ordinarily can't be cast during combat, or if they are, it's a very dicey proposition as enemies try to take out the caster before the ritual is complete.
- Make a skill check using one of your magical backgrounds and the ability score the GM deems appropriate. Use the standard DC targets (or a special DC set by the GM), depending on your tier and the results you're hoping for. The higher the level of the spell consumed by the ritual, the greater the effect.

Determining results: Choose outcomes that seem like logical (or magical!) outgrowths of the spell's normal effects. The effects don't have to play within the usual constraints of the magic system, and they don't have to be taken as a precedent for future rituals. Performing a magic ritual once actually makes it less likely that the same caster can perform the same ritual for the same effect again, because the world builds resistance to being broken. That's how we play it, anyway, since we think that great magicians like the Archmage and Priestess are more limited in what they can accomplish with mighty magic than it would first appear. Examples of some ritual effects appear below.

Failure means life gets interesting: As usual, use the fail forward mechanic: most rituals "work," but failure may get you results you had not properly bargained for such as side effects that send the story careening in a direction no one intended, complications with spirits that aided in the ritual but fail to disperse when the ritual is done, and coming to the attention of enemy spellcasters who note the disturbance of a partially-botched ritual as a disturbance in the aether.

Rituals expend the spell: No matter what outcome the ritual has, ritual casting expends the spell until your next full heal-up.



Faster rituals: The High Arcana talent of the wizard allows you to cast a ritual in a matter of rounds instead of minutes. The elaborate preparations of normal rituals aren't used during fast *high arcana* rituals, but they should still require some type of component and unusual elaboration. Note that ritual casting in combat doesn't usually let you make a combat spell into an even better combat spell. Rituals aren't meant to be used to blast enemies into smithereens, though one could imagine a ritual aimed at a tower or a magic portal—destruction *is* an option. But not the type of destruction that occurs during a battle.

Summary: Use the spells already in the PCs' arsenals as the basis of free-form magic that accomplishes non-combat effects. Part of the fun is setting the scene and explaining the ritual in the context of the world's magic; don't stint on your special effects budget.

Example ritual 1: *The PCs acquire a fearsome bow created by the Diabolist. Simply carrying the bow threatens to overwhelm the rogue who has no intention of using it. No NPC with an ounce of good-intention is willing to take the risk of disposing of the bow. So the wizard improvises a magic item destruction ritual using acid arrow, the perfect spell for disintegrating a demonic bow.*

Example ritual 2: *Two of the PCs have been thrown in irons and dragged into a gladiatorial pit that serves one of Axis' arenas. The PCs actually want to be there, but they need their weapons and armor, which will enable them to accomplish their mission in the arena instead of the gladiators' weapons that are designed to get them killed. So the group's wizard uses a* sleep *ritual on the guards watching their gear so that the rogue can sneak the PCs' real weapons to them, while the ritual casting bard executes a* glamor *ritual to hide the switch. The plan is a lot of trouble, perhaps, but when it's time to assassinate an archduke in the arena, two spells is a small price for creating such a set up.*

The World & its Icons

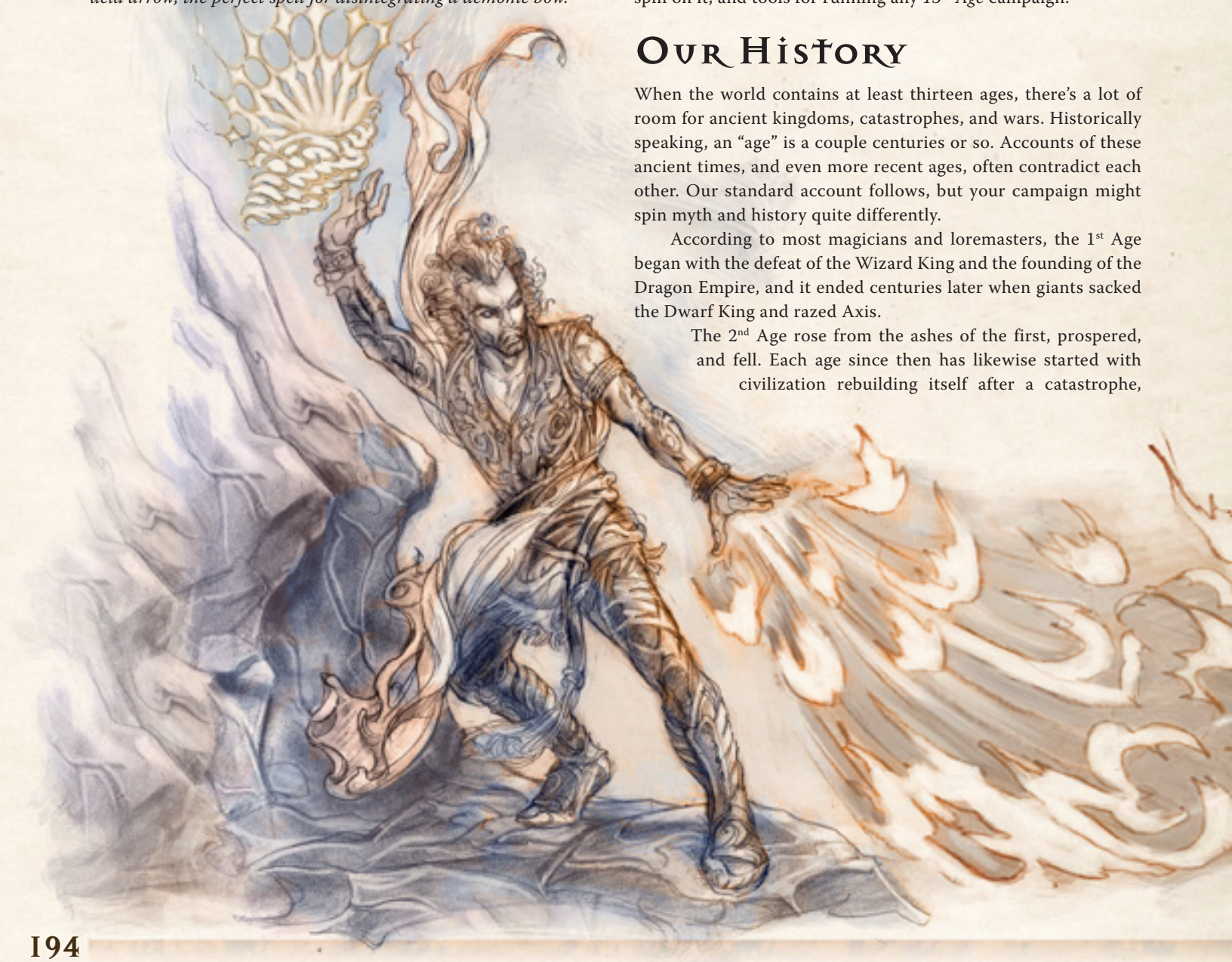
The following material is a mix of background on our default setting, suggestions for ways you could put your own creative spin on it, and tools for running any *13th Age* campaign.

Our History

When the world contains at least thirteen ages, there's a lot of room for ancient kingdoms, catastrophes, and wars. Historically speaking, an "age" is a couple centuries or so. Accounts of these ancient times, and even more recent ages, often contradict each other. Our standard account follows, but your campaign might spin myth and history quite differently.

According to most magicians and loremasters, the 1st Age began with the defeat of the Wizard King and the founding of the Dragon Empire, and it ended centuries later when giants sacked the Dwarf King and razed Axis.

The 2nd Age rose from the ashes of the first, prospered, and fell. Each age since then has likewise started with civilization rebuilding itself after a catastrophe,



and each age has ended in catastrophe. Sometimes the elves or dwarves hang on better than the humans, and more of their civilizations survive the catastrophe. Most catastrophes big enough to take down the Empire, however, also undermine its allies, and some catastrophes are big enough to bring ruin to all the realms.

Records from the early ages are vague, contradictory, and scarce. Elves, dwarves, and humans tell different stories about what happened from the 3rd Age to the 9th, how each of those ages began, what happened during them, and how they ended. Even concerning the ages on which there is agreement, each historian teaches a slightly different history. If you want to invent ruins and mysteries that fall outside the world's known history, set them before the 1st Age or set them somewhere in the nebulous middle.

The 12th Age ended in a plague that may or may not have been the Diabolist's fault. According to popular wisdom, no single catastrophe ends two ages in a row, so no one's really worried about some horrible super-plague breaking out.

Each age is defined in large part by which icons are strongest, or at least most successful. The stories that survive catastrophe are mostly about the icons or their associated heroes and villains. Some icons have apparently maintained a single lifespan, the Great Gold Wyrm for example (if you call fighting demons in the Abyss a life.) Most icons represent power that resurfaces whenever it is put down, more a case of the "The King is dead, long live the King," than immortality.

In this 13th Age, the appearance of the Priestess is something new, and it probably portends something momentous. The return of an Orc Lord is also unprecedented, and no High Druid has made her home within the Imperial borders for ages. Civilization's icons are strong. Civilization's challengers are strong as well.



Icons by Other Names

Ordinarily one of our published campaign settings would choose names for key NPCs that evoke wonder and a sense of a specific individual history. But we didn't choose that route for *13th Age*. Instead we chose somewhat generic names for the icons to leave room for you to customize icon identities in each of your campaigns.

If most of the icons keep their usual names, the changes you do make will clue the players in to what's different about your campaign. So if you hate referring to the Orc Lord and want to call him Bloodfang, do it, and then follow up with twists that exploit the move—vampiric orc lord, anyone?

Fighting the Icons

We're not presenting stats for the icons in this book. We know that campaigns that make it into the epic tier can pivot around the death of icons. We think it's cool when a campaign provides an awesome epic tier PC with a shot at becoming an icon, possibly at the expense of one of the current thirteen. So we plan to provide stats for the icons some day, probably accounting for a variety of approaches depending on different styles of campaign. But we want to be sure we thoroughly understand what we're doing before we bring these demi-gods in range of your d20s.

Alternative Icons

You can customize your campaign by treating some of your icons differently or knocking an icon out of your campaign and dealing with the consequences. In earlier drafts we spent several pages giving examples of how you could twist the stories of our icons into something different for your campaign. But you can handle that type of creativity yourself so we've pulled our variants. They may show up again on the web or in an improved form in another book.

Oh the Insanity

We've kept our core setting somewhat sane so that individual campaigns can spiral into madness. Depending on your predilections, the 13th Age could be the age where one or more of the icons lose their freaking minds.

The Blue might be so wracked by magic that it's no longer sane in any language. The Diabolist might establish a secret cult whose members go progressively insane and who can spread insanity to others. The Orc Lord's advancing armies might spawn an echo-plague of homicidal insanity and cannibalism. The Archmage's grasp on what the little people call reality may become so Olympian that this world snaps as his wards enforce an "order" inherited from a higher plane. Pile on more of that action and the PCs may end up needing a Sanity stat.

Visitors from Other Worlds

It's a feature of freewheeling fantasy worlds that they want methods of drafting monsters, heroes, and visitors from other worlds. The Empire offers several obvious entry points for creatures from other worlds, if that's your GM pleasure.

Flying realms: Lands dropping out of the sky can come from any sky, not just the other side of the horizon. Most flying realms are connected to this world, but the masters of the High Arcane generally agree that lands cut free from their connection to the ground become somewhat more likely to fly free of the world they originally belonged to.

Dungeons rising: Dungeons rising from below the world bombard the surface with a steady stream of bizarre entities and fiendish creations. Many of them claim to have originated on other worlds.

Portals and similar transports: Have no shame about using portals to other worlds. It's a staple because it works. Just remember to ask who or what, if anything, is responsible for the opening, and for everyone's sake, try to make your portals unique: "Just like every portal you've seen in the movies, except . . ."

The Abyss: The fiends that assail the Empire from out of the Abyss are nearly all malevolent creatures from other worlds that are furious to have been trapped in corporeal form and locked within this world. What else have they brought with them?

About Gods

Commonly, a campaign is defined by its gods, but a *13th Age* campaign is defined by its icons. Like gods, the icons wield world-shaping power and define moral perspectives. We center on icons, however, because they are mortal. They are in the world with the PCs, and the PCs can affect them. The campaign is about the characters, so we prefer it when the most powerful entities in the campaign are in scale with the PCs. In other words, the world of *13th Age* does have gods, but unlike the icons, the gods don't define the campaign.

You could certainly change the focus in your campaign. If you make the gods immanent beings walking the land, they might function something like icons and PCs could have icon-style relations with such gods. But that's not the game as we've phrased it.

Many Campaigns, Many Gods

If you have been running other fantasy roleplaying games, you may already have a d20 pantheon or two you enjoy using. We think the pantheons in most every edition of the d20 roleplaying game are pretty good. We've used gods from each of the other d20 games in our campaigns, alongside gods we made up, gods from fantasy novels, and gods worshipped by many human cultures. Norse and Greek and Celtic and Egyptian gods resonate well with some players.

Our standard explanation for bric-a-brac pantheons is that the Dragon Empire is a lot like many early fantasy roleplaying campaigns, containing interesting fragments of many intersecting worlds. Shipwrecked survivors of other oceans crash onto the beaches of the Iron Sea. Fragments of other realities surface in living dungeons and drift into the world on flying lands. Immigrants from any reality you want to use in your game could have come to the Empire in the near or distant past.

Gods are tenacious survivalists. Once they reach a world, they have a knack for surviving. Feel free to arrange any backstory you like for a deity or pantheon.

Your campaign's alternative: If you're not happy with the multiversal deity approach, use the pantheons you prefer or the pantheon your players are most comfortable with, or make up a pantheon that suits the campaign you are about to run.



In my campaign, you can worship whatever gods you like (though it hardly matters), and people talk about "the gods" almost abstractly. The gods are behind everything but distant from everyone. Who made the world? The gods. Who gives clerics their spells? The gods. Who sanctifies marriage and enforces oaths? Who oversees the rise and fall of nations? The gods, that's who. While almighty, the gods are distant. Perhaps the evil or pathetic behavior of mortals has driven them far away.

The gods still heed some people: prophets, clerics, and congregations singing the sacred hymns. The people worship various gods, excluding few and fearing none. There are countless cults, traditions, holidays, and sacrifices devoted to particular gods, but all these things are mortal doings. Myths and traditions vary from city to city and age to age. The gods themselves never make any sort of direct appearance. Relegating the gods to a less direct role in the campaign allows the icons to rise in prominence.

Thinking of the Icons as Gods

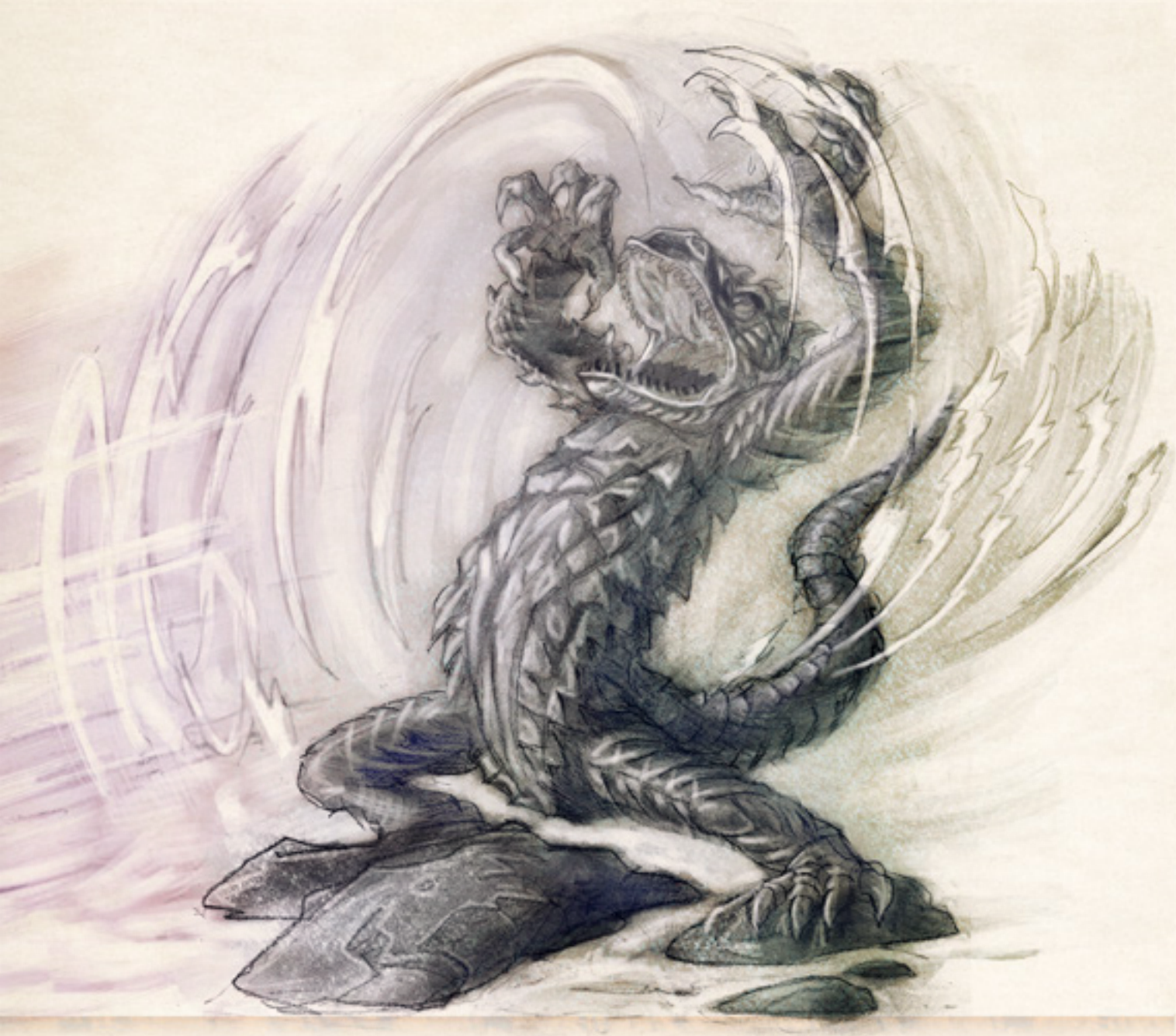
The icons aren't gods. But that doesn't stop some people from more or less worshipping them.

The Blessed Emperor: The *first and original* Blessed Emperor receives worship as a god in parts of the Empire. None of the subsequent Emperors qualify. Clerics and paladins who are hugely devoted to the Dragon Empire frequently worship the Blessed Emperor, though most of the other gods think of the Blessed Emperor as more of a saint than an actual god. The Cathedral has a couple of shrines dedicated to the Blessed Emperor on its North and South extensions, but the Blessed Emperor does not speak to the Priestess, or for that matter, the current Emperor.

The Great Gold Wyrm: Technically the Great Gold Wyrm is not a god. But the Wyrm has clerics and paladins who worship the Good that reflects off each of the Wyrm's scales. So technicalities aside, if you want your cleric or paladin to be devoted to the Great Gold Wyrm, go ahead.

The Priestess: A character devoted to the Priestess is by definition devoted to all the Gods of Light who speak through her. As they say in the sitcoms, complications may ensue.

The Villainous Icons: Other than the Crusader, the villainous icons would be quite happy if their followers mistakenly worshipped them as gods. It doesn't happen often, and even the Diabolist's cults usually pivot on her to worship or summon demons.





CHAPTER 7

MONSTERS

The monsters in this chapter hew closely to the traditions of dungeon-crawling fantasy with a few links to the icons and locations of *13th Age*. Our monstrous horizons will expand in future books.

The chapter opens with rules that apply mostly to monsters. The alphabetical monster entries are preceded by a list of all monsters sorted by level and role. When you want to create your own monsters, the tables and design text at the end of the chapter can guide your steps; designing monsters is intended to be quick and easy.

MONSTER RULES

The following rules for handling monsters are different than the rules for handling player characters.

Monster Stats

Only the heroes or exceptional monsters get to add the escalation die to their attacks. Consequently, most monster defenses start slightly higher than they would in a game that didn't use the escalation die.

Monster damage: Most monster attacks deal a set amount of damage instead of being expressed as dice rolls like player character attacks. Monster abilities, triggered powers, critical hits, and the big difference between a hit and a miss vary the amount of damage the monsters deal. (See the designer sidebar below.)

Monsters' triggered abilities: Instead of requiring a separate die roll to see which attack monsters use, use the natural result of the creature's d20 attack roll to see what other riders or attacks trigger. The standard default is 16+. Unpredictable monsters can have effects trigger on other rolls, such as odd/even, 5 or less, 6+, etc.



Except for the first half of his Elysombra campaign, Jonathan has always run d20 games using average results for monster damage instead of rolling damage dice. I stuck to rolling monster damage dice, claiming that Jonathan's version might make monsters predictable. Gradually I realized that isn't true.

Designing 13th Age, *I noticed that I had no interest in abilities that let monsters reroll damage; and if a reroll isn't interesting, the original roll isn't either. So we've moved to Jonathan's system. It's less swingy, simpler for the GM, and offers an illusory iota of player control over hit point outcomes that are easily complicated by monster abilities that trigger as surprises. The new system makes the attack roll more meaningful and preserves damage rolling for a few dramatic exceptions.*

If you find that you can't abide the new flat-damage method, you could opt to roll damage dice that have an average close to the listed result. But we don't recommend it. The monsters are retooled to be interesting using fixed damage.

Mooks

Mooks are obviously weaker monsters that you can cut down in large numbers. You track damage against the entire mob of mooks you're facing rather than against individual mooks.

Mook hit points: A mook's hit point value is one-fifth that of a regular monster, or even less. A 1st level kobold mook has 6 hit points. The difference from a regular monster is that damage accrues to the mook mob, and for each chunk of 6 damage that the kobold mook mob takes, it loses one mook.

For example, if the first attack against the kobold mooks deals 5 damage, it wouldn't kill any mooks, but the GM would track the damage. If the second attack deals 10 damage (15 total), that would kill two mooks (6 each) and leave 3 damage on the mob.

Killing multiple mooks: Sometimes you deal a ton of damage with a melee attack against a mook and wind up killing mooks that weren't engaged with you. The GM should take pains to allow you all the kills you get, letting you narrate attacks that cleave multiple foes, sudden leaps, whirlwinds of blows, mooks that faint or turn and run, or whatever it takes to make sure the mooks get their due. Storytelling unexpected mook kills is worth the table time.

It's even more likely that a spell that targets several mooks will end up blowing away mooks who weren't originally in the target zone, since each of the mooks will take their medicine separately. That's as it should be. If the best thing the wizard can manage with a fireball is to blow away all the mooks in the battle, that's a) awesome; and b) a fair chunk of damage the real monsters didn't have to suffer.

Mook actions: Each mook moves and attacks on its own despite the fact that the mob takes damage en masse; that's why you want to kill mooks quickly, so you'll take fewer attacks. Like most other monsters, mooks deal fixed damage with their attacks and deal double damage if they score a critical hit with a natural 20.

Mook status is apparent: Most of the time the PCs should know that mooks are mooks. In special cases, as ruled by the GM, it's not obvious.

Multiple mobs: If a particular battle is all about fighting an *enormous* number of mooks, feel free to make things interesting by splitting them into a few different mobs with different initiative numbers and damage pools.



There are a lot of things we could call these crunchy little monsters. But we inherited them from Feng Shui, *so let's just make it obvious.*

Large and Huge Monsters

Large monsters generally have twice the hit points and can deal roughly double the damage of a normal-sized monster. They also count as two monsters when you build a battle (see page 186). Huge monsters have triple the hit points, deal triple damage, and count as three normal-sized monsters when you're putting together a battle.

You don't have to worry about these large and huge monsters being unfairly affected by spells that could weaken them or daze them or put them to sleep: most such spells have hit point limits. Particularly at champion and epic tier, the PCs will have to beat monsters down a bit before their control spells work well.

Sometimes the size of a monster isn't backed up by how tough it is. Feel free to use big scary looking minis for monsters that turn out to have more or less normal stats. Similarly, you may end up wanting to use minis for a huge monster like a hydra that doesn't look like a huge mini. Don't worry about it.

Conversely, some normal-sized monsters are tougher than other monsters their size. We use the terms double-strength and triple-strength to refer to normal-sized monsters that have stats like large and huge creatures, and you should count them as large (double-strength) and huge (triple-strength) creatures when you balance battles.

Burrow

Burrowing is another type of special movement rule that could have gone into the combat chapter. But it's a monster thing rather than a type of movement we're offering to the player characters, so we'll handle it here.

Creatures that burrow can move underground with some effort. Unless otherwise specified, they don't leave fully functional tunnels behind them. If it were dramatically necessary to follow a burrowing creature underground, well, maybe something could be worked out.

Getting Into the Ground

A burrowing creature on the surface can use a standard action to try to burrow underground. Getting underground isn't automatic; it requires a successful save that gets more difficult as the ground gets harder.

Sand, dirt, most forest soil: Easy save, 6+

Hard-packed dirt, loose rocks: Normal save, 11+

Rock, caves, dungeon floors: Hard save, 16+

Failure indicates that the creature scrabbles on the surface to no effect, losing its standard action. Success means the creature can move underground, faster or slower depending on the hardness of the ground. A creature that's burrowing is usually safe from attacks, out of line of sight and hidden in the earth.

Breaking Through to the Surface

It's much easier for a creature to surface than to get underground. A burrowing creature only needs to use a quick action to break through to the surface (if it's near the surface; see below). The usual sequence of a creature erupting to the surface is as follows: a move action from deeper under the ground to come close to the surface, close enough that people see there's something coming, followed by a quick action to break through, and followed by a standard action attack.

Burrowing creatures like the bulette often begin and end combat underground, fleeing through the earth if given a chance. It's less common for them to find reasons to move underground in the middle of a battle.

Death Attacks & Last Gasp Saves

There are some monsters that are astonishingly deadly and can kill with a single attack (a death attack). "Kill" is used loosely here, in that a few of these monsters petrify or paralyze or otherwise entirely remove a PC from a fight.

Such attacks will specify that they offer "last gasp saves." This means that a PC affected by such a power will slowly turn to stone, or slip into paralysis, or crumble to dust, etc. The first turn after an effect forces a PC to start making last gasp saves, the PC can take only one action (standard, move, or quick) during their turn and ends their turn by rolling a hard save (16+). If this first save fails, the PC is now helpless and can take no further actions except to roll more last gasp saves.

The last gasp save functions like a death save—success means the PC has thrown off the condition and will act normally on their next turn, and rolling a 20 means they can take their turn normally that round. Failing four last gasp saves in a battle means you turn to stone, are paralyzed, are liquefied, or are adversely affected as indicated.

In addition, an ally next to you can use a standard action to help you try to shake off the effect, letting you roll a bonus last gasp save that does not count against your four total if you fail it. When an ally attempts to help you shake off the death attack, it only requires a normal save (11+) for you to recover.

Fear

Some monsters have a fear aura that will make it more difficult for PCs to attack them. Fear auras scale based on creature level, which determines the creature's fear threshold number rated by hit points. While enemies that have that amount of hit points or fewer are engaged with a creature that has a fear aura, they are dazed (–4 attack) *and* do not benefit from the escalation die.

Lvl	Fear threshold (hp)
0	7
1	9
2	12
3	15
4	18
5	24
6	30
7	36
8	48
9	60
10	72
11	96
12	120
13	144
14	192

Archmage



Elf Queen



High Druid



Lich King



Diabolist



Emperor





Priestess

Dwarf King





Prince of Shadows



The Three

Orc Lord



Group Abilities

A few monsters have abilities that are meant to be used a certain number of times in a battle by any one of the monsters in the group. For example, you don't have to keep track of whether a given hobgoblin has used the *well-armored* ability, just keep track of how many times the hobgoblins have used the ability during the battle. The ability should tell you how many times it can be used per battle by the group as a whole.

As a rule, mooks can't use group abilities.

Key to the Monster Entries

Here's a detailed explanation of the sections of the monster stat blocks that require some explanation. (We aren't going to bother explaining elements like AC and HP again.)

Monster Name [**A** Monster Tile Art]

Flavor text

B **C** **D**

Size or Strength][X level][Monster Role] D. [Type]

Initiative: +X

E **Attack +XX vs. AC/PD/MD (targets),** XXX damage and effect (if any)

Miss: if applicable

Limited use: if applicable

F *Extra effect trigger:* extra effect

G *Special:* text

H Nastier Specials

Special: text

Special: text

AC XX
PD XX
MD XX

HP XX

I **Icons**

Descriptive text

A Monster Tile Art

Each of the icons is associated with many creatures in the world. The style of each monster tile shows which icon is closely associated with the creature. Sometimes the association is one of control and fealty (orcs and the Orc Lord), but in other cases the relationship is of deep enmity (stone giants and the Dwarf King). Occasionally the relationship between icon and monster is ambiguous, open to exploration in your campaign (storm giant and Elf Queen).

The styles used for each icon's tiles are shown on the previous page.

B Size/Strength and Level

These are the key stats that determine how tough a battle will be using the creature. See Building Battles on page 186 for details, but at adventurer tier most battles pit the PCs against what amounts to the same number of monsters of the same level (with large or double-strength monsters counting double, and huge or triple-strength monsters counting triple). If size (or strength) isn't mentioned, the monster is normal size (or strength) and we're not concerned with minor details like small goblins and tiny imps. You can run with those details on the table if you like, but they don't make any difference in our game stats.

C Monster Roles

Dividing monsters into loose roles helps the GM set up fun battles with good mixes of opponents. You're more likely to run a fun monster battle if you pair a *caster* monster, for example, with some *troops* or *blockers* to run interference for it rather than throwing nothing but *casters* at the PCs.

Monsters with different roles still use the same stats. We mainly use monster roles as a guide to the type of powers they should have. It's perfectly possible that some monsters could qualify as more than one type, but we're not stressing over such identification given that there are no mechanical consequences of identification . . . aside from mooks.

Archers are ranged attackers who use weapons rather than spells.

Blockers have abilities that help them protect their allies.

Casters are magician-types who need space to cast their spells properly. They're capable of anything.

Leaders have abilities that help other monster allies fight better.

Mooks are minor monsters that are good cannon fodder. Five mooks are the equivalent of one normal monster (except at low levels, as explained on page 186).

Spoilers mess the PCs up with attacks that inflict harmful effects instead of or in addition to hit point damage.

Troops are the default monster type. They're nothing super-special, aiming to hurt PCs via hit point damage.

Wreckers really bring the pain. Sometimes they work alone. Enemy groups containing only wreckers will be very dangerous to the PCs.

D Type

We don't use monster types much. But some spells and magic items care about monster type. And rangers with favored enemies definitely care about it. If you disagree about how we categorized a monster's type, go ahead and play it your way. Instead of piling type upon type like earlier d20 games, we prefer the simple path of saying that monsters have only one type. Many games will be able to ignore this stat completely.

So far, types include aberration, beast, construct, demon, dragon, giant, humanoid, ooze, plant, and undead.

If the game lives up to our intentions, players will fear demons and dragons the most.

E Attack +XX vs. AC/PD/MD (Targets)

The default for attacks is that they are melee attacks against one target that require a standard action to use. If an attack can target more than one creature, that information follows the attack value.

When a monster makes an opportunity attack, it must use a melee attack, but it can make only one attack roll if that attack action normally includes multiple attacks. For example, a rakshasa that normally attacks twice with *claws and bite* as part of its standard action only makes one of those attacks as an opportunity attack.

The abbreviation **R:** indicates that an attack is a ranged attack instead of a melee attack. The default ranged attack assumes a single nearby target, but weapon attacks like bows and many spells can hit far away targets as well and will be noted in the targeting information or extra effect trigger.

The abbreviation **C:** refers to close-quarters attacks that can be used without triggering opportunity attacks from engaged enemies like ranged attacks do. Each close-quarters attack will note its targets.

Some attacks can only be used when a natural roll triggers it. Those attacks have a *[Special trigger]* indicator at the start of the attack line. Other triggers allow a monster to use a normal standard action attack as a free action; such triggers may limit the targets of that attack, however.

F Extra effect trigger

We prefer not to track many monster abilities. So instead of tracking them, we often let them trigger randomly based on the monster's attack roll. Not all attacks have possible triggers, but many do, and they can make two battles against the same type of monster quite different. Most extra effect triggers are natural even or odd attack rolls or other specific die rolls, but a few are more unusual.

G Special: text

These are other attacks and special abilities like *fear* or movement abilities like *flight*. Not all monsters have them.

H Nastier Specials

These abilities increase a monster's options and help keep monsters interesting throughout the campaign. Use them as options whenever you like, especially if things seem too easy for the PCs.

Don't interpret the lack of a nastier special as a sign that monsters can't get nastier. If we didn't have a good idea for something nastier for a monster, we didn't waste space pretending. Monsters can always get nastier.

I Icons

Text about surprising or relevant icon relationships the monster might have.

Building Battles Reprised

Most of the advice on building battles with monsters, as well as detailed advice for using the Monster Equivalents table, appears on page 186. We're including the table here so that you can do less flipping back and forth.

Monster Level compared to party level	Adventurer Battle	Champion Battle	Epic Battle	Normal counts as...	Mook counts as...	Large counts as...	Huge counts as...
	2 levels lower	1 level lower	Same level	0.5	0.1	1	1.5
	1 level lower	Same level	1 level higher	0.7	0.15	1.5	2
	same level	**1 level higher**	**2 levels higher**	**1**	**.2**	**2**	**3**
	1 level higher	2 levels higher	3 levels higher	1.5	.3	3	4
	2 levels higher	3 levels higher	4 levels higher	2	.4	4	6
	3 levels higher	4 levels higher	5 levels higher	3	.6	6	8
	4 levels higher	5 levels higher	6 levels higher	4	.8	8	

MONSTER LIST

The following table lists the monsters in this book by level, name, size, role, and page number. We'll keep an up-to-date sortable list online at **pelgranepress.com**.

Lvl	Monster	Size	Role	Pg
0	giant ant	normal	troop	206
1	decrepit skeleton	normal	mook	246
1	dire rat	normal	mook	206
1	giant scorpion	normal	wrecker	206
1	goblin grunt	normal	troop	300
1	goblin scum	normal	mook	229
1	human thug	normal	troop	235
1	kobold archer	normal	mook	237
1	kobold warrior	normal	troop	237
1	orc warrior	normal	troop	242
1	skeletal hound	normal	blocker	246
1	skeleton archer	normal	archer	246
1	wolf	normal	troop	207
1	zombie shuffler	normal	mook	251
2	ankheg	large	troop	208
2	bear	normal	troop	207
2	giant web spider	large	blocker	207
2	goblin shaman	normal	caster	229
2	hobgoblin warrior	normal	troop	230
2	human zombie	normal	troop	251
2	hunting spider	normal	wrecker	206
2	kobold hero	normal	leader	237
2	lizardman savage	normal	wrecker	237
2	medium white dragon	normal	troop	218
2	newly-risen ghoul	normal	mook	225
2	orc berserker	normal	troop	242
2	orc shaman	normal	leader	242
2	skeleton warrior	normal	troop	246
2	trog	normal	spoiler	247
3	bugbear	normal	troop	230
3	dire wolf	large	troop	207
3	dretch	normal	mook	210
3	ghoul	normal	spoiler	225
3	gnoll ranger	normal	archer	229
3	gnoll savage	normal	troop	228
3	hell hound	normal	wrecker	234
3	hungry star	normal	wrecker	235
3	imp	normal	spoiler	210
3	medium black dragon	normal	wrecker	218
3	ochre jelly	large	wrecker	241
3	ogre	large	troop	240
3	otyugh	large	blocker	243
3	trog chanter	normal	leader	247
4	Blackamber skeletal legionnaire	normal	troop	246
4	derro maniac	normal	troop	216
4	derro sage	normal	caster	216
4	despoiler	normal	caster	210
4	dire bear	large	troop	207
4	flesh golem	large	blocker	231
4	gnoll war leader	normal	leader	229
4	half-orc legionnaire	normal	troop	233
4	harpy	normal	spoiler	234
4	hobgoblin captain	normal	leader	230
4	large white dragon	large	troop	218
4	medium green dragon	normal	spoiler	219
4	minotaur	large	troop	239
4	owl bear	large	wrecker	243
4	troll	large	troop	248
4	wight	normal	spoiler	249
5	bulette	large	wrecker	208
5	demon-touched human ranger	normal	archer	235
5	ettin	large	troop	224
5	frenzy demon	normal	wrecker	211
5	gargoyle	normal	troop	224

Lvl	Monster	Size	Role	Pg
5	gelatinous cube	huge	blocker	241
5	half-orc tribal champion	normal	wrecker	233
5	hobgoblin warmage	normal	caster	230
5	huge white dragon	huge	troop	219
5	hydra, 5 heads	huge	wrecker	236
5	medium blue dragon	normal	caster	219
5	sahuagin	normal	wrecker	245
5	wraith	normal	spoiler	250
5	wyvern	large	wrecker	250
6	clay golem	large	spoiler	231
6	drider	large	caster	223
6	hill giant	large	troop	225
6	large black dragon	large	wrecker	220
6	manticore	large	archer	238
6	medium red dragon	normal	wrecker	220
6	medusa	normal (x2)	wrecker	238
6	vampire spawn	normal	spoiler	249
6	vrock	normal	spoiler	211
7	frost giant	large	spoiler	226
7	hezrou	large	troop	212
7	hydra, 7 heads	huge	wrecker	236
7	large green dragon	large	spoiler	220
7	ogre mage	large	caster	240
7	orc rager	normal	mook	242
7	phase spider	large	spoiler	244

Lvl	Monster	Size	Role	Pg
8	fire giant	large	wrecker	227
8	glabrezou	large	caster	212
8	large blue dragon	large	caster	221
8	rakshasa	normal (x2)	caster	245
8	stone giant	large	troop	226
8	stone golem	large	blocker	232
9	black pudding	huge	wrecker	241
9	chimera	large	wrecker	209
9	despoiler mage	normal	caster	213
9	fire giant warlord	large	leader	227
9	giant vrock	large	spoiler	214
9	hooked demon	normal	mook	213
9	huge black dragon	huge	wrecker	221
10	great fang cadre (orc)	normal	mook	242
10	iron golem	large	wrecker	232
10	large red dragon	large	wrecker	222
10	nalfeshnee	large	caster	214
10	spawn of the master (vampire)	normal	mook	249
10	storm giant	huge	archer	228
10	vampire	normal	spoiler	248
11	huge green dragon	huge	spoiler	222
11	medusa noble	normal (x2)	caster	239
12	huge blue dragon	huge	caster	222
12	marilith	large	troop	215
13	balor	large	wrecker	215

ANIMAL/ CRITTER



Animals won't kill you because they're evil. They'll kill you because they're hungry, or scared, or smart enough to know that you're the type of two-legged animal that will kill them first if they give you the chance.

Dire animals are bigger and nastier versions of normal animals. Large-sized dire animals usually have at least one dire feature, determined randomly on the table below. As a nastier special, the GM can give a particular dire animal two dire features or make up something more bizarre.

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 Rat

From age to age, dire rats vary in size. In this age, they're only half as big as they sometimes get, but they're also twice as vicious.

1st level mook [BEAST]
Initiative: +2

Infected bite +5 vs. AC—4 ongoing damage

Nastier Specials

Squealing pack attack: This creature gains a +1 attack bonus per other dire rat engaged with the target it's attacking.

AC 15
PD 15 **HP 6 (mook)**
MD 10

Mook: Kill one dire rat mook for every 6 damage you deal to the mob.

Giant Ant

Your standard rather-be-foraging-than-fighting dungeon-variety giant ant.

0 level troop [BEAST]
Initiative: +0

Mandibles +5 vs. AC—3 damage
Natural 16+: The target also takes 1d3 ongoing acid damage.

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

AC 14
PD 13 **HP 20**
MD 9

Giant Scorpion

They say the pain of dying from giant scorpion poison competes with the shame of being eaten by an overgrown bug.

1st level wrecker [BEAST]
Initiative: +6

Pincer +6 vs. PD—1 damage, and the scorpion gains a +2 attack bonus against the same target this turn with its *stinger* attack
Limited use: 2/round, each requiring a quick action. (Hitting the same target twice with *pincer* gives the *stinger* attack a +4 bonus.)

Stinger +6 vs. AC—3 damage, and 3 ongoing poison damage

AC 16
PD 15 **HP 22**
MD 10

Hunting Spider

It's not true that the dark elves keep hunting spiders as pets. They're more like well-fed weapons.

2nd level wrecker [BEAST]
Initiative: +6

Bite +6 vs. AC—8 damage
Natural 16+: The target also takes 1d8 ongoing poison damage.

Scuttle: A hunting spider can turn its own failed disengage check into a success by taking 1d4 damage.

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

AC 17
PD 14 **HP 34**
MD 11

Giant Web Spider

The largest nests of these spiders exist in the root systems of abandoned elven forests and in the caverns surrounding dark elf temples. Elsewhere, you're normally dealing with only one or two spiders at a time on the hunt for a meal.

Large 2nd level blocker [BEAST]
Initiative: +4

Bite +7 vs. AC—5 damage, and 5 ongoing poison damage
Natural even hit: The target also takes 2d6 ongoing poison damage if it's dazed or stuck.

C: Web +7 vs. PD (up to 2 nearby enemies in a group)—3 damage, and the target is dazed until the end of the spider's next turn
Natural 18+: The target is also stuck until the end of the spider's next turn.

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

AC 17
PD 16 **HP 68**
MD 12

Wolf

Even the best prepared adventuring parties can be torn apart by something as simple as a pack of wolves.

1st level troop [BEAST]
Initiative: +4

Bite +5 vs. AC—5 damage
Pack attack: This creature gains a +2 bonus to attack and damage for each other ally engaged with the target (max +4 bonus).

AC 17
PD 15 **HP 28**
MD 11

Bear

This is the kind of bear that would rather be wading for salmon than dodging a hunter. It would rather be grazing on berries than dancing in chains in a traveling circus. But you can't always get what you want.

2nd level troop [BEAST]
Initiative: +4

Bite +7 vs. AC—6 damage
Natural even hit: The target takes +1d6 damage from a claw swipe.

AC 17
PD 16 **HP 45**
MD 12

Dire Wolf

The wolf's howl chills you to your marrow—convenient, since it likes the taste of warm marrow.

Large 3rd level troop [BEAST]
Initiative: +6

Vicious bite +8 vs. AC—18 damage
Pack attack: This creature gains a +2 bonus to attack and damage for each other ally engaged with the target (max +4 bonus).

Chilling howl: Whenever a dire wolf's attack drops an enemy to 0 hp or below, all dire wolves in the battle can howl as a free action. When the wolves howl, each enemy in the battle takes a penalty to its attacks and all defenses equal to the number of living dire wolves in the battle (max –5) until the end of the attacking wolf's next turn. New howls extend the duration of the current howl rather than downgrading the howl's effect if dire wolves have been slain in the meantime.

One dire feature: Roll randomly unless you know this beast's story already.

AC 18
PD 17 **HP 80**
MD 13

Dire Bear

This is the kind of bear that would rather eat a hunter than grub for berries.

Large 4th level troop [BEAST]
Initiative: +7

Bite +8 vs. AC—24 damage
Natural even hit: The target takes +2d6 damage from a claw swipe.

Savage: The dire bear gains a +2 attack bonus against staggered enemies.

One dire feature: Roll randomly unless you know this beast's story already.

AC 19
PD 19 **HP 130**
MD 14

Icons

The High Druid, Elf Queen, and Orc Lord are the icons closest to the trails of wolves and bears.

Although it galls her, the Elf Queen must confess an affection for spiders. Her high elf and wood elf subjects shudder and remain silent.

ANKHEG



Ankhegs love to burrow into earth already disturbed by the passage of living dungeons. They're the pests that come after the plague.

Large 2nd level troop [BEAST]
Initiative: +8

Mandibles +7 vs. AC—8 damage
Natural even hit: If the target is small (i.e., a gnome or halfling), the ankheg grabs it. While the ankheg is grabbing a creature, the only legal target for its *mandibles* attack is the grabbed creature.

C: Acid spit +7 vs. PD (one nearby enemy, plus any enemy the ankheg has grabbed)—5 ongoing acid damage
Limited use: 1/round, as a quick action.

Escape speed: At the end of the ankheg's turn, roll a d6. If it's equal to or less than the escalation die, the ankheg can move again as a free action. (Usually it's trying to flee to a pre-dug burrow with a small-sized creature in its mandibles; ankhegs do burrow, but at slow speeds that aren't relevant to combat rounds.)

AC 19
PD 17
MD 11
HP 60

Icons

Servants of the Archmage occasionally make use of ankhegs as known quantities in experiments on more variable monstrosities. Likewise, the Diabolist's demons use ankhegs as raw materials for greater transformations. Few other icons have any use for a magically mutated but non-trainable predator.

Ancient texts reveal that one of the early Empire's noble families was named House Ankheg. The house crest was a lion, with no trace of the loathsome blend of ant and beetle that now bears the house name. Divinations are muddled, but what seems most likely is that one of the family's wizardly scions created the monster and the house disintegrated from the shame.

—Melea, **The Roots of the Throne**



BULETTE

Certain specialists claim to be able to attract or repel bulettes by creating rhythmic sounds transmitted into the ground through metal poles. Judging by results, the most effective type of metal pole is a hollow prosthetic worn in place of a missing leg.

Large 5th level wrecker [BEAST]
Initiative: +7

Gigantic claws +12 vs. AC (2 attacks)—15 damage
Dual hit: If both claws hit during the same turn, the bulette can make a *terrible bite* attack during its next turn as a standard action.

[Special trigger] **Terrible bite +14 vs. AC**—45 damage
Miss: 22 damage.

Blood frenzy: The bulette's crit range expands to 16+ while the escalation die is 4+.

Serious burrower: A bulette can burrow incredibly quickly for short distances. They're renowned for the mounds of dirt and rock they push above them as they surge through the ground like land torpedoes (see page 200 for burrow rules).

Nastier Specials

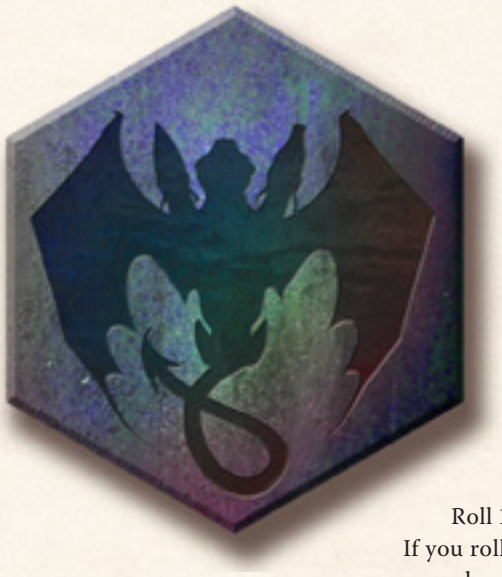
Savage response: When an attacker scores a critical hit against the bulette and it survives, the bulette can make a *terrible bite* attack as a free action against one target engaged with it.

AC 22
PD 19
MD 14
HP 170

Icons

People like the Archmage probably helped create the bulette, but if they did it happened in some previous forgotten age. People like the High Druid might have some chance of controlling a bulette, but most people associated with the High Druid focus on beasts that are less likely to incidentally cost them a limb.

CHIMERA



In illustrated bestiaries copied down through the ages, the three bodies of the chimera are merged neatly: lion, dragon, and goat. In reality, scales and hair, and hooves and claws all mingle in a chaotic form. No two chimeras are exactly alike, and most include modest portions of other beasts, as well as the standard three. Their distorted forms bring them pain. They take it out on everything else.

Large 9th level wrecker [BEAST]
Initiative: +15

Fangs, claws, and horns +14 vs. AC (3 attacks)—25 damage

Natural 14–15: The target is dazed until the end of the chimera's next turn from a headbutt.

Natural 16–17: The target takes 20 ongoing damage from raking claws.

Natural 18–20: The chimera makes a *fiery breath* attack as a free action.

[Special trigger] **Fiery breath +14 vs. PD (up to 3 nearby enemies in a group)**—3d10 fire damage

Bestial thresher: Whenever a creature misses the chimera with a melee attack, the chimera's multiple sharp bits deal 3d10 damage to that attacker.

Nastier Specials

Now it's angry: When an attacker scores a critical hit against the chimera and it survives, its attack rolls on its next turn deal the effects of the lower rolls as well as their own results; for example, a roll of 18–20 would daze the target and deal 20 ongoing damage as well as triggering *fiery breath*.

AC 24
PD 20 **HP 320**
MD 16

Icons

It is said that wizards trained by the original Wizard King treated the creation of their own unique chimera as a rite of passage. As a defender of the Empire, the Archmage obviously scorns such misguided uses of power. Of course, individual wizards acting on their own initiative might set out to prove that chimeras created according to the formulas of the Archmage are superior. Ahem.

In the present age, the iron-fisted forces of the Crusader and the Orc Lord feel no shame in indulging the chimera's requirements for slaughter and torture.

DEMON

To a demon, the world is a shoddy cage that will break one day, soon, if you just keep hammering on it.

Demons are creatures of chaos. You're never sure what you're up against when you fight demons. Before a battle, the GM should determine whether each demon has a demonic ability. Sometimes you'll choose because you know the story of the demons that are involved. Other times you'll want to roll randomly so that the PCs know it was the dice that doomed them.

Roll 1d10 for each non-mook normal-sized demon. If you roll less than or equal to the demon's level, it has a random ability. Large or huge (or double- or triple-strength) demons automatically get one random ability, and as a nastier special option, you can give them more.

When a demon has an ability, roll 1d6 or 1d8 on the table below to determine what it is. Rolling 1d6 is merciful. Rolling 1d8 risks the demon having a couple abilities that are badass.

Most monster abilities in *13th Age* aren't secrets. Random demon abilities *are* secret until they are used. The point is that you can't be sure whether invisibility or fire will work against a particular demon . . . or whether the absence of any abilities early in a battle means that you're going to be up against a demon with *demonic speed*.

At the GM's option, other unique abilities are encouraged.

Random Demon Abilities (d6 or d8)

1: *True seeing*—The demon is immune to invisibility and ignores any illusions.

2: *Resist fire 18+*—You'll see that the demon resists fire the first time you use fire against it.

3: *Invisibility*—The first time the demon is staggered each battle it becomes invisible until the end of its next turn.

4: *Resist energy 12+*—The demon's resistance to all energy types puts a damper on enemy spellcasters, but at least the resistance is only 12+.

5: *Fear aura*—Enemies engaged with the demon who are below its fear hit point threshold are dazed and can't use the escalation die; see Fear level thresholds on page 200.

6: *Teleport 1d3 times each battle*—As a move action, the demon can teleport anywhere it can see nearby.

7: *Demonic speed*—The demon can take an extra action each turn while the escalation die is 4+.

8: *Gate*—Once per battle as a standard action, if the demon is staggered, it can summon a single demon ally at least two levels below its own level. The allied demon rolls initiative and does not appear on the battlefield until its turn starts. (Note that using a *gate* costs the demon an obligation, so some demons would rather flee or die than activate one.)



Imp

Imps are batwinged balls of chaos with a taste for torture where other demons would choose to slay.

3rd level spoiler [DEMON]
Initiative: +8

Festering claws +7 vs. AC—3 damage, and 5 ongoing damage

R: Blight jet +7 vs. PD—7 damage, and the target is dazed (save ends)
First natural 16+ each turn: The imp can choose one: the target is weakened instead of dazed; OR the imp can make a *blight jet* attack against a different target as a free action.

Curse aura: Whenever a creature attacks the imp and rolls a natural 1–5, that creature takes 1d10 psychic damage.

Flight: Imps are hard to pin down because they fly. Not that fast or well, but you don't have to fly well to fly better than humans and elves.

AC 20
PD 13 **HP 40**
MD 16



Dretch

When a demon is killed and eaten in the Abyss, it passes out of its devourer as a dretch. A dretch is a miserable and frightened creep. Its black-hearted fear is so great that it's virtually contagious.

3rd level mook [DEMON]
Initiative: +5

Claws +8 vs. AC—6 damage

Fear: While engaged with this creature, enemies that have 15 hp or fewer are dazed (–4 attack) and do not add the escalation die to their attacks.

AC 17
PD 15 **HP 13 (mook)**
MD 11

Mook: Kill one dretch mook for every 13 damage you deal to the mob.



Despoiler

Despoilers seek to use their enemy's strengths against them. Even when defeated, their taunts may sting . . .

4th level caster [DEMON]
Initiative: +9

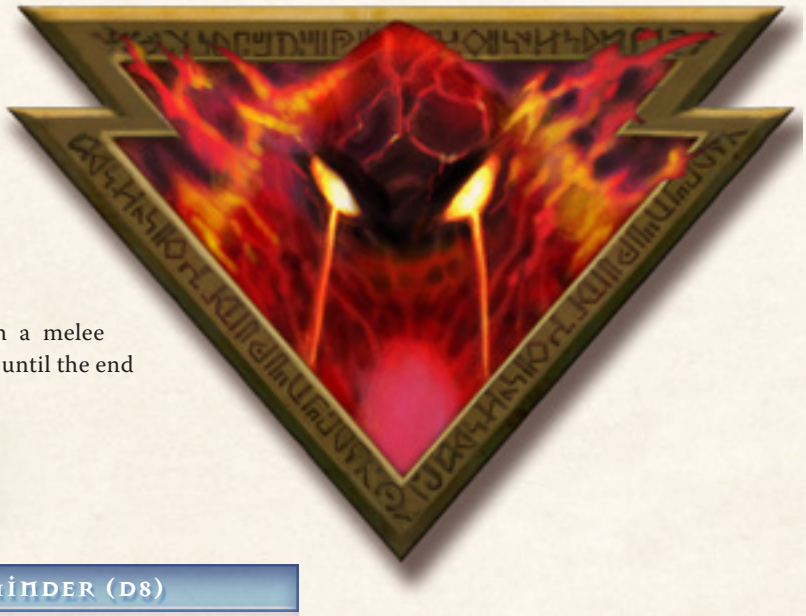
Horns and daggers +8 vs. AC (2 attacks)—5 damage
Natural 16+: The despoiler can pop free from the target.

R: Abyssal whispers +9 vs. MD (one nearby or far away enemy)—15 psychic damage, and the target is confused (save ends); OR the target can choose to avoid the confusion effect by taking 6d6 psychic damage to clear their head . . .

C: Sow discord +9 vs. MD (2 nearby enemies engaged with the same creature or with each other)—one target makes an at-will melee attack against this power's other target
Limited use: 1/day, as a quick action.

AC 19
PD 14 **HP 52**
MD 18

Frenzy Demon



Their chunky bodies and claws are red, but not quite blood-red. That's your clue to where the frenzy demon's skin ends and the bloodstains begin.

5th level wrecker [DEMON]
Initiative: +10

Claw +9 vs. AC (2 attacks)—9 damage

Raging frenzy: Whenever the frenzy demon misses with a melee attack, it gains a +1 attack bonus and deals +1d4 damage until the end of the battle (maximum bonus +4, +4d4).

AC 21
PD 17 **HP 70**
MD 17

Random Demon Abilities Reminder (d8)

1: *True seeing*
2: *Resist fire 18+*
3: *Invisibility* when first staggered
4: *Resist energy 12+*
5: *Fear aura*
6: *Teleport 1d3 times each battle*
7: *Demonic speed*
8: *Gate in allied demon*

Vrock (vulture demon)



Vulture demons embody contagion. The presence of a horribly virulent disease has been known to summon them from the Abyss. In the Red Wastes near the borders of the Abyss, it's common to toast another's health by saying "Get better soon, or we'll kill you before you summon a vrock."

6th level spoiler [DEMON]
Initiative: +9

Filth-covered claws +11 vs. AC (2 attacks)—7 damage, and 5 ongoing poison damage
Natural even hit: The vrock can make a *demonic screech* attack as a free action.

[Special trigger] **C: Demonic screech +11 vs. MD (1d3 nearby enemies),** 5 psychic damage, and the target is vulnerable (*attacks vs. it have crit range expanded by 2*) until the end of the battle

Nastier Specials
Predation: Creatures hit by the vrock's *demonic screech* attack that are already vulnerable are also hampered (save ends).

AC 21
PD 18 **HP 88**
MD 18



Hezrou (toad demon)

A hezrou smells like your own body putrefying. Or perhaps your mother's.

Large 7th level troop [DEMON]
Initiative: +11

Meaty, clawed hands +12 vs. AC (2 attacks)—28 damage
Any hit: The demon can grab the target if it isn't already grabbing a creature. The grabbed foe can't move except to teleport, pop free, or attempt to disengage, and disengage attempts take a –5 penalty unless the creature hit the hezrou with an attack that turn.

The hezrou gains a +4 attack bonus against any enemy it is grabbing.

Demonic stench: While engaged with this creature, enemies with 84 hp or fewer are dazed (–4 attack) and do not add the escalation die to their attacks.

Nastier Specials
Abyssal sergeant: Lower-level non-mook demons nearby the hezrou deal damage equal to their level when they miss with an attack.
Stab this now: The hezrou's allies gain a +4 attack bonus against any creature it is grabbing.

AC 22
PD 16 **HP 210**
MD 20

Glabrezou (pincer demon)

In an earlier age, the spellcasting glabrezou developed the means to summon material creatures to the Abyss, much as the Diabolist summons demons to the material worlds. Thankfully, they lost that knowledge, but they have been trying to get it back into their pincers ever since.

Large 8th level caster [DEMON]
Initiative: +16

Pincer +13 vs. AC—45 damage
Natural even hit: The demon can grab the target as long as it isn't already grabbing a creature. The grabbed foe can't move except to teleport, pop free, or attempt to disengage, and disengage attempts take a –5 penalty unless the creature hit the glabrezou with an attack that turn.

The glabrezou gains a +4 attack bonus against any enemy it is grabbing.

R: Painbolt +13 vs. MD (one nearby or far away creature)—70 psychic damage

C: Hellfire + 13 vs. PD (1d3 nearby enemies in a group *and* any glabrezou allies engaged with those enemies)—50 fire damage

Mirror images: At will, as a move action, a glabrezou can create multiple images of itself that make it harder to target. The next time an attack would hit the glabrezou, the attacker has to roll 11+ with another d20 roll: success indicates a hit; failure is a miss that hits one of the mirror images instead, dealing no miss damage to the glabrezou but dispelling all the images.

Once the glabrezou is staggered, it takes 2d10 damage whenever it uses *mirror image*, so movement or escape start registering as alternatives.



Power word stun: Once per day as a free action, the glabrezou can utter a word of power, canceling a single action just taken by a nearby creature with fewer hit points than the glabrezou—whether it was casting a spell, healing an ally, or whatever. The GM can see the results of the action, such as a die roll, before deciding whether to use the *power word*.

AC 22
PD 22 **HP 320**
MD 18

Despoiler Mage



In a sense, the Diabolist is flattered when talented despoilers seek to master pentacles and wands. But too much knowledge is a liberating condition, so she encourages despoilers' pathological urge to pick fights they cannot win. Chaos ensues. She wins!

9th level caster [DEMON]
Initiative: +14

Horns and swords +13 vs. AC (2 attacks)—20 damage
Natural 16+: The despoiler mage can pop free from the target.

R: Abyssal whispers +14 vs. MD (one nearby or far away enemy)—45 psychic damage, and the target is confused (save ends); OR the target can choose to avoid the confusion effect by taking 10d10 psychic damage to clear their head . . .

R: Magic missile (one nearby or far away enemy)—10 automatic force damage
Limited use: 1/round, as a quick action.

C: Sow discord +14 vs. MD (2 nearby enemies engaged with the same creature or with each other)—one target makes an at-will melee attack against this power's other target
Limited use: 1/battle, as quick action.

Aura of betrayal: At the start of each of the despoiler mage's turns, choose a random nearby enemy. Until the start of the despoiler mage's next turn, that creature's allies no longer consider it an ally, though its enemies' powers can still target it as an enemy. The creature isn't compelled to attack its former friends, but the effect tends to screw up all sorts of spells, bardic songs, and the Diabolist knows what else. But at least the betrayal effect is likely to target someone else next round.

AC 24
PD 19 **HP 170**
MD 23

Random Demon Abilities Reminder (d8)

1: *True seeing*
2: *Resist fire 18+*
3: *Invisibility* when first staggered
4: *Resist energy 12+*
5: *Fear aura*
6: *Teleport 1d3 times each battle*
7: *Demonic speed*
8: *Gate in allied demon*

Hooked Demon

Are the hooks to torture the demon or its victims? Yes. And yes.

9th level mook [DEMON]
Initiative: +12

Hooks and barbs +14 vs. AC—27 damage
Natural 16+: The hooked demon can make another *hooks and barbs* attack as a free action (and yes, this can keep going up to a maximum number of attacks equal to the escalation die + 1).

Nastier Specials
Bleeding wounds: Whenever the hooked demon hits a creature with *hooks and barbs*, that creature takes 10 damage each time it makes a non-basic attack (save ends).

AC 23
PD 21 **HP 45**
MD 17

Giant Vrock (vulture demon)



Best not to think about what a vulture demon this big feasts upon.

Large 9th level spoiler [DEMON]
Initiative: +12

Giant filth-covered claws +14 vs. AC (2 attacks)—30 damage, and 15 ongoing poison damage
Natural even hit: The vrock can make a *demonic screech* attack as a free action.

[Special trigger] **C: Demonic screech +14 vs. MD (1d3 nearby enemies)**—15 psychic damage, and the target is vulnerable (*attacks vs. it have crit range expanded by 2*) until the end of the battle

C: Sporeburst +14 vs. PD (all nearby enemies)—30 damage, and 30 ongoing damage; while the target is taking ongoing damage, it is hampered
Limited use: 1/battle, when the escalation die is 4+.

Predation: Creatures hit by the vrock's *demonic screech* attack that are already vulnerable are also hampered (save ends).

AC 24
PD 21 **HP 333**
MD 21



Nalfeshnee (boar demon)

In the universes that nalfeshnees come from, they are not ridiculous looking puff-bosomed hairy pig-snouted tuskers with tiny little wings on their backs. Someone pranked the nalfeshneee into this cosmos and they're taking it hard.

Large 10th level caster [DEMON]
Initiative: +13

Musky claw or slimy hoof +15 vs. AC—90 damage
Miss: The nalfeshnee gains a +4 attack bonus until it hits. Unlike most effects, let it stack.

R: Accursed burst +15 vs. PD (1d3 nearby enemies)—50 cold/fire/lightning/negative energy damage (your choice), and the nalfeshnee can make an *abyssal curse* attack as a free action

[Special trigger] **Abyssal curse +15 vs. MD (each creature hit by *accursed burst*)**—the target is weakened until the end of its next turn

Flight: Nalfeshnee are clumsy but powerful fliers with strangely small wings.

Unpredictable: Nalfeshnee always have at least two random demon abilities.

Nastier Specials

Hooked mooks: Once per battle, if the nalfeshnee is staggered, it can gate in 2d4 hooked demons as a quick action. Roll initiative for the hooked demons; they do not appear in the battle and take their turns until their next initiative count comes up.

AC 25
PD 20 **HP 400**
MD 24

Random Demon Abilities Reminder (d8)

1: *True seeing*
2: *Resist fire 18+*
3: *Invisibility* when first staggered
4: *Resist energy 12+*
5: *Fear aura*
6: *Teleport 1d3 times each battle*
7: *Demonic speed*
8: *Gate in allied demon*



Marilith (serpent demon)

Death beneath the marilith's swords is the kindest death the demons offer.

Large 12th level troop [DEMON]
Initiative: +20

Six whirling swords +17 vs. AC (6 attacks)—30 damage, and the marilith can pop free from the target after the attacks

R: Beguiling gaze +17 vs. MD (one nearby or far away unengaged enemy)—As a free action, the target immediately moves toward the marilith, attempting to engage it or get as close as possible to it
Limited use: 1/round, as a quick action.

Terrible swift swords: The marilith's crit range with melee attacks expands by a number equal to the escalation die.

AC 28
PD 21 **HP 666**
MD 25

Balor (flame demon)

Outside the Abyss, some of these monstrous batwinged demons call themselves the Diabolist's children. Everyone hopes it's just a metaphor.



Large 13th level wrecker [DEMON]
Initiative: +17

Abyssal blade +18 vs. AC—160 damage
Natural even hit: The balor deals +1d20 lightning damage to the target and to one other nearby enemy of the balor's choice. Then repeat that damage roll against the targets once for each point on the escalation die (so if it's 4, that's four more d20 rolls)
Natural even miss: 80 damage.

C: Flaming whip +18 vs. PD (one nearby enemy)—50 fire damage, and the target is pulled to the balor, who engages it.
Natural even miss: 25 fire damage.
Limited use: 1/round, as a quick action.

Desperate escalator: While staggered, the balor adds the escalation die to its attack rolls.

Fiery aura: At the start of the balor's turn, each enemy engaged with it takes 4d10 fire damage; any die result of 10 is kept and the die rerolled.

Flight: Giant bat wings are good for something besides looking tough.

Shadow and flame: The balor gains a +5 bonus to all defenses against attacks by far away enemies.

Nastier Specials
Vorpal blade: Critical hits with the *abyssal blade* deal triple damage instead of double damage.

AC 29
PD 27 **HP 850**
MD 23

DERRO



Derro are dwarves who have mined too deep and come into contact with something that drives them insane rumored to abide at the center of the underworld. Contact with this force or entity has corrupted them, or "improved us," as the derro say.

Derro are Confused to Begin With: Confusion effects only affect derro if they secretly want to murder one of their own companions, a not uncommon condition.

Derro Maniac

4th level troop [HUMANOID]
Initiative: +8

Shortsword +9 vs. AC—12 damage
Natural 16+: The derro can cast one of the following close-quarters spells as a quick action this turn.
Cloaking dark: All nearby derro gain a +1 bonus to attacks and defenses until the end of the derro maniac's next turn (cumulative).
Sonic squeal: Two random nearby non-derro creatures take 2d4 thunder damage.

R: Light repeating crossbow +9 vs. AC—10 damage
Natural 16+: The target also takes 5 ongoing poison damage.
Natural 19+: As above, and the derro maniac can make another *light repeating crossbow* attack as a free action.

AC 19
PD 16 **HP 52**
MD 18

Derro Sage

4th level caster [HUMANOID]
Initiative: +7

Staff +7 vs. AC—7 damage
Natural 16+: The derro can cast one of the following close-quarters spells as a quick action this turn.
Cloaking dark: All nearby derro gain a +1 bonus to attacks and defenses until end of the derro sage's next turn (cumulative).
Sonic squeal: Two random nearby non-derro creatures take 2d8 thunder damage.

R: Mind scream +9 vs. MD—12 psychic damage, and the target is confused (*make a basic or at-will attack vs. ally*) until the end of the derro sage's next turn
Natural 16+: The derro sage can make another *mind scream* attack against a different nearby target as a free action.

Nastier Specials
Group gibbering: The derro sage starts a group of derro gibbering as a quick action. It can maintain the gibber as a free action at the start of each turn by taking 1 damage. Each nearby non-derro creature that hears the gibber must roll a d6 at the start of its turn and takes psychic damage equal to the die roll or to the number of gibbering derro, whichever is lower.

AC 18
PD 15 **HP 40**
MD 18

Icons

When the Dwarf King and his people lived deep underground, derro frequently counted as Enemy #1. When the dwarves had to move toward the surface, the derro followed suit, but the dwarves have so many enemies now that the derro get counted as a screaming afterthought.

None of the known icons have much to do with the derro. Magicians report that the derro seem to have magical support in the deepest underworld, but that shouldn't have anything to do with the icons.

DRAGON

You'll meet the metallic dragons that have more in common with the Great Gold Wyrm in a later book. For now we're covering the five mostly-evil dragons our gaming tribe usually refers to as the chromatic dragons.

Standard dragon abilities: All dragons have the following two abilities. They're basic and universal and we don't want to repeat them over and over every entry:

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.

Breath attacks: Each of the dragons has its own style of breath attack. Sometimes the attacks improve as a dragon grows in size. Unlike most close attacks that target a number of enemies, dragon breath attacks don't care about whether the targets are in a group: a dragon making a breath attack whips its long neck around wildly, trying to catch as many enemies as it can.

Freaking tough: Dragons may be an exception to the rule that the PCs can expect to win most battles that look fair by our usual battle-building math. Remind the PCs that they can flee.

Dragon sizes: Medium dragons are usually quite young, though centuries of torture or bizarre magical deprivation could bonsai an elder dragon. Large dragons are adults but dragon lifecycles and ages are pretty much up to your campaign rather than something we should define, so actual age and experience is up to you. Huge dragons are either prodigies of power or ancient beings. Huge dragons (other than the white) have outgrown the vulnerabilities of weaker dragons. For example, a huge red dragon is not unduly troubled by cold while large and medium red dragons are still vulnerable to it.

Distinct personalities: Large and huge dragons usually have names that matter. A few have unique features, something about them that's different than most all other dragons. Sometimes the GM knows how a particular dragon is different from the start; other times, the dragon's personality arises during play. Thanks to their *escalator* ability, dragons tend to survive more combats than most monsters. Sometimes that's because the PCs have taken a campaign loss by fleeing. Other times it's because dragons are usually smart enough not to fight to their own death—if they can, they'll fly away to attack another day if they suspect they're going to lose. Either way, dragons have a way of attracting a special rivalry.

Random dragon abilities: In keeping with their individual personalities, dragons are unpredictable. Until you've fought a specific dragon, or received reliable intelligence, you won't be certain what the dragon is capable of. For GMs who are uncertain whether a medium dragon should have a random ability, roll a d8 instead of a d12 below. If you roll less than or equal to the dragon's level, it has a random ability. Most large dragons have at least one random ability. Some huge dragons have two.

Roll a d12 on the table below. If you want to give the dragon a chance of having one of the abilities that has campaign implications, add +2 to the roll.

Random Dragon Abilities (d12)

1: *True seeing*—The dragon is immune to invisibility and ignores any 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: *Twisted Mind*—The dragon has a +2 bonus to MD.

5: *Nimble*—The dragon has a +2 bonus to PD.

6: *No vulnerability*—Unlike other dragons of its color, this dragon has no vulnerability. The PCs will figure that out the first time they try to use its supposed vulnerability against it.

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: white (halfling); black (halfling, half-orc, human, wood elf); green (dwarf, dark elf); blue (high elf, half-orc); red (half-orc, human, wood elf).

10: *Raw power*—Until it is 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 can use its *intermittent breath* 1d4 more times each battle. If its breath weapon isn't intermittent (white and green dragons), the dragon gains the extra uses anyway, making it more dangerous than lesser specimens of its color.

13: *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.

14: *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.

Icons:

The dragons below are usually evil. Partly it's their nature, partly it's their choice, and partly they're influenced by the draconic icons, the Three. Dragons will cooperate with other icons, but the other icons have cause to wonder if they're being set up for a betrayal by the Three.

It's not unusual, however, for powerful dragons to scheme for evil power of their own, no icons involved. There is something about having living examples of draconic power that inspires individual dragons to seize power in their own name.

The sad case of the white dragons, on the other hand, may show what happens when too much is tied up in an icon that fails.



Medium White Dragon

White dragons are a debased and even cowardly lot, cut off from the power of their slain icon. They still hold a grudge against the Lich King but don't dare do anything about it because he knows how to transform them into undead servants.

2nd level troop [DRAGON]
Initiative: +6
Vulnerability: fire

Claws and bite +6 vs. AC (2 attacks)—4 damage
Natural 16+: The white dragon can make an *ice breath* attack as a free action.

[Special trigger] **C: Ice breath +6 vs. PD (1d3 nearby enemies)**—4 cold damage
Natural odd hit or miss: The dragon takes 1d4 damage.

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 18
PD 15 **HP 38**
MD 11

Medium Black Dragon



Black dragons are usually bitter and hateful. They consider vengeance to be the only true value in life and they're proud that one of the Three agrees with them.

3rd level wrecker [DRAGON]
Initiative: +9
Vulnerability: thunder

Claws and bite +8 vs. AC (2 attacks)—4 damage
Natural 16+: The target also takes 4 ongoing acid damage.

C: Acid breath +9 vs. PD (1d3 nearby enemies)—5 acid damage, and 5 ongoing acid damage
Miss: 3 acid damage.

Draconic grace: At the start of each of the black dragon's turns, roll a d6 to see if it gets an extra standard action. If the roll is equal to or less than the escalation die, the black dragon can take an extra standard action that turn.

After the first success, the grace die bumps up to a d8. After the second success, it's a d10, then a d12 after the third success, and finally a d20 after the fourth one.

Intermittent breath: A medium black dragon can use *acid breath* 1d3 times per battle, but never two turns in a row.

Water-breathing: Black dragons swim well and can breathe underwater.

Resist acid 12+: When an acid attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.

AC 19
PD 17 **HP 42**
MD 15

Large White Dragon



Large 4th level troop [DRAGON]
Initiative: +8
Vulnerability: fire

Claws and bite +8 vs. AC (2 attacks)—12 damage
Natural 16+: The white dragon can make an *ice breath* attack as a free action.

[Special trigger] **C: Ice breath +8 vs. PD (1d3 nearby enemies)**—10 cold damage
Natural odd hit or miss: The dragon takes 2d4 damage.

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 20
PD 17 **HP 104**
MD 13

Medium Green Dragon



Green dragons have drifted far from their draconic roots. Without an iconic dragon to inspire them, they have become increasingly isolated from dragonkind. In fact, they frequently ally with neutral or evil creatures, but not with other sorts of dragons. Other dragons consider the greens lost. Green dragons consider the others to be yesterday's news.

4th level spoiler [DRAGON]
Initiative: +9
Vulnerability: psychic

Sharp claws +9 vs. AC—7 damage
Natural 11–15: The dragon can make a *bite* attack as a free action.
Natural 16+: The dragon can make a *poison breath* attack as a free action.

[Special trigger] **Bite +9 vs. AC**—10 damage
Natural 16+: The target also takes 5 ongoing poison damage.

[Special trigger] **C: Poison breath +9 vs. PD (1d3 nearby enemies)**—7 poison damage, and the target is hampered (save ends)

Burrow: As the standard monster ability (see page 200).

Resist poison 12+: When a poison attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.

AC 21
PD 18 **HP 60**
MD 14

Huge White Dragon



Huge 5th level troop [DRAGON]
Initiative: +10
Vulnerability: fire

Claws and bite +9 vs. AC (2 attacks)—25 damage
Natural 16+: The white dragon can make an *ice breath* attack as a free action.

[Special trigger] **C: Ice breath +9 vs. PD (1d3 nearby enemies)**—20 cold damage
Natural odd hit or miss: The dragon takes 2d8 damage.

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 21
PD 18 **HP 200**
MD 14

Medium Blue Dragon



Blue dragons are curious, inventive, and even playful. Those traits would be endearing if they weren't also sadistic and hungry.

5th level caster [DRAGON]
Initiative: +9
Vulnerability: force

Dragon claw +9 vs. AC—10 damage
Natural even hit or miss: The dragon can make a *bite* attack as a free action.

[Special trigger] **Bite +9 vs. AC**—10 damage, and 2d6 lightning damage

C: Lightning breath +9 vs. PD (1d3 nearby enemies)—8 lightning damage
Natural even hit: The target is also dazed (save ends).

Counter-spell: When an enemy targets the blue dragon with a spell, the dragon can roll a save; success means the spell has no effect on the dragon. If the level of the spell is lower than the dragon's level, it's a normal save (11+). Against an equal or higher-level spell, the save is a hard save (16+). If the dragon is staggered, the save target increases by +5 (normal becomes hard, hard becomes 21+: impossible unless the dragon has a save bonus from some other source).

Intermittent breath: A medium blue dragon can use *lightning breath* 1d4 times per battle, but never two turns in a row.

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.

AC 22
PD 19 **HP 76**
MD 19



Large Black Dragon

Large 6th level wrecker [DRAGON]
Initiative: +13
Vulnerability: thunder

Claws and bite +11 vs. AC (2 attacks)—18 damage
Natural 16+: The target also takes 10 ongoing acid damage.

C: Acid breath +11 vs. PD (1d3 nearby enemies)—20 acid damage, and 10 ongoing acid damage
Miss: 10 acid damage.

Draconic grace: At the start of each of the black dragon's turns, roll a d6 to see if it gets an extra standard action. If the roll is equal to or less than the escalation die, the black dragon can take an extra standard action that turn.

After the first success, the grace die bumps up to a d8. After the second success, it's a d10, then a d12 after the third success, and finally a d20 after the fourth one.

Intermittent breath: A large black dragon can use *acid breath* 1d3 times per battle, but never two turns in a row.

Water-breathing: Black dragons swim well and can breathe underwater.

Resist acid 16+: When an acid 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 160**
MD 18

Medium Red Dragon



Breathing fire makes a red dragon hungry. Eating makes a red dragon bloodthirsty. Bloodthirstiness gets a red dragon into fights, where it likes to use its fiery breath.

6th level wrecker [DRAGON]
Initiative: +11
Vulnerability: cold

Fangs, claws, and tail +11 vs. AC (2 attacks)—8 damage
First natural even hit or miss each turn: Roll a third *fangs, claws, and tail* attack.

C: Fiery breath +11 vs. PD (2d3 nearby enemies)—10 fire damage
Miss: Half damage.

Intermittent breath: A medium red dragon can use *fiery breath* 1d3 times per battle, but never two turns in a row.

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 21
PD 20 **HP 90**
MD 16

Large Green Dragon



Large 7th level spoiler [DRAGON]
Initiative: +11
Vulnerability: psychic

Sharp claws +12 vs. AC—25 damage
Natural 11–15: The dragon can make a *bite* attack as a free action.
Natural 16+: The dragon can make a *poison breath* attack as a free action.

[Special trigger] **Bite +12 vs. AC**—38 damage
Natural 16+: The target also takes 10 ongoing poison damage.

[Special trigger] **C: Poison breath +12 vs. PD (1d3 nearby enemies)**—25 poison damage, and the target is hampered (save ends)

Burrow: As the standard monster ability (page 200).

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

AC 24
PD 21 **HP 230**
MD 16

Large Blue Dragon



Large 8th level caster [DRAGON]
Initiative: +13
Vulnerability: force

Double claws +12 vs. AC (2 attacks)—15 damage
Natural even hit or miss: The dragon can make a *bite* attack as a free action.

[Special trigger] **Bite +12 vs. AC**—20 damage, and 2d10 lightning damage

C: Lightning breath +12 vs. PD (1d3 nearby or far away enemies)—40 lightning damage
Natural even hit: The target is also dazed (save ends).

Intermittent breath: A large blue dragon can use *lightning breath* 1d6 times per battle, but never two turns in a row.

Counter-spell: When an enemy targets the blue dragon with a spell, the dragon can roll a save; success means the spell has no effect on the dragon. If the level of the spell is lower than the dragon's level, it's a normal save (11+). Against an equal or higher-level spell, the save is a hard save (16+). If the dragon is staggered, the save target increases by +5 (normal becomes hard, hard becomes 21+: impossible unless the dragon has a save bonus from some other source).

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.

AC 25
PD 22 **HP 260**
MD 22

Huge Black Dragon

Huge 9th level wrecker [DRAGON]
Initiative: +17

Claws and bite +14 vs. AC (3 attacks)—30 damage
Natural 16+: The target also takes 15 ongoing acid damage.
Miss: 20 damage.

C: Acid breath +14 vs. PD (1d3 nearby or far away enemies)—50 acid damage, and 15 ongoing acid damage
Miss: 4d12 acid damage.



Draconic grace: At the start of each of the huge black dragon's turns, roll a d4 to see if it gets an extra standard action. If the roll is equal to or less than the escalation die, the black dragon can take an extra standard action that turn.

After the first success, the grace die bumps up to a d6. After the second success, it's a d8, then a d10 after the third success. The fourth success is a d12, and finally a d20 after the fifth one.

Intermittent breath: A huge black dragon can use *acid breath* 2d3 times per battle, but never two turns in a row.

Water-breathing: Black dragons swim well and can breathe underwater.

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

AC 25
PD 23 **HP 510**
MD 21



Dragons make wonderful recurring villains. But ensuring that a villain can escape is a delicate balancing act, particularly as PCs gain power in the champion and epic tier. To help a particular dragon grow into a hated villain, give them the ability to* flee *1d4 times over the course of the campaign as their unique dragon ability. The dragon's* flee *ability works just like the party's* flee *special action (page 166). If the dragon has to* flee*, describe some bizarre concatenation of events that lets it get away no matter what the PCs do. Give the PCs a campaign win, something they'll really love, for having forced the dragon to* flee*. Then bring the dragon back a couple levels later, more powerful and with plans for vengeance against the PCs, but operating in the background. Depending on your players, you can explain (or not explain) that the dragon won't always be able to* flee*.

Large Red Dragon



Large 10th level wrecker [DRAGON]
Initiative: +13
Vulnerability: cold

Fangs, claws, and tail +15 vs. AC (2 attacks)—35 damage
First natural even hit or miss each turn: Roll a third *fangs, claws, and tail* attack.

C: Fiery breath +15 vs. PD (2d3 nearby enemies)—40 fire damage
Miss: Half damage.

Intermittent breath: A large red dragon can use *fiery breath* 1d4 times per battle, but never two turns in a row.

Fear: While engaged with this creature, enemies with 72 hp or fewer are dazed (–4 attack) and do not add the escalation die to their attacks.

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 25
PD 24 **HP 400**
MD 20

Huge Green Dragon



Huge 11th level spoiler [DRAGON]
Initiative: +15

Sharp claws +16 vs. AC—100 damage
Natural 11–15: The dragon can make a *bite* attack as a free action.
Natural 16+: The dragon can make a *poison breath* attack as a free action.

[Special trigger] **Bite +16 vs. AC**—140 damage
Natural 16+: The target also takes 20 ongoing poison damage.

[Special trigger] **C: Poison breath +16 vs. PD (1d3 nearby enemies)**—100 poison damage, and the target is hampered (save ends)

Burrow: As the standard monster ability (page 200).

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

AC 28
PD 25 **HP 900**
MD 20

Huge Blue Dragon

Huge 12th level caster [DRAGON]
Initiative: +17

Double claws +16 vs. AC (2 attacks)—50 damage
Natural even hit or miss: The dragon can make a *bite* attack as a free action.

[Special trigger] **Bite +16 vs. AC**—60 damage, and 4d10 lightning damage to the target and to one other nearby enemy of the dragon's choice



C: Far slashing lightning breath +16 vs. PD (1d4 nearby or far away enemies)—80 lightning damage
Natural even hit: The target is also dazed (save ends). After the target saves, it takes a –1 attack penalty (non-cumulative) until its next full heal-up (because it's vibrating slightly out of synch with the rest of the world).

Intermittent breath: A huge blue dragon can use *far slashing lightning breath* 2d4 times per battle, but never two turns in a row.

Counter-spell: When an enemy targets the blue dragon with a spell, the dragon can roll a save; success means the spell has no effect on the dragon. If the level of the spell is lower than the dragon's level, it's a normal save (11+). Against an equal or higher-level spell, the save is a hard save (16+). If the dragon is staggered, the save target increases by +5 (normal becomes hard, hard becomes 21+: impossible unless the dragon has a save bonus from some other source).

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.

AC 29
PD 26 **HP 980**
MD 26

Huge Red Dragon



Huge 13th level wrecker [DRAGON]
Initiative: +19

Fangs, claws, and tail +19 vs. AC (3 attacks)—70 damage
First natural even hit or miss each turn: Roll a fourth *fangs, claws, and tail* attack.
Second natural even hit or miss each turn: Roll a fifth *fangs, claws, and tail* attack.

C: Fiery breath+19 vs. PD (2d3 nearby or far away enemies)—80 fire damage
Miss: Half damage.

Intermittent breath: A huge red dragon can use *fiery breath* 1d6 times per battle, but never two turns in a row.

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

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 28
PD 27
MD 23

HP 1200

Many believe the arrogance of dragons is unbounded. Each blue dragon believes it is as worthy as the Blue. Each black dragon believes that it could one day outgrow, betray, and destroy the Black. Not so red dragons. You'd expect them to be the most arrogant. Perhaps they are, but they don't imagine that they could replace the Red. The Red is too strong.

—Aldrin the Third, From Egg to Apocalypse

Drider



A drider is a drow transformed into a centaur-like combination of elf and giant spider. Diverse curses have created driders, but in the 13th Age, most driders owe allegiance to dark gods, particularly a drow spider goddess whose name elves are loath to pronounce.

Large 6th level caster [ABERRATION]
Initiative: +10

Sword or mace +9 vs. AC—20 damage
Natural even hit: The drider can make a *poison bite* attack as a free action.

[Special trigger] **Poison bite +9 vs. PD**—10 poison damage, and 10 ongoing poison damage

R: Lightning bolt spell +11 vs. PD—30 lightning damage
Natural even hit: The drider can make a *lightning bolt spell* attack against a second nearby enemy, followed by a third and final different nearby enemy if the second attack is also a natural even hit.

C: Web attack +11 vs. PD (up to 2 nearby enemies in a group)—the target is hampered (save ends)
Limited use: 1/round as a quick action, if the escalation die is even.

AC 21
PD 15
MD 20

HP 170

Icons

The driders' gods often make common cause with the Diabolist. Or at least with her demons.

Driders seem like cursed outcasts on the surface. But the deeper you travel into the underworld, the more often you'll find dark elves with eight legs commanding dark elves with only two.

—Thorbjorn, dwarf ranger



ETTIN

Ettins are smarter than most giants, but the two heads always disagree. Hampering each other in everything they set out to do, the two dueling personalities ensure that no ettin ever comes out "ahead."

Large 5th level troop [GIANT]
Initiative: +9

First big swing +10 vs. AC—25 damage, and the target pops free from the ettin; then as a free action, the ettin can move (or choose not to move) and make a *second swing* attack.

[Special trigger] **Second swing +10 vs. AC (different target from *first big swing*)**—15 damage

Two-headed save: If an ettin's first save against an effect fails, it can roll a second save.

Nastier Specials

Big bully: The ettin deals double damage with its attacks against staggered enemies.

Escalating agreement: If the escalation die is 3+, the ettin can target two engaged enemies with its *first big swing* attack.

AC 21
PD 18 **HP 160**
MD 14

Icons

If one of an ettin's heads has been swayed by the Orc Lord, it's a sure bet that the other head is enamored of the Three.

GARGOYLE



Gargoyles are either monstrous statues or creatures summoned from stone. Most must serve their creators for decades before they are free to lead their own lives.

5th level troop [CONSTRUCT]
Initiative: +4

Furious claws and fangs +9 vs. AC—9 damage
Natural 11+: The gargoyle can make two more melee attacks as a free action (but never more than three total attacks per standard action, even if you roll another 11+).

Flight: Gargoyles can fly, but not very well. They would rather crawl or climb.

Nastier Specials

Rocky hide: The gargoyle has *resist damage 12+* against attacks targeting AC.

Statues, statues, everywhere: Because they often look like statues, gargoyles are capable of springing a surprise on inattentive PCs. When there's a chance of such an ambush, give the PCs a champion-tier skill check (usually DC 20) to notice the gargoyles and avoid being surprised (see page 164)

AC 24
PD 21 **HP 60**
MD 14

Icons

Gargoyles are monstrous thugs with bonus architectural value. Of the villainous icons, only the Orc Lord has no use for gargoyle embellishments . . . and that could change if his shamans one day become priests. Even well-intentioned icons like the Archmage and Emperor use suitably crafted gargoyles wherever they think appropriate.

GAMEMASTER

Gargoyles are swingy. If they go off in a fury, they can do a lot of damage, but if they fight poorly they're so much rubble. They start slowly with low initiative, but a higher than normal AC means the PCs might need the escalation die's help to finish them off.



GHOUL

They hunger only for what they used to be.

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.

Nastier Specials
Paralyzing bite: When the ghoul hits a vulnerable target with a natural even attack roll, the target is also stunned (save ends).

AC 18
PD 16
MD 12
HP 36

NEWLY-RISEN GHOUL

Newly slain, barely conscious, terribly hungry.

2nd level mook [UNDEAD]
Initiative: +5
Vulnerability: holy

Scrabbling claws +7 vs. AC—3 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 newly-risen ghoul's *scrabbling claws* attack deals +2 damage against vulnerable targets.

AC 17
PD 15
MD 11
HP 9 (mook)

Mook: Kill one newly-risen ghoul mook for every 9 damage you deal to the mob.

ICONS

If the Lich King cares about their obedience, few ghouls can resist. But the world is wide and graveyards, tombs, and battlefields are many. Most ghouls act as independent consumers-of-flesh or serve tougher monsters who can briefly enforce obedience. A few stumble briefly into the service of villainous icons other than the Lich King.

GIANT

Giants are the original people, and the common races are their unworthy descendants, or so say the giants.



HILL GIANT

Hill giants carry their personal goods in massive sacks. The contents of such sacks—shiny rocks, interesting bones, broken keepsakes—bear a disturbing resemblance to the contents of a child's pockets.

Large 6th level troop [GIANT]
Initiative: +8

Massive gnarly club +10 vs. AC—45 damage
Miss that's a natural 6+: Half damage (sometimes close is good enough).

R: Two-handed boulder throw +8 vs. PD—35 damage

Nastier Specials
Big bully: The giant deals double damage with its attacks against staggered targets.

AC 20
PD 20
MD 14
HP 200

ICONS

Hill giants operate independently at least as often as they serve a greater master. They treasure the illusion that they swing the biggest clubs around, so they prefer to avoid serving the Diabolist or the Lich King, icons whose preferred servants are prone to treating the giants as overgrown snacks.



Frost Giant

Although destructive like most of their fellow giants, frost giants are also capable of hospitality toward visitors. Those who can impress frost giants with talents, stories, or courage may find themselves welcome and safe in a frost giants' hall.

Large 7th level spoiler [GIANT]
Initiative: +10
Vulnerability: fire

Ice-covered war axe +12 vs. AC—45 damage
Natural even hit or miss: The giant can make a *frost touch* attack against the target as a free action.

[Special trigger] **Frost touch +11 vs. PD**—10 cold damage, and the target is hampered (*makes only basic attacks*) until the end of its next turn

R: Large rock or iceball +11 vs. PD (one nearby target or far away target at –2 atk)—35 damage

Ancient cold: While battling one or more frost giants, there is only a 50% chance that the escalation die increases at the start of the round.

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.

Nastier Specials
Strength of giants: Twice per battle, the giant can make a *slam* attack as a quick action (once per round).
Slam +10 vs. PD (one enemy smaller than it)—20 damage, the target pops free from the giant, and the target loses its next move action

AC 23
PD 22 **HP 210**
MD 17



Stone Giant

Stone giants love tying human-sized captives to great wooden pins and bowling at them, hooting like thunder as the great pins tumble. So when you find a strange long flat area in the Giantwalk Mountains? It's not your lucky day for a flat camping site. Get out of the lane.

Large 8th level troop [GIANT]
Initiative: +11

Stone club +13 vs. AC—50 damage
Natural even hit or miss: The stone giant can also make a *stomp* attack against a single target as a free action.

Stomp +13 vs. PD (each smaller enemy engaged with the giant)—30 damage, and the target is dazed (save ends)

R: Thrown boulder +11 vs. PD (one nearby or far away enemy)—40 damage
Natural even miss: 20 damage.

Built of stone: The stone giant has *resist weapons 16+*.

AC 24
PD 22 **HP 270**
MD 18

Icons

The stone giants are the ancient enemies of the dwarves. Theoretically that could make them allies of the Dwarf King's enemies, but it seldom works out that way for long.

Fire Giant



Fire giants are some of the most powerful mortal beings to walk the land, and they know it. They are not merely warlords and conquerors but also planners and builders. For about a century, they have been building great works high in the mountains. Their seers say that a war that will destroy all is on its way. With no hope of survival, fire giants are not much concerned about whose side they will fight on, so when the morning of battle comes, they will fight on the side of those who have bribed them the best.

Large 8th level wrecker [GIANT]
Initiative: +12
Vulnerability: cold

Flaming greatsword +13 vs. AC (2 attacks)—35 damage
Natural even hit or miss: The target also takes 10 ongoing fire damage.

R: Flaming black-iron javelin +11 vs. AC—40 damage
Natural even hit or miss: The target also takes 10 ongoing fire damage.

Fiery escalator: The fire giant adds the escalation die to its attacks against targets taking ongoing fire 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.

Nastier Specials

Burning blood: When a fire giant becomes staggered, it deals 10 ongoing fire damage to each enemy engaged with it.

Strength of giants: Twice per battle, the giant can make a *slam* attack as a quick action (once per round).
Slam +12 vs. PD (one enemy smaller than it)—10 damage, the target pops free from the giant, and the target loses its next move action

AC 25
PD 21 **HP 285**
MD 17

Fire Giant Warlord

You know what's coming when you fight the fire giant armies. And still you burn.

Large 9th level leader [GIANT]
Initiative: +14
Vulnerability: cold

Flaming greatsword +15 vs. AC (2 attacks)—40 damage
Natural even hit or miss: The target also takes 10 ongoing fire damage.

Massive strike +15 vs. AC—90 damage, and 10 ongoing fire damage

Fiery escalator: The fire giant warlord adds the escalation die to its attacks against targets taking ongoing fire 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.

Warlord of fire: As a standard action, the warlord can command one nearby ally that has resistance to fire to make a melee attack as a free action.

Nastier Specials

Unquenchable fires: Enemies engaged with the fire giant warlord take a –5 penalty to saves against ongoing fire damage.

AC 26
PD 22 **HP 355**
MD 18

Icons

The Diabolist believes she controls the fire giants' destiny.

Storm Giant



Storm giants don't bother hating those trapped in the world beneath the clouds. They just don't think enough of them to care much whether they live or die. "Let the lightning sort out the small fry" pretty much sums up their live-and-let-lightning-strikes-determine-who-else-lives philosophy.

Huge 10th level archer [GIANT]
Initiative: +16

Truly enormous greatsword +15 vs. AC—120 damage
Natural even hit or miss: The giant can make a *lightning bolt* attack against a random nearby enemy as a free action.
Miss: 40 damage; OR the giant can make a *release the thunder* attack as a free action.

R: Giant longbow +14 vs. AC (2 attacks vs. nearby or far away enemies)—60 damage
Natural even hit: The giant can make a *lightning bolt* attack against a random enemy that is nearby the target of the *longbow* attack.

[Special trigger] **C: Lightning bolt +15 vs. PD (one random nearby enemy)**—2d6 x 10 lightning damage
Miss: Half damage.

[Special trigger] **C: Release the thunder +15 vs. PD (all nearby creatures)**—1d10 thunder damage per *building thunder* point (see below).
Miss: Half damage.

Building thunder: Keep count of the number of times the storm giant uses its *lightning bolt* attack during the battle. Add that number to the escalation die to get the current building thunder value.

Skystep: A storm giant can use its standard action to walk or run through the air, using move actions to continue. If the storm giant makes a standard action attack, it settles back to the ground below it without falling.

Storm born: The storm giant has *resist thunder 16+* and *resist lightning 16+*.

AC 26
PD 24 **HP 650**
MD 22

Icons

As semi-sorcerous warriors of the overworld whose interests lean toward chaos and occasionally toward good, the storm giants are somewhat fond of the Elf Queen. They don't think so highly of her diminutive charges, of course, but the Queen is alright.

Relations shift rapidly with the other icons as individual storm giants have their own agendas. As a group they're aware that the Archmage wants to tame them, that the Diabolist wants to destroy them, that the Emperor would prefer to keep the peace, and that the Three are amusing but not to be trusted. But individual storm giants are capable of grand plans and massive atrocities, so predictions of their behavior are as accurate as weather forecasts at High Dock.



Gnoll

According to some, gnolls ruled the land before the Wizard King established human civilization but they forgot their noble past and now live as bloodthirsty barbarians and bandits. According to others, gnolls were created as pawns of demon lords and dark gods, and occasionally scramble up to the status of barbarians and bandits.

Nastier Special for all gnolls
Blood fury: +1d10 melee damage if the gnoll or its target is staggered.

Gnoll Savage

3rd level troop [HUMANOID]
Initiative: +7

Spear +7 vs. AC—10 damage
Pack ferocity: If more than one gnoll is engaged with the target, each gnoll melee attack that misses that target deals half damage.

R: Thrown spear +6 vs. AC—8 damage

AC 19
PD 16 **HP 42**
MD 13

Gnoll Ranger

3rd level archer [HUMANOID]
Initiative: +9

Hand axes +6 vs. AC (2 attacks)—6 damage
Pack ferocity: If more than one gnoll is engaged with the target, each gnoll melee attack that misses that target deals half damage.

R: Longbow +8 vs. AC—8 damage
Natural even hit or miss: The gnoll can make a second *longbow* attack (no more) as a free action.

Quick shot: When the gnoll ranger is unengaged and an enemy moves to engage it, roll a d20. On a 11+, the gnoll ranger can make a *longbow* attack against that enemy as a free action just before being engaged.

Nastier Specials
Hates everyone: The crit range of attacks by gnoll rangers expands by 2 against humanoids.

AC 18
PD 17 **HP 46**
MD 14

Gnoll War Leader

4th level leader [HUMANOID]
Initiative: +8

Heavy flail +9 vs. AC—14 damage
Natural even hit or miss: The target is marked for death; until the end of the battle, all gnoll attacks against the target gain an attack bonus equal to the escalation die.
Pack ferocity: If more than one gnoll is engaged with the target, each gnoll melee attack that misses that target deals half damage.

AC 20
PD 17 **HP 56**
MD 14

Icons

Most black-hearted gnolls serve the Diabolist if they serve anyone other than the pack. Gnolls with a touch of gray may pay attention to the High Druid or even the Prince of Shadows.

Goblin

Of all the labor and battle undertaken by evil slaves and minions, more is undertaken by goblins than by any other creep or fiend. Goblins may be uninspired and ill-tempered, but they are able to work, willing to fight, and prone to breeding at a bracing pace.

Goblin Grunt

1st level troop [HUMANOID]
Initiative: +3

Club +6 vs. AC—6 damage if the goblins and their allies outnumber their enemies; 4 damage if they don't.

R: Shortbow +6 vs. AC—4 damage

Shifty bugger: Goblins gain a +5 bonus to disengage checks.

AC 16
PD 13 **HP 22**
MD 12

Goblin Scum

1st level mook [HUMANOID]
Initiative: +3

Club +6 vs. AC—4 damage

R: Shortbow +6 vs. AC—3 damage

Shifty bugger: Goblins gain a +5 bonus to disengage checks.

AC 16
PD 14 **HP 5 (mook)**
MD 11

Mook: Kill one goblin scum mook for every 5 damage you deal to the mob.

Goblin Shaman

2nd level caster [HUMANOID]
Initiative: +6

Pointy spear +6 vs. AC—5 damage

R: Shaking curse +6 vs. PD—8 damage, and until the end of the shaman's next turn, the target takes 2 damage whenever an enemy engages it or disengages from it
Natural even hit or miss: Choose another nearby enemy; it also suffers from the engage/disengage effect until the end of the shaman's next turn.

Shifty bugger: Goblins gain a +5 bonus to disengage checks.

AC 17
PD 12 **HP 34**
MD 16

Icons

Goblins form the foundation of many evil organizations. Now that the Orc Lord is back, he acts as if all goblins are by rights his, but the thousands of goblins in the service of allies of the Diabolist, the Three, and even the Crusader prove that the boast is still hollow.

Bugbear

Bugbears are goblin giants. Their massive frames allow them to wield weapons that are almost comically large. It's not funny for long.

3rd level troop [HUMANOID]
Initiative: +6

Oversized weapon +8 vs. AC—10 damage
Natural even hit: The attack deals +5 damage.
Miss: If the target is engaged with two or more foes, it takes 1d8 damage.

AC 19
PD 17 **HP 55**
MD 12

Icons

Bugbears compete too much with orcs to work for the Orc Lord. Other villainous icons are acceptable employers, so long as they don't try to turn the bugbears into undead and don't confuse them with normal goblins.

Hobgoblin Warrior

Oh, you've got skills, adventurer. But let's see how you do marching the Owl Barrens against a hobgoblin legion on a moonless night.

2nd level troop [HUMANOID]
Initiative: +3

Longsword +7 vs. AC—8 damage
Natural even miss: 2 damage.

Group ability: For every two hobgoblins in the battle (round up, ignore mooks), one of them can use *well-armored* as a free action once during the battle.

Well-armored (group): Ignore all damage from a hit (but not a crit) against AC.

AC 19
PD 14 **HP 32**
MD 14

Adaptations

In a pinch, the hobgoblin stats work well for a war party sponsored by the Crusader. Add a couple warriors who fight more like dwarves or orcs and you'll have something like the Crusader's schtick.

Hobgoblin Captain

Evil masterminds and warlords often rely on hobgoblins to serve as reliable lieutenants, captains of the guard, or even treasurers.

4th level leader [HUMANOID]
Initiative: +5

Longsword +10 vs. AC—14 damage, and *willing-underling* triggers
Willing-underling: Until the start of its next turn, the first time an attack would hit the hobgoblin captain, it can partially avoid that attack if it has a nearby goblin ally. It only takes half damage from the attack, and that ally takes the rest.

R: Throwing axe +8 vs. AC—10 damage

Group ability: For every two hobgoblins in the battle (round up, ignore mooks), one of them can use *well-armored* as a free action once during the battle.

Well-armored (group): Ignore all damage from a hit (but not a crit) against AC.

AC 20
PD 17 **HP 50**
MD 14

Hobgoblin Warmage

Hobgoblins with magical talent who manage to survive long in their warrior culture are even more vile, vicious, and deadly than the rest.

5th level caster [HUMANOID]
Initiative: +6

Warstaff +8 vs. AC—15 damage

R: Fireblast +10 vs. PD (up to 2 nearby enemies in a group)—10 fire damage (or 20 if used against a single target), and the target loses its next move action

C: Concussive blast +10 vs. PD (all enemies engaged with the warmage)—10 force damage, and the warmage pops the target off of it
Natural 20: The target is also dazed (save ends).

AC 20
PD 14 **HP 70**
MD 19

Icons

Hobgoblins *should* know better than to follow the Orc Lord, who views them as well-armored goblin fodder. Hobgoblins are most likely to be affiliated with the Three, the Diabolist, and yes, the Orc Lord. A few admire the strength and discipline of the Crusader. Depending on the campaign's view of the Lich King, they might or might not be willing to serve the undead.

GOLEM

Golems' occasional spontaneous rampages may come from half-forgotten command sequences from previous owners or ages. It's no accident that most of those capable of commanding golems like to issue their commands and go as far away as possible.



Flesh Golem

A flesh golem is the bone, muscle, and sinew of many strong men combined into a humanlike form with little heart or brain.

Large 4th level blocker [CONSTRUCT]
Initiative: +5

Sweeping fists +9 vs. AC (2 attacks)—15 damage

Maddened battlefield repairs +11 vs. AC (one staggered living enemy)—20 damage, and the flesh golem heals 2d10 hit points
Miss: 10 damage, and the flesh golem heals 1d10 hit points.
Limited use: The flesh golem can only use this attack while it's staggered.

Energy magnet: Whenever a spell that causes cold, fire, force, lightning, or negative energy damage targets one of the flesh golem's nearby allies, the flesh golem has a 50% chance of becoming the main target instead. Therefore, spells that affect groups would spread out from the flesh golem.

Weakness of the flesh: Unlike other golems, flesh golems are not immune to effects. Being constructed from the flesh of many, sometimes bloodily stitched together in the heat of battle, allows the golems to be affected by the fears and madness of mortals.

AC 18
PD 16
MD 14

HP 100

Icons

Flesh golems given purpose by an icon's forces are most likely to be pushed ahead by the Lich King, Crusader, and perhaps even the Diabolist, who has plenty of the raw materials lying around her hellholes and occasionally needs servitors who aren't set on destroying the universe.



Clay Golem

The gods made people out of clay, and clay golems are made of the material they had left over. Rumor has it that dwarfs are immune to the clay golem's curse because the gods made dwarves out of stone, not clay.

Large 6th level spoiler [CONSTRUCT]
Initiative: +6

Bare brutal hands +10 vs. AC—36 damage
Cursed wound: A non-dwarf creature damaged by a clay golem can't be healed to above half its maximum hit points until after the battle.

Golem immunity: Non-organic golems are immune to effects. They can't be dazed, weakened, confused, made vulnerable, or touched by ongoing damage. You can damage a golem, but that's about it.

Ignore attacks 11+: When an attack hits this creature, the attacker must roll a natural 11+ on the attack roll or it misses instead. That's *all* attacks.

AC 20
PD 18
MD 14

HP 120

Icons

As non-disgusting magic constructs, clay golems may serve the purposes of any of the icons.

GAMEMASTER

Clay golems give players a tough obstacle that moots their favorite attacks, but it can also fall with delicious speed (low hp). High miss damage is the party's best bet.

Stone Golem



Ages ago, stone golems were idols brought to life by worship. Some of these godlike golems still wait patiently in hidden places. In more recent ages, the worship rituals have been refined into spells of binding, and they work just as well or better.

Large 8th level blocker [CONSTRUCT]
Initiative: +11

Massive stone fists +12 vs. AC (2 attacks)—35 damage
Miss: 15 damage.

Finishing smash +14 vs. AC (one staggered enemy)—80 damage, and the golem pops the target off it and moves it a short distance away from the golem
Natural even hit or miss: 20 damage, and the target is hampered (save ends).
Natural odd hit or miss: 20 damage, and the target is dazed (save ends).

Golem immunity: Non-organic golems are immune to effects. They can't be dazed, weakened, confused, made vulnerable, or touched by ongoing damage. You can damage a golem, but that's about it.

Nastier Specials

Former idol: Evoke the powers of an ancient culture's strange rites by giving the stone golem any weird power you wish. If you're stuck for inspiration, consider starting with random abilities from the demons that aren't related to energy or the *cone of cold* from the ogre mage.

AC 25
PD 23 **HP 280**
MD 18

Icons

The Dwarf King would like to collect as many stone golems as possible. Troublingly, many of them seem programmed with specifically anti-dwarf agendas. Stone golems' original creators were either non-dwarves or dwarves who hated dwarves.

Iron Golem

Records from earlier ages indicate that iron golems were the finest bodyguards in the world. Something went wrong. "Comrade iron golem" is now how you refer to someone dangerous but supposedly on your side who can be trusted to betray you soon.

Large 10th level wrecker [CONSTRUCT]
Initiative: +13

Fists of iron +17 vs. AC (2 attacks)—50 damage
Miss: 5d10 damage.

Golem immunity: Non-organic golems are immune to effects. They can't be dazed, weakened, confused, made vulnerable, or touched by ongoing damage. You can damage a golem, but that's about it.



Rampage: At the start of each of the iron golem's turns, roll a d6. If the roll is equal to or less than the escalation die, the iron golem goes on a rampage that turn. Instead of its two normal *fists of iron* attacks, it can make three attacks with *fists of iron*, each against a different random nearby creature, enemy or ally. It can move after each such attack as a free action, if necessary, taking only half damage from opportunity attacks during the rampage.

Nastier Specials

Poison gas: The first time the iron golem is staggered, poison gas leaks from it into the area. It can make a *poison gas cloud* attack as a free action.
[Special trigger] **C: Poison gas cloud +15 vs. PD (all nearby creatures)**—25 ongoing poison damage

AC 28
PD 24 **HP 360**
MD 20

Icons

People associate iron golems with the Emperor because previous Emperors who failed to keep the favor of the dragons of Axis were known to rely on golems.

Most of the magic-savvy icons other than the Priestess have made some use of iron golems. The Crusader *loves* planting them where they can rampage at will—anywhere there's a demon and no one he can't afford to lose, in other words.

HALF-ORC

First-hand experience with the dangerous vigor of the barbarian tribes clawing at the empire's frontiers has a way of turning critics of half-orc citizenship into ardent supporters.

Nastier Special for all half-orcs

Lethal swing: Once per battle, a half-orc can reroll a melee attack and use the result it prefers.



HALF-ORC LEGIONNAIRE

Mad, bad, and trained to be even worse.

4th level troop [HUMANOID]
Initiative: +8

Longsword +10 vs. AC—12 damage
Natural even hit: The half-orc legionnaire gains a +2 bonus to all defenses until the start of its next turn.
Natural odd hit: The target takes +1d6 damage.
Natural even miss: 4 damage.
Natural odd miss: If the legionnaire's next melee attack is a natural even hit, it becomes a critical hit instead!

R: Javelin +10 vs. AC—10 damage

AC 20
PD 18 **HP 56**
MD 14

HALF-ORC TRIBAL CHAMPION

Her tribe may not have a written language, but you know how her name is spelled: T-R-O-U-B-L-E.

5th level wrecker [HUMANOID]
Initiative: +9

Great axe +9 vs. AC—18 damage
Natural odd miss: The tribal champion heals 5 hp.
Natural even miss: 10 damage.

R: Longbow +8 vs. AC—12 damage

Tribal rage: When the escalation die is even, a tribal champion can roll two d20 for each melee attack roll it makes and use the result it prefers. If both dice are 11+, the melee attack is a critical hit.

AC 19
PD 18 **HP 80**
MD 17

HALF-ORC COMMANDER

Horde-and-a-half: *an orc horde led by a half-orc.*

8th level leader [HUMANOID]
Initiative: +13

Jagged longsword +15 vs. AC (2 attacks)—15 damage
Natural even hit: One nearby lower-level mook makes an attack as a free action.

R: Thrown javelin +13 vs. AC—20 damage
Natural even hit: The half-orc commander gains 20 temporary hit points.

Orcish command: When a nearby ally of the half-orc commander scores a critical hit, that ally can roll a save against a save ends effect as a free action.

AC 23
PD 22 **HP 150**
MD 18

Icons

Great numbers of half-orcs serve the Emperor, have rallied to the Orc Lord, or hear the call of the High Druid. It may not be a surprise that many are drawn to the Crusader, but at least as many follow the Great Gold Wyrm. They are an individualistic race with diverse backgrounds through the cities of the Empire and the wilderness beyond.



HARPY

The harpies sing pieces and snatches of the song of unmaking. In dark ages, a Diabolist sometimes organizes them into an ungodly chorus.

4th level spoiler [HUMANOID]
Initiative: +7

Talons +6 vs. AC—10 damage
Cull: The harpy gains a +5 bonus to attack and damage with this attack against any enemy suffering from any *fiendish song* effect.

C: Fiendish song +10 vs. MD (1d3 nearby enemies)—5 psychic damage
Natural 16–17: The target is hampered (easy save ends, 6+).
Natural 18–19: The target is weakened instead of hampered (easy save ends, 6+).
Natural 20: The target is confused instead of weakened (easy save ends, 6+).

Flight: Harpies are neither quick nor graceful, but their wings get the job done.

AC 18
PD 14 **HP 44**
MD 17

HELLHOUND



Hell hounds are intelligent creatures fully capable of appreciating the misery of their lives. They are prone to charging headlong into battle against impossible odds.

3rd level wrecker [BEAST]
Initiative: +5

Savage bite +9 vs. AC—7 damage
Natural even hit or miss: The hellhound can make a *fiery breath* attack as a free action.

[Special trigger] **C: Fiery breath +9 vs. PD (1d3 nearby enemies in a group)**—10 fire 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.

Nastier Specials
Fiery aura: Each creature engaged with a hell hound at the start of its turn takes 2d6 fire damage.

AC 18
PD 16 **HP 58**
MD 11

Icons

Hell hounds slink out of the Diabolist's hellholes to make everyone else's lives miserable. While they're killing things and burning people, they don't see any reason not to work for other villainous icons.

Adaptations

The *fiery aura* ability in the nastier version of the hellhound rewards the hellhound for closing with enemies. This type of aura can easily be added to other monsters, or you could opt for the balor's version of the damage aura, which deals damage at the start of the balor's turn so that PCs have incentives to disengage or run away on their own turns.



HUMAN

Humans are the nicest and best-dressed people in the world, and it's almost unthinkable that you'd need stats for fighting them.

Human Thug

Except this guy. He's a real bastard.

1st level troop [HUMANOID]
Initiative: +3

Heavy mace +5 vs. AC—4 damage
Natural even hit or miss: The thug deals +6 damage with its *next* attack this battle. (GM, be sure to let the PCs know this is coming, it's not a secret.)

AC 17
PD 14 **HP 27**
MD 12

Demon-Touched Human Ranger

The magic bow this ranger is so proud of turns into a shrieking demonic bug in combat and swallows portions of his arm. The bow won't let him use any other weapons, so he'll shoot even if he is engaged in melee. In the unlikely event that he survives a real battle, the demon rebuilds his arm with the corpses of their victims.

5th level archer [HUMANOID]
Initiative: +10

M or R: Demon bow +10 vs. AC—15 damage, and the target is dazed (–4 attack) until it pulls the arrow out using a quick action, which deals 10 ongoing damage
Natural odd hit or miss: The demon bow eats at the ranger's arm and the ranger takes 1d6 damage.

Bow teeth: Whenever an attacker hits the ranger with a melee attack, that creature takes 1d6 damage as the bow chews on it.

AC 21
PD 14 **HP 80**
MD 19



HUNGRY STAR

They're clearly deviant, malevolent, octopus-like flying monsters from a dimension where space obeys different geometry. No one understands their language, but everyone can understand their squeals of glee when they kill and feed.

3rd level wrecker [ABERRATION]
Initiative: +8

Ripping tentacles +8 vs. AC—10 damage
Natural even hit: If the target is taking ongoing psychic damage, the attack deals +2d6 damage.

[Group ability] **R: Warp-pulse +8 vs. PD (1d3 enemies in a group)**—5 ongoing psychic damage
Natural 16–18: While the target is taking the ongoing psychic damage, it is dazed (–4 attacks).
Natural 19–20: While the target is taking the ongoing psychic damage, it is confused instead of dazed.

Group ability: For every two hungry stars in the battle (round up), one of them can use *warp-pulse* once during the battle.

Limited flight: Hungry stars flap and glide and hover, always within seven or eight feet of the ground. No one knows how that works.

AC 16
PD 12 **HP 54**
MD 15

Icons

The Archmage has detector wards that trigger if hungry stars come within twelve miles of Horizon. The rest of the Empire has to be satisfied with the consolation that hungry stars are hardly ever encountered outside dungeons, where they apparently feel almost at home.

HYDRA



Hydras instinctively split the world into two categories: food that moves and food that stands still.

Five-Headed Hydra

Huge 5th level wrecker [BEAST]
Initiative: +9

Gnashing teeth +10 vs. AC (5 attacks)—10 damage
Natural even hit or miss: The hydra's next *gnashing teeth* attack, if it has an attack left this turn, can be against any nearby enemy instead of against a creature engaged with it.
Miss: 5 damage.

Too tough to trick: Whenever the hydra would suffer any of the following conditions, it ignores the condition and takes 5 damage instead: confused, dazed, hampered, stunned, or weakened.

Roiling swirl: If the hydra has at least two *gnashing teeth* attacks left during a turn, it can expend one of those attacks to move to engage a nearby enemy as a free action (but it will take opportunity attacks for doing so).

Sprout sixth head: The first time the hydra is staggered, as a free action it gains 40 hit points and a sixth *gnashing teeth* attack, and is considered undamaged at its new hit point total. Using the hydra's current hit points as a new baseline, the hydra will be staggered again when it drops below 50% of that total.

Sprout seventh head: The second time the hydra is staggered, as a free action it gains 40 hit points and a seventh *gnashing teeth* attack, etc. Use a new hit point baseline as before, but there is no eighth head waiting to sprout.

Nastier Specials
Sprout eighth head: You know the drill.

AC 20
PD 19 **HP 150**
MD 15

Seven-Headed Hydra

Huge 7th level wrecker [BEAST]
Initiative: +11

Gnashing teeth +12 vs. AC (7 attacks)—12 damage
Natural even hit or miss: The hydra's next *gnashing teeth* attack, if it has an attack left this turn, can be against any nearby enemy instead of against a creature engaged with it.
Miss: 7 damage.

Let's not waste space: The seven-headed hydra has all the same abilities as the five-headed hydra, except that the heads that get sprouted are the 8th and 9th and those heads/attacks come with 50 new hit points apiece.

And it has one additional ability...
Resist opportunity attacks 16+: When an opportunity attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Nastier Specials
Pyrohydra: When the hydra gets a natural even attack roll with a *gnashing teeth* attack, its next attack that turn (if it has one) is a *flame breath* attack instead. Note that *flame breath* attacks don't lead to other flaming breaths; the hydra has to return to making a *gnashing teeth* attack first.

C: Flame breath +12 vs. PD (1d2 nearby enemies)—2d12 fire damage
Miss: Half damage.

AC 24
PD 21 **HP 200**
MD 17

Icons

At the peak of her powers, the High Druid might be able to exert influence on these engines of primal hunger. What the High Druid accomplishes with nature magic, the Elf Queen says can be done with sorcery. The Blue agrees, and also has draconic mysteries to draw on, so the icons most commonly associated with hydras are the Three.

KOBOLD



Kobolds are the shameful spawn of corrupt dragons. Their indescribable religion brings them into union with dragons, whom they worship as gods. In this case, "union" eventually looks like getting eaten.

KOBOLD ARCHER

1st level mook [HUMANOID]
Initiative: +4

Simple knife +6 vs. AC—3 damage

R: Tiny crossbow or javelin +7 vs. AC—3 damage

Evasive: Kobolds take no damage from missed attacks.

Split off: When one of the kobold's allies engages a creature engaged with the kobold, the kobold can pop free as a free action.

AC 16
PD 14
MD 10
HP 6 (mook)

Mook: Kill one kobold archer mook for every 6 damage you deal to the mob.

KOBOLD WARRIOR

1st level troop [HUMANOID]
Initiative: +4

Spear +8 vs. AC—4 damage
Natural even hit or miss: The kobold warrior can pop free from the target.

Evasive: Kobolds take no damage from missed attacks.

Not brave: Kobold warriors with single digit hit points will run away the first chance they get.

AC 18
PD 15
MD 12
HP 22

KOBOLD HERO

2nd level leader [HUMANOID]
Initiative: +3

Shortsword +7 vs. AC—6 damage, and each nearby non-leader kobold deals +3 damage with its next attack this battle that hits
Natural even miss: 3 damage.

Evasive: Kobolds take no damage from missed attacks.

AC 18
PD 16
MD 12
HP 34

Icons

The Three go through kobolds like chewing gum. For that matter, the Three go through kobolds *as* chewing gum.

Other villainous icons make use of kobolds, but aren't proud of it. Kobolds are just as likely to be working for lesser overlords or scrabbling to survive on their own.

LIZARDMAN



Lizardmen aren't one of those races cursed by savagery and evil because of some terrible deed committed by their ancestors. No, this is the age of glorious murder that will shape the destiny of all future nests.

LIZARDMAN SAVAGE

You might think that they stick with the traditional stone weapons of their ancestors as a form of conscious ancestor worship. But actually they just like the way stone sounds when it's going through bone.

2nd level wrecker [HUMANOID]
Initiative: +6

Stone-tip spear (or club) +7 vs. AC—7 damage
Natural 16+: The lizardman savage can make a *bite* attack against the target or another creature engaged with it as a free action.

[Special trigger] **Bite +7 vs. AC**—5 damage, and the lizardman savage can make a *ripping frenzy* attack against the target as a standard action during its next turn if it's engaged with that target

[Special trigger] **Ripping frenzy +9 vs. AC (3 attacks)**—5 damage

R: Thrown spear +6 vs. AC—5 damage

AC 17
PD 16
MD 12
HP 32

Icons

The Three make the best use of lizardmen, particularly in the Black's assassin cults and the Blue's city of Drakkenhall. The Diabolist insinuates herself into lizardmen tribes via their occasional fondness for demon worship. On the flip side, those who expect lizardmen to possess some fondness for the High Druid and her followers are often violently disappointed.



MANTICORE

Ages ago, a drunk or insane Emperor granted manticores hunting rights that might arguably include humans in certain ill-defined portions of the badlands. The fact that everyone in the 13th Age acts like that treaty never existed drives manticores freaking crazy. And they're pretty crazy to begin with.

Large 6th level archer [BEAST]
Initiative: +13

Battering paws +11 vs. AC (2 attacks)—20 damage
Natural 16+: The manticore can make a single *volley of tail spikes* attack (one attack roll) against a different target as a free action.

Crushing leonine jaws +11 vs. AC—30 damage; OR 50 damage against a creature taking ongoing poison damage

C: Volley of tail spikes +13 vs. AC (1d3 nearby or far away enemies in a group)—5 ongoing poison damage (hard save ends, 16+)

Flight: Manticores are poor fliers in tight spaces, but out in the open, they are more capable.

Poison reservoirs: Each time the manticore uses its *volley of tail spikes* attack, it takes 1d6 damage, or 2d6 damage if it is staggered.

AC 22
PD 20
MD 16

HP 182

Icons

If the price is right, a manticore will work for anyone. Preferably anyone evil, since they're more likely to supply the still-beating-heart and flank-of-innocent that are the standard units of manticore economics.



MEDUSA

These snake-haired, reptilian, badass anarchist women will slit your throat or stare you down into a large-scale lawn ornament. But also, there's a negative side . . .

Medusa Outlaw

Double-strength 6th level wrecker [HUMANOID]
Initiative: +11

Snakes and daggers +11 vs. AC (2 attacks)—10 damage, and 10 ongoing poison damage
Natural 18+: The medusa can make a *petrifying gaze* attack against the target as a free action.

R: Poison arrow +11 vs. AC (one nearby or far away enemy)—15 damage, and 10 ongoing poison damage
Natural 20: The medusa can make a *petrifying gaze* attack against the target as a free action.

[Special trigger] **C: Petrifying gaze +11 vs. MD (one enemy)**—20 psychic damage, and the target must start making last gasp saves as it turns to stone

Caught by an eye: Whenever a nearby enemy attacks the medusa outlaw and rolls a natural 1 or 2, the medusa can make a *petrifying gaze* attack against that attacker as a free action.

Escalating threat: At the start of each of the medusa's turns, roll a d4. If you roll less than or equal to the escalation die, the medusa can also use *petrifying gaze* as a quick action once during that turn.

AC 22
PD 16
MD 20

HP 150

Icons

Less-crazed medusas might have interests that coincide with villainous icons. If you believe the rumors that the Elf Queen has some sort of magical arrangement with medusas, give elves a +5 bonus on the last gasp saves against their petrification.

Medusa Noble

The wisest medusas believe that petrifying too many living creatures inevitably shortens their own lives. The fact that the handful of medusa nobles are also the longest-lived medusas supports the notion.

Double-strength 11th level caster [HUMANOID]
Initiative: +17

Snakes and swords +17 vs. AC (3 attacks)—30 damage, and 15 ongoing poison damage
Natural 18+: The medusa can make a *petrifying gaze* attack against the target as a free action.

R: Lightning fork +17 vs. PD (one nearby or far away enemy)—80 lightning damage
Natural odd hit or miss: The medusa deals 1d6 x 10 lightning damage to all nearby enemies.
Natural even hit or miss: The medusa can make a *lightning fork* attack against a different target as a free action; keep making *lightning fork* attacks until you run out of targets that have taken damage from *lightning fork* or roll a natural odd attack.

[Special trigger] **C: Petrifying gaze +17 vs. MD (one enemy)**—70 psychic damage, and the target must start making last gasp saves as it turns to stone

Caught by an eye: Whenever a nearby enemy attacks the medusa noble and rolls a natural 1–5, the medusa can make a *petrifying gaze* attack against that attacker as a free action.

Serpent wardings: Thrice per battle, as a free action, the medusa noble can force an enemy to reroll a spell attack that targeted it. The attacker can't use the escalation die for the reroll.

Skilled sorcerer: If lightning isn't working against her target, the medusa noble can take a –2 attack penalty to change the energy type of her ranged attack to fire or thunder.

AC 27
PD 21 **HP 500**
MD 25

Icons

The medusa nobles' bond with the Elf Queen gives them an occasional presence in the Court of Stars. As a rule, medusa nobles do not trust the Blue, but the Drakkenhall experiment could be worth their time.



Minotaur

Minotaurs are unholy monstrosities driven by bestial bloodlust. At their best, they prowl the underworld, seeking fresh blood. At their worst, they enthrall themselves into the service of unholy cults devoted to human sacrifice.

Large 4th level troop [HUMANOID]
Initiative: +8

Axe or horns +9 vs. AC—27 damage, and one of the minotaur's allies can pop free from the target as a free action
Furious charge: The attack instead deals 40 damage on a hit if the minotaur first moves before attacking an enemy it was not engaged with at the start of its turn.

Blood frenzy: Minotaurs gain a +4 melee attack bonus against staggered enemies.

Nastier Specials
Durable: The first time each round the minotaur takes damage, prevent 2d6 of it.

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

AC 19
PD 17 **HP 94**
MD 13

Icons

Minotaurs are most commonly found in the service of the Diabolist, but any villainous icon might employ minotaur guards, and even good icons might be tempted to do so under the right circumstances.

Minotaurs strongly influenced by the High Druid might be more wild than evil.



OGRE

If laws of evolution ruled this world, ogres would be the missing link between orcs and hill giants. Laws of magic rule the world, and that makes ogres brute enforcers for the orcs or expendable minions for the giants.

Large 3rd level troop [GIANT]
Initiative: +5

Big honkin' club +7 vs. AC—18 damage
Miss: Half damage.

Big shove +9 vs. PD (each enemy engaged with ogre)—1d6 damage, and the target pops free from the ogre
Quick use: This power only requires a quick action (once per round) instead of a standard action when the escalation die is even.

Nastier Specials
Tough skin: Whenever the ogre takes weapon damage, reduce that damage by 1d8 points.

AC 19
PD 16 **HP 90**
MD 12

Icons

Ogres are stupid enough to work for just about any evil overlord, evil middle lord, or even evil bandit chief. The Orc Lord and the Crusader make the most use of ogres' willingness to smite.

Adaptations

Rob's campaign has been more about the Three than the Orc Lord, so Rob has been using ogre stats for giant club-armed lizardmen. The *big shove* is rephrased as a *snorting fire breath.*

OGRE MAGE



Ogre magi are the descendants of ogres who, several ages past, joined a Dragon Emperor under the tutelage and honor pact of the elves. They are capable of respecting the icons, but they harbor a grudge for being betrayed by the dark elves. Their outlandish style in clothing and weaponry evokes an exotic age long past.

Large 7th level caster [GIANT]
Initiative: +14

Naginata +13 vs. AC—35 damage
Natural 18+: Make a second *naginata* attack against a nearby enemy as a free action (engaging it is not required)

C: Cone of cold + 13 vs. PD (up to 3 nearby enemies in a group)—50 cold damage
Limited use: 1/day, and the attack also targets the ogre's allies engaged with or between enemy targets.

Aura of treachery: Once per round when a nearby enemy misses the ogre mage with an attack, the ogre mage can make an *aura of treachery* attack against it as a free action.
[Special trigger] **C: Aura of treachery + 13 vs. MD**—the target is confused until the end of the ogre mage's next turn

Flight: The ogre mage flies using the sheer power of its superior mind.

Invisibility: If the ogre mage is not engaged, it can turn invisible as an at-will standard action. It becomes visible when it attacks. The ogre mage takes 1d10 damage each time it uses *invisibility* while it's staggered.

Resist exceptional attacks 16+: When a limited attack (not an at-will attack) targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

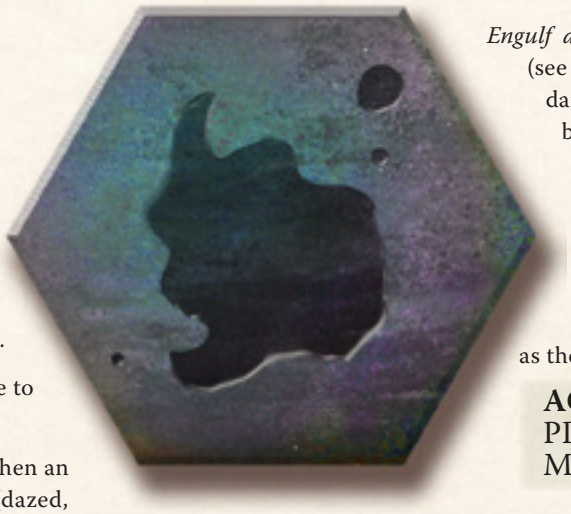
Trollish regeneration 20: While an ogre mage is damaged, its uncanny flesh heals 20 hit points at the start of the ogre mage's turn. It can regenerate five times per battle. If it heals to its maximum hit points, then that use of *regeneration* doesn't count against the five-use limit.

When the ogre mage is hit by an attack that deals fire or acid damage, it loses one use of its *regeneration*, and it can't regenerate during its next turn.

Dropping an ogre mage to 0 hp doesn't kill it if it has any uses of *regeneration* left.

AC 23
PD 19 **HP 170**
MD 21

OOZE



Evil masterminds, spellcasters, and dungeon denizens make use of oozes if they can. But deliberately using oozes as guard creatures is like using a vat of burning glue as a night light.

For all oozes
All oozes have the following two abilities.

Flows where it likes: The ooze is immune to opportunity attacks.

Ooze: The ooze is immune to effects. When an attack applies a condition to an ooze (dazed, hampered, weakened, ongoing damage, etc.), that condition doesn't affect it.

BLACK PUDDING

These blobs demonstrate an uncanny penchant for getting into places they're not supposed to be.

Huge 9th level wrecker [OOZE]
Initiative: +8

C: Acid-drenched pseudopod +14 vs. PD (up to 4 attacks, each against a different nearby enemy)—30 acid damage, and 10 ongoing acid damage
Miss: 10 acid damage.

Climber: A black pudding sticks to ceilings and walls when it wishes, sliding along as easily as on the floor.

Slippery: The pudding has *resist weapons 12+*.

AC 23
PD 20 **HP 470**
MD 19

GELATINOUS CUBE

Anyone who encounters a gelatinous cube is clearly in a place where they should be expecting to be smothered in a jelly-like substance that cleanly reflects the image of their flesh dissolving back into their disintegrating eyeballs.

Huge 5th level blocker [OOZE]
Initiative: +4

Shlup'n'schlorp +10 vs. PD—30 acid damage, and the cube engulfs the target (functions like a grab; see below) if it's smaller than the cube
Miss: The cube can make a *spasms* attack as a free action.

[Special trigger] **C: Spasms +10 vs. AC (up to 2 attacks, each against a different nearby enemy)**—15 damage

Engulf and dissolve: Targets engulfed/grabbed (see page 172) by the cube take 30 acid damage at the start of the cube's turn but are not viable targets for additional attacks by the cube. Multiple targets can be held within the cube simultaneously.

Any engulfed creature that is also staggered must begin making last gasp saves or become paralyzed as the cube's toxins overwhelm it.

AC 20
PD 18 **HP 200**
MD 15

OCHRE JELLY

The guy at the campfire who thinks it's important to point out that most ochre jellies are not actually ochre? Or for that matter, jelly-like? Statistically, he's the guy who isn't coming back from the dungeon run.

Large 3rd level wrecker [OOZE]
Initiative: +2

C: Acid-drenched pseudopod +8 vs. PD (1d4 attacks, each against a different nearby enemy)—6 acid damage
Natural even hit or miss: 3 ongoing acid damage.

Splitter: The first time an ochre jelly takes 20 or more damage from a single attack, it splits into two normal-size ochre jellies, each with half the original's current hit points plus 2d6 hp for good luck. Treat the new jellies as undamaged jellies at their new hit point totals, but they don't have the *splitter* ability. (Maybe they get back together if they survive the fight. Maybe they don't.)

AC 18
PD 17 **HP 90**
MD 16

Icons

Whenever someone mentions how wizards originally created or summoned a type of monster, the Archmage generally blames the previous Wizard King. Black pudding? Wizard King. Ochre jelly? Definitely a Wizard King thing. But the Archmage is silent about the gelatinous cube.

DUNGEON JELLO TRICKS

It's a tradition among the gamers of our tribe that it's possible to inadvertently walk into a gelatinous cube that is perfectly filling a passageway after remembering to void itself of floating bits. If that seems like fun to you, feel free to require a champion-tier environment skill check to notice a well-positioned cube (usually DC 20). It seems to us that running into a cube would be far more likely if you were fighting or fleeing from other monsters. Good times.

ORC



Not all orcs are born. Some spring from the bones of ravaged mountains and the wreckage of shattered forests like an infection spread by destruction.

Orc Warrior

1st level troop [HUMANOID]
Initiative: +3

Jagged sword +6 vs. AC—6 damage
Dangerous: The crit range of attacks by orcs expands by 3 unless they are staggered.

AC 16
PD 14 **HP 30**
MD 10

Orc Berserker

2nd level troop [HUMANOID]
Initiative: +5

Greataxe +7 vs. AC—8 damage
Dangerous: The crit range of attacks by orcs expands by 3 unless they are staggered.

Unstoppable: When an orc berserker drops to 0 hp, it does not immediately die. Ignore any damage in excess of 0 hp, roll 2d6, and give the berserker that many temporary hit points. No other healing can affect the berserker or give it more temporary hit points: when the temporary hp are gone, the berserker dies.

AC 16
PD 15 **HP 40**
MD 13

Orc Shaman

2nd level leader [HUMANOID]
Initiative: +5

Spear +6 vs. AC—6 damage
Dangerous: The crit range of attacks by orcs expands by 3 unless they are staggered.

R: Battle curse +7 vs. MD (1d3 nearby enemies)—4 psychic damage, and for the rest of the battle, melee attacks by orcs deal +1d4 damage against the target (non-cumulative)

AC 18
PD 12 **HP 36**
MD 16

Orc Rager

7th level mook [HUMANOID]
Initiative: +12

Greataxe +12 vs. AC—16 damage
Dangerous mooks: The crit range of melee attacks by orc ragers expands by 3 until half the orc rager mob has been dropped.

Dying strike: When an orc rager drops to 0 hp, it can make a final attack as a free action. (GM, since it isn't always important which mook dies, feel free to make these extra attacks come from the ragers engaged with a PC.)

AC 22
PD 20 **HP 27 (mook)**
MD 16

Mook: Kill one orc rager mook for every 27 damage you deal to the mob.

Icons

There are all manner of orcs: green-skinned orcs, great orcs, pig-snouted orcs, snake-eyed orcs, bandy-legged orcs, leather-faced orcs, cinder-skinned orcs from the volcano lands. Only the orcs themselves truly take note of the different varieties; certainly not the villainous icons who are happy to use any orc as sword fodder. But the Orc Lord unites them all beneath a single banner.

Great Fang Cadre

Among the countless cursed strains of orcs, there are many who grow into tall, fierce warriors when fed on the highest quality food. In particular, they thrive on the flesh of beautiful, talented, experienced, and powerful people.

10th level mook [HUMANOID]
Initiative: +13

Double axe +15 vs. AC—25 damage
Natural 11+: The cadre can make a second *double axe* attack (no more) as a free action.
Dangerous mooks: The crit range of melee attacks by great fang cadre orcs expands by 3 until half the great fang cadre mob has been dropped.

R: Big, black, creaking bow +15 vs. AC—37 damage
Natural even hit or miss: The attack targets PD instead of AC.

Nastier Specials

On the spot mutation: Whenever an attack eliminates one or more members of the mob, there is a 50% chance that each survivor gains a mutation like a sudden new body part or temporary magical aura. The GM chooses one of the following improvements, perhaps at random, and invents a new part or magic effect to explain it: extra melee attack, damage aura: 1d20 damage vs. any enemy that starts its turn engaged with the orc, or +4 bonus to AC.

AC 27
PD 25 **HP 50**
MD 21

Mook: Kill one great fang cadre mook for every 50 damage you deal to the mob.

OTYUGH



When the trash-heap pushes out an eyestalk, a pair of festering tentacles won't be far behind.

Large 3rd level blocker [ABERRATION]
Initiative: +5

Grasping tentacles +8 vs. PD (2 attacks)—5 damage
Natural even hit: The otyugh can grab the target.
Natural 18 or 20: The otyugh can grab the target and make a *big toothy maw* attack against it as a free action.

Big toothy maw +12 vs. AC (one enemy it's grabbing; includes +4 grab bonus)—16 damage

Trash nest defense: The otyugh gains a +2 bonus to all defenses while fighting in its nest or in similar piles of excrement and trash.

Tentacle flail: Once per round, an otyugh can make a *grasping tentacles* attack as a free action against a moving nearby creature it is not engaged with; on a natural even hit, the target is grabbed and its movement stops.

AC 19
PD 17 **HP 84**
MD 13

Icons

Many evil monsters use otyugh as improvised disposal systems and de facto watch dogs. That's a long way beneath the attention of the icons, though some arcane texts suggest that otyugh might be capable of more evolved tasks if they could be levered from the muck.



Arm torn off by an owlbear? Hopefully there's a cleric around that can help with a healing ritual. Failing that, 13 True Ways *will have the druid class. They could help.*



OWLBEAR

Some wilderness tribes have an abnormal fear of both owls and bears, a testament to the savagery of this preposterous hybrid.

Large 4th level wrecker [BEAST]
Initiative: +8

Rip and peck +9 vs. AC—15 damage, and until the end of the owlbear's next turn, the target is hampered *(makes only basic attacks)* while engaged with the owlbear
Vicious hybrid: If the escalation die is even, make another *rip and peck* attack.

Feed the cubs: An owlbear that scores a critical hit against a hampered enemy tears a piece of the creature off (GM chooses a limb) and will subsequently attempt to retreat with the prize to feed its cubs. The torn-up enemy is stunned until the end of its next turn.

Silent hunter: Owlbears are nearly silent until they strike. Checks to hear them approaching take a –5 penalty.

AC 19
PD 17 **HP 101**
MD 13

Icons

Areas the High Druid cares about tend to have higher than normal owlbear populations that the local High Druid followers know how to live around without violence. Strangers aren't so blessed.

The other icon with something of a claim on the owlbear is the Archmage; if only because the owlbear is the most durable example of the bizarre hybrids that wizards persist in creating despite evidence that it's not healthy for them or the world. The Dire Wood outside Horizon? Full of owlbears.

PHASE SPIDER



Phase spiders reportedly hail from some parallel dimension of giants where they are merely little pests. They like the lands of the Dragon Empire better, where everyone is bite-size.

Large 7th level spoiler [BEAST]
Initiative: +16

Phasing fangs +11 vs. PD (2 attacks)—25 damage
Natural even hit: The spider can make a *rummage and filch* attack against the target as a free action, even if the target isn't staggered.

Rummage and filch +11 vs. MD (one staggered creature)—the phase spider steals a random true magic item from the target (see below).

Phasing abilities: As long as it didn't just return from being out of phase, at the start of the phase spider's turn, roll a d6 to see which of its phase and teleport abilities it can access that turn. The spider doesn't have to use the available ability and can attack normally, if it wishes.

1–2: *Short teleport*—As a move action, the spider can teleport anywhere it can see nearby.

3: *Long teleport*—As a move action, the spider can teleport anywhere it can see nearby or far away.

4–5: *Phase out*—As a move action, the spider can remove itself from the battlefield, returning on its next initiative turn anywhere it chooses nearby. It doesn't get to make a phase roll at the start of its next turn though.

6: *Teleport away*—If the spider has stolen at least one magic item, as a move action it can teleport back to its lair, or to its master if it has one. It leaves the battle. If it hasn't stolen an item yet, it won't leave and can use its choice of the other abilities this turn.

Stolen items: The spider stows items it has stolen in a disgusting pouch in its abdomen. Wizards speculate that if stolen items are not handed over to a master, it somehow affects the phase spiders' hideous reproductive process, so a spider without an item will fight until it gets one. If the heroes can slay the spider before it flees, they get their stuff back. If the spider hasn't returned to its lair or to a master yet, there might be magic items in its pouch stolen from other beings; such items will be grateful to have been rescued. A result of 20 on a d20 means there are items in the pouch, or you can skip the roll to use something found in the pouch as an opportunity to mix the PCs up in a new story.

AC 23
PD 22 **HP 200**
MD 18

Icons

It's deniably understood that the Archmage and high-level members of his organization use phase spiders for item retrieval. It seems like the Prince of Shadows' style, also, but the High Druid wants nothing to do with phase spiders.

Fear and Hatred

Who's scared of a spider that teleports? Nobody. Who's scared of a spider that teleports away with your magic items to screw around with them? Oh, that's a different story, ennit?

By preference, phase spiders attack enemies who are separated from their companions or who are carrying the highest number of true magic items. The spider's ability to steal items is partially a magical effect: it phases the items out of synch with their owners, so that armor, boots, shields, whatever, can be removed effortlessly from their target and stuffed into its pouch.

A kind GM will allow a rummaged PC to identify one signature item that is not vulnerable to being stolen in this fashion. A diabolic GM will offer amnesty to two such chosen items at the price of a bonus to the phase spider's *rummage and filch* attack roll.

RAKSHASA



Rakshasas blend savagery and sybaritic tastes—long-view plotting with the constant temptation to blood their claws in slaughter. It's not easy being smarter and nastier than everyone else, but being an almost entirely evil shapechanger helps.

Double-strength 8th level caster [HUMANOID]
Initiative: +16

Claws and bite +11 vs. AC (2 attacks)—25 damage
Natural even hit: The rakshasa can make a *rend mind* attack as a free action.

R: Striped lightning bolts +13 vs. PD (1d3 nearby enemies)—25 lightning damage, or 50 lightning damage against a staggered target
Natural even hit: The rakshasa can make a *rend mind* attack as a free action.

C: Rend mind +13 vs. MD (one nearby enemy)—15 psychic damage, and the target is confused (*make a basic or at-will attack vs. ally*) until the end of the rakshasa's next turn

Shapechange: As a standard action, the rakshasa can change its form to that of any humanoid, or back to its own shape. Seeing through the shapechange requires a DC 25 skill check.

Nastier Specials

Master of chaos: The rakshasa gains a bonus to all defenses equal to the current number of confused enemies in the battle.

Reversal of fate: Once per day as a quick action, the rakshasa steals the escalation die; until the end of the battle, the rakshasa gains an attack bonus equal to the die's value when it was stolen. Reset the escalation die to 0 for the players and increase it normally with each new round.

AC 23
PD 20 **HP 280**
MD 22

Icons

Rakshasas act as if the icons are beneath them, and as if they know a secret history in which mortal kingdoms are ephemeral side effects of a deeper history. They delight in pitting the icons against each other while accomplishing their true aims in the shadows. Puffing on their water pipes, wreathed in smoke, the rakshasas bask in their superiority, more or less forgetting that they are not alone in the shadows and that the smoke has a Prince.

SAHUAGIN



In the Fangs, sahuagin are murderously furious that they cannot dwell within the Midland Sea. In the Iron Sea, sahuagin are murderously furious that there are humanoids on land who aren't dead yet.

5th level wrecker [HUMANOID]
Initiative: +9

Trident and bite +10 vs. AC (2 attacks)—10 damage
Natural 20: Increase the escalation die by 1, and the target is hampered (*makes only basic attacks*) until the end of its next turn.

R: Barbed crossbow +9 vs. AC (one nearby enemy, or a far away enemy at –2 atk)—10 damage, and 5 ongoing damage

Blood frenzy: Make a note of the escalation die when the sahuagin becomes staggered. The sahuagin gains a bonus to its melee attacks and damage equal to the escalation die value for the rest of the battle.

Nastier Specials

Demon-touched: Roll a d6 on the Demon Random Abilities table (page 209). The sahuagin gains that ability.

AC 20
PD 19 **HP 70**
MD 16

Icons

As traditional demon-worshippers, the sahuagin fit spikily within the Diabolist's plots.

SKELETON



The most dangerous skeleton warriors are those of the Blackamber Legion. Before the first age they swore to serve their master, the Wizard King, forever. Whoops.

For all skeletons

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.

GAMEMASTER

We didn't want to complicate the game by adding weapon damage types. But of course it is traditional that maces and hammers and other bludgeoning weapons are what you need to smash skeletons to pieces without the problems pointy/slashy weapons have with the monsters. Consider this your chance for magnanimity.

DECREPIT SKELETON

1st level mook [UNDEAD]
Initiative: +6
Vulnerability: holy

Sword +6 vs. AC—3 damage

AC 16
PD 14 **HP 7 (mook)**
MD 10

Mook: Kill one decrepit skeleton mook for every 7 damage you deal to the mob.

SKELETAL HOUND

1st level blocker [UNDEAD]
Initiative: +7
Vulnerability: holy

Bite +6—5 damage
Natural even hit: The hound leaves teeth in the wound; the target takes 5 ongoing damage, and the hound takes 1d6 damage.

Chomp chomp chomp: Enemies with a lower initiative than the hound take a –5 penalty to disengage checks against it.

Skilled intercept 11+: Once per round, an engaged skeletal hound can attempt to pop free and intercept an enemy moving past it. Roll a normal save; on a 11+, it succeeds.

AC 15
PD 13 **HP 24**
MD 13

SKELETON ARCHER

1st level archer [UNDEAD]
Initiative: +7
Vulnerability: holy

Jabby bones +5 vs. AC—4 damage

R: Shortbow +7 vs. AC—6 damage

AC 16
PD 14 **HP 26**
MD 11

SKELETON WARRIOR

2nd level troop [UNDEAD]
Initiative: +8
Vulnerability: holy

Spear +8 vs. AC—6 damage

AC 16
PD 14 **HP 26**
MD 11

BLACKAMBER SKELETAL LEGIONNAIRE

4th level troop [UNDEAD]
Initiative: +10
Vulnerability: holy

Shortsword +10 vs. AC—14 damage
Natural 16+: The target moves down 1d3 points in initiative order, to a minimum of 1.
Natural even miss: 5 damage.

R: Javelin +8 vs. AC—10 damage

Press advantage: The legionnaire deals +1d8 damage with its attacks against enemies that have a lower initiative than it.

AC 21
PD 15 **HP 48**
MD 17

TROGLODYTE



The stories say that trogs developed their hideous stench to escape from being a slave race of the dark elves. Certainly the trogs hate dark elves, the way any cold-blooded predator hates a former tormentor. But trogs really hate dwarves. If a dwarf is slain in battle, that counts as a trog victory, even if the trogs had to ally with other creatures they loathe to kill the dwarf.

For all troglodytes

Trog stench: Trogs spray scents that stink so badly that other humanoids take penalties to all attacks, defenses, and saves when engaged with a troglodyte or when nearby three or more troglodytes. Non-humanoids usually aren't affected.

Humanoids affected by *trog stench* can make a normal save at the end of each of their turns (though they'll be taking a penalty . . .). If the save succeeds, the humanoid can ignore all *trog stench* for the rest of the battle.

Trog stench penalties vary for different humanoid races:

–4: Elves, gnolls, gnomes

–3: Humans, halflings, half-elves, holy ones, tieflings, most everyone else

–2: Half-orcs, dragonics

–1: Dwarves

–0: Forgeborn

TROG

2nd level spoiler [HUMANOID]
Initiative: +4

Club +6 vs. AC—8 damage
Miss: Damage equal to the penalty the trog's stench currently imposes on the target.

R: Javelin +5 vs. AC—6 damage

Chameleon: Underground, or in swamps and rivers, attacks against troglodytes by enemies who aren't engaged with them take a –4 penalty.

AC 18
PD 17 **HP 38**
MD 13

TROG CHANTER

3rd level leader [HUMANOID]
Initiative: +5

Spear +8 vs. AC—12 damage
Miss: Damage equal to the penalty the trog's stench currently imposes on the target.

R: Hissing curse +10 vs. MD (one nearby enemy, or a far away enemy at –2 atk)—10 damage, and the target is again affected by *trog stench* if it had saved against the effect
Natural 20: All nearby humanoids who saved against *trog stench* earlier in the battle are affected again by it.

Chameleon: Underground, or in swamps and rivers, attacks against troglodytes by enemies who aren't engaged with them take a –4 penalty.

AC 19
PD 16 **HP 44**
MD 18

TROG UNDERLING

8th level mook [HUMANOID]
Initiative: +10

Club +12 vs. AC—22 damage
Miss: Damage equal to three times the penalty the trog's stench currently imposes on the target.

R: Javelin +11 vs. AC—16 damage

Chameleon: Underground, or in swamps and rivers, attacks against troglodytes by enemies who aren't engaged with them take a –4 penalty.

AC 23
PD 22 **HP 38 (mook)**
MD 17

Mook: Kill one trog underling mook for every 38 hp you deal to the mob.

ICONS

Is it the icons who are repulsed by the trogs or the trogs who will have nothing to do with the icons?

TROLL



Trolls live rich lives of symbolic meaning, as each individual relives the life of a legendary ancestor. They use ancient rituals in a forgotten tongue to mark their biographical and mythic milestones. Either that or they just wander around and eat things.

Large 4th level troop [GIANT]
Initiative: +9

Greedy wicked claw +8 vs. AC (2 attacks)—15 damage

Trollish regeneration 10: While a troll is damaged, its rubbery flesh heals 10 hit points at the start of the troll's turn. It can regenerate five times per battle. If it heals to its maximum hit points, then that use of *regeneration* doesn't count against the five-use limit.

When the troll is hit by an attack that deals fire or acid damage, it loses one use of its *regeneration*, and it can't regenerate during its next turn.

Dropping a troll to 0 hp doesn't kill it if it has any uses of *regeneration* left.

Nastier Specials

Increased regeneration: Increase the troll's regeneration dice; the baseline amount a troll regenerates should run about 1/9 of its total hp, but you can go higher to be nasty.

Mutant: Fire and acid don't screw with the troll's regeneration; lightning does instead.

Rending: If both *claw* attacks hit the same target, the target also takes 10 ongoing damage.

AC 17
PD 17
MD 13

HP 90

Icons

Trolls surprise you. You can never be sure who arranged for them to be under *that* bridge at that particular moment.

VAMPIRE

There are basically two sorts of vampires: a noble, confident, cruel, well-fed lieutenant in the Lich King's service, and a wretched, desperate, cruel, hungry fugitive formerly in the Lich King's service.

10th level spoiler [UNDEAD]
Initiative: +15
Vulnerability: holy

Deathly touch +15 vs. PD—50 negative energy damage

Natural 11+: The target is also weakened until the end of its next turn (–4 attacks and defenses). In addition, the target expends one unused limited trait (a spell, power, or talent with a once-per-battle or daily use, but not magic item powers) of its choice.



Vampiric regeneration: The vampire regenerates 1 hit point per level at the start of each round indefinitely, but it turns to mist if it drops to 0 hp (see below).

Mist form: Unless it is slain in a manner appropriate for truly killing vampires in the campaign, a vampire that drops to 0 hp drifts away to return and fight some other day.

Nastier Specials

C: Vampiric compulsion +15 vs. MD (one enemy; see below)—the target is confused and vulnerable (save ends)

Limited use: The vampire can use *vampiric compulsion* as a free action only when a nearby enemy attacks the vampire and misses with a natural attack roll of 1–5.

AC 26
PD 20
MD 26

HP 220

Vampire Spawn

In areas where true vampires are unknown, vampire spawn get away with calling themselves vampires.

6th level spoiler [UNDEAD]
Initiative: +10
Vulnerability: holy

Claw +10 vs. AC—18 damage
Natural even hit: The vampire spawn can make a *fangs* attack against the target as a free action.

[Special trigger] **Fangs +14 vs. AC**—7 damage, and a humanoid target is weakened (–4 attack and defenses) until the end of the vampire spawn's next turn

AC 20
PD 17 **HP 90**
MD 15

Spawn of the Master

Many are bit, but few are bidden to join the ranks of the true vampires.

10th level mook [UNDEAD]
Initiative: +16
Vulnerability: holy

Claws and fangs +15 vs. AC—30 damage
Natural 18+: If the target is staggered, it is also hampered (*makes only basic attacks*) until the end of its next turn.

AC 25
PD 23 **HP 54 (mook)**
MD 20

Mook: Kill one spawn of the master mook for every 54 hp you deal to the mob.



Each campaign should choose the elements of vampire lore that suit its purposes. Want vampires that can only be truly slain by having their heads cut off and buried at a crossroads? Surely there's an Emperor-oriented rationale for that. Prefer vampires that can be truly slain only by a sharpened wooden stake? Sounds like a lethal message from the High Druid. Vampires deterred by garlic? Umm, that's pretty random, so unless you think that garlic is a new spice that only grows in the Cathedral, maybe say it has nothing to do with the icons.



Wight

Wights "go rogue" more often than other undead creatures. They have the cunning and instincts to survive in small bands, but they lack the capability for long-term planning or abject obedience that other undead often demonstrate.

4th level spoiler [UNDEAD]
Initiative: +7
Vulnerability: holy

Sword +9 vs. AC—10 damage
Natural even hit or miss: Unless the wight is staggered, the attack also deals 8 ongoing negative energy damage.

Nastier Specials
Barrow-touch: The wight's attacks against enemies taking ongoing negative energy damage are against PD instead of AC and their crit range expands by 2.

AC 21
PD 17 **HP 48**
MD 13

Icons

Icons other than the Lich King who employ wights are taking a jab at the Lich King's territory. That goes for evil wizards, evil priests, and rogue necromancers, too, but it doesn't seem to stop them.

One typical piece of vampire lore shouldn't be as mutable: in the 13th Age, the only vampires afraid of cross-shaped objects are vampires who fear being enslaved by the Lich King. As usual, the fear is a small deterrent, not an actual problem for a determined vampire. In the hands of someone who is not a devoted follower of the Lich King, a cross-shaped symbol is nothing but an irritant.



WRAITH

Some wraiths recall their former life just enough to scream questions about places they used to know. They don't wait for the answers or stop draining your life, but they want you to know they remember.

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 (save ends).

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.

Nastier Specials

Drain life: The wraith heals half the damage it deals when it hits with a *natural 18+* attack roll.

AC 19
PD 14 **HP 66**
MD 17

WYVERN



The wyvern embodies all that is hidden and deadly. It is the path you must never seek and the secret that you must never learn. It lives far from the tracks of foot or wagon, and far away should you stay, also.

Large 5th level wrecker [BEAST]
Initiative: +10

Tearing jaws +10 vs. AC—35 damage
Natural even hit: The wyvern can make a *deadly tail stinger* attack during its next turn.

[Special trigger] **Deadly tail stinger +10 vs. PD**—15 damage, and the target takes 10 ongoing poison damage (difficult save ends, 16+)

Flight: Wyverns are poor fliers in tight spaces, but out in the open, they are more capable.

Nastier Specials

Escalating poison: Add the escalation die to the wyvern's ongoing poison damage whenever that damage is dealt.

AC 20
PD 19 **HP 140**
MD 14

Icons

The common breed of wyvern can sometimes be dominated by the forces of one of the villainous icons, particularly the Three. It's a toss-up whether exceptionally intelligent wyverns want to associate themselves with the Three or stay far away from those true dragon snobs.

ZOMBIE



Near the end of a past age, a Diabolist released a disease on the world that turned people into contagious zombies. Good thing that will never happen again.

Zombie Shuffler

"Mwauurgh . . ."

1st level mook [UNDEAD]
Initiative: +0
Vulnerability: holy

Rotting fist +5 vs. AC—3 damage
Natural 16+: Both the zombie and its target take 1d4 damage!

Headshot: A critical hit against a zombie shuffler deals triple damage instead of the normal double damage for a crit.

AC 14
PD 12 **HP 10 (mook)**
MD 8

Mook: Kill one zombie shuffler mook for every 10 damage you deal to the mob.

Human Zombie

"Brains . . ."

2nd level troop [UNDEAD]
Initiative: +1
Vulnerability: holy

Rotting fist +7 vs. AC—6 damage
Natural 16+: Both the zombie and its target take 1d6 damage!

Headshot: A critical hit against a zombie drops it to 0 hp.

Nastier Specials
Eat brains: More dangerous zombies don't try to kill the moving targets before feasting on brains; they keep attacking any enemy they've knocked unconscious, rolling attacks against the helpless enemy until it's dead.

AC 15
PD 13 **HP 60**
MD 9

Big Zombie

Maybe it was an ogre. A giant? All you know for sure is that it's big and it's dead and it's coming for you.

Large 4th level wrecker [UNDEAD]
Initiative: +3
Vulnerability: holy

Club or club-like fists +9 vs. AC—22 damage
Natural even hit or miss: Both the zombie and its target take 4d6 damage!

Headshot: A critical hit against a zombie drops it to 0 hp.

AC 17
PD 15 **HP 160**
MD 12

Giant Zombie

Large 9th level mook [UNDEAD]
Initiative: +8
Vulnerability: holy

Club or club-like fists +14 vs. AC—50 damage
Natural even hit or miss: Both the zombie and its target take 6d10 damage!

Headshot: A critical hit against a giant zombie mook deals triple damage instead of the normal double damage for a crit.

Double-strength mook: The giant zombie mook counts as two 9th level mooks when you are building battles.

AC 23
PD 21 **HP 100 (mook)**
MD 17

Mook: Kill one giant zombie mook for every 100 hp you deal to the mob.

Icons

The Lich King and his followers may not have a monopoly on zombie creation and control. But not for lack of trying.

DIY MONSTERS

Some d20 games aim to simulate all aspects of a monster's abilities. Our more abstract approach combines simple baseline stats with cool abilities that make each monster unique. Ideally, simple mechanics harness imagination rather than simulation and the GM focuses more on the story than the system.

The Baseline Monster Stat tables: The four tables at the end of this chapter list default stats for normal monsters, mooks, large (or double-strength) monsters, and huge (or triple-strength) monsters. If you compare the baseline numbers in the table to the monsters in this chapter, you'll see how we've tinkered with them in each design.

Of course, you don't have to look at these tables *during play* unless you want to. Use them to stat up familiar dungeon monsters we haven't created for you yet or when you want to create a new NPC or monster on the fly.

Adapt: The simple trick is to borrow bits and pieces from monsters you enjoy. The "adaptations" sidebars scattered through the chapter discuss monsters we use in our games but don't really deserve entries of their own since they are "reskinned" versions of existing entries.

Many of the abilities we've given to specific monsters can happily be repurposed by other monsters. More often than not you'll come up with a wrinkle that makes the new monster entirely your own—that's the joy of being a GM.

Level-up: Similarly, if you think that a hellhound makes sense as an 8th level monster in your campaign, it's not much trouble to compare our 4th level hellhound to the baseline monster stats and design an 8th level hellhound with those variations in mind. We could fill many pages with this type of stat-bumped monster-leveling, but we'd rather not. Our preference is to show interesting monster ability examples and leave the surprising variants to your campaigns.

The pressure is not on you: The good news about making your own monsters is that you don't have to hit every design out of the park. If your game is tense and the story is compelling, your players won't have time to think "Wow, there wasn't a lot going on with that monster." When you do succeed with a flavorful monster ability that turns out to make an impact on a battle, that's when you've notched a moment in the players' memories.

Initiative

Before we say more about the monster tables, let's cover something they don't mention. We left initiative off the tables because it can range widely. We establish a monster's initiative bonus by adding its level to a modifier between –1 and +9. Go with Level +3 if you can't decide.

Initiative Adjustment

#	Description
–1	Super-slow (oozes) and utterly clumsy (zombies)
+0	Slow and clumsy (animated statues)
+1	Awkward or small (city guards, dire rats)
+2	Average (hellhound, human thug)
+3	Just above average (derro sage)
+4	Quick (owlbear)
+5	Fast (wyvern)
+6	Really fast (gnoll ranger)
+7	Fast like a fast PC (ogre mage)
+8	Blindingly fast (rakshasa)
+9	Competing with the rogue

Attack Bonus

You can fudge a creature's attack bonus plus or minus 1 and it won't make any difference except to suit your idea of how accurate a monster is.

Strike Damage

You can mix things up as you please, just orient yourself around the average damage for a monster's attack at any given level. When it comes to large (or double-strength) or huge (or triple-strength) monsters, you don't have to put all their damage into one strike. Split damage up into smaller attacks as we did with the black dragon and the ettin. Or use conditional follow-up attacks as we did with the drider.

HP & AC

Baselines to tumble about as you like. In practice, we've often used the defense numbers as the top-end rather than the baseline because we're secretly soft on PCs. That could change.

Better Defense/Lesser Defense

We normally make either PD or MD better than the other. But some monsters are an exception and have roughly equal defenses.

Fear Threshold

If the monster has a fear ability, and that's a big if, since you can see that not many of ours do, this stat is the number of hit points where creatures are dazed (–4 attack) while engaged with the monster and can't use the escalation die (potentially an even bigger problem). It's based on level, so that higher-level monsters are more fearsome.

More Advice for On the Fly Monster Design

Choose your monster's level (using the encounter building advice in the "Running the Game" section if you need it). Adjust the numbers as you like using your notion of what's right or use our advice (below), add a monster ability, and you've got a new monster ready to roll.



Ad Hoc Monster-Stat Adjustments: If you're anything like me as a GM, you enjoy making small mechanical adjustments on the fly to model your sense of how your world fits together. When it comes to monster design, adding a point or two to one stat and subtracting a point or two somewhere else can help monsters play differently than the monsters the PCs faced in their last encounter.

Ad hoc adjustments work fine when limited to adjustments of 1 or 2 points. If you raise a couple scores, drop a couple others.

For example, I typically bump AC up by a point if I think a monster qualifies as well-defended, shielded, or particularly evasive. But if I'm just messing around with ad hoc adjustments, I'm likely to drop that same monster's hit points a bit so that it doesn't end up as an impassable obstacle.



If you're like me as a GM, you'd rather make systematic adjustments to your monsters along consistent structural lines. Use the following adjustments if you want to make significant changes that either alter a monster's level or change several of its stats dramatically.

Stat Adjustments

There are two styles of stat adjustment we use often when we're making up monsters. First there are ad hoc adjustments we throw in to suit our sense of a monster's character and abilities. Then there are more formal half-level and full-level adjustments to use when you want to make a monster that plays partially like a lower-level monster and partially like a higher-level monster.

Level-Based Monster-Stat Adjustments:

If you want to add a full level to a monster:

. . . and you only want to boost its attack: Give the monster a +6 attack boost.

. . . and you only want to boost AC: Give the monster a +6 AC boost.

. . . and you only want to increase the monster's hit points: Double the monster's hit points.

. . . and you only want to increase the damage the monster deals: Add a second attack or ongoing damage.

. . . and you only want to increase every stat: Add +1 to attack, +1 to all defenses, multiply its damage output by 1.25, and multiply its hit points by 1.25.

Here are other adjustments Jonathan has experimented with, modifying a monster's stats but keeping its current level.

Scrapper—Sharp but thin: +3 to attack, 70% of normal hp

Offensive—Soft but strong: +3 to attack, –3 to all defenses

Oaf—Tough and clumsy: –3 to attack, +3 to AC

Defensive—Tough but weak: +3 to AC, 70% of normal hp

Lunk—Big and squishy: –3 to all defenses, +40% hp boost

Brittle—Tough but thin: +3 to AC, 70% of normal hp

And here are some bad combinations Jonathan won't use.

Bonus to AC; penalty to attack: It slows the game down and bores everyone.

Bonus to attack; penalty to damage: Sound and fury signifying less than it should.

Penalty to attack; bonus to damage: Too swingy.

Penalty to all defenses; bonus to damage: Also too swingy.

Penalty to attack; bonus to hit points: Slow and sad.

Accounting for Monster Abilities

Neither of these approaches handles the adjustments you might want to make to an upgraded monster's special abilities to reflect a higher level. In fact, we don't generally factor a monster's non-attack abilities into its level rating. There are 2nd level monsters with weak abilities and 2nd level monsters with really strong abilities, and they both count as 2nd level monsters. We figure that the PCs have enough advantages that they should be able to deal with most small mismatches.

In general, we try to keep the number of abilities a single monster possesses down. That may feel odd to GMs who are used to fully simulating the monster. If that's you, feel free to add surprising moves on the spur of the moment as the story suggests, but in general, don't burden yourself or the game flow with more than two or three abilities per DIY monster.

Powers to Avoid

The number one category of power that GMs want to throw on their monsters but should be avoided is defensive power: things that make it harder for the monsters to be killed. When you give monsters defensive abilities, make sure there's an offense to unlock the defense.

We gave kobolds an evasion ability . . . but we didn't give it to any higher-level monsters.

Skeletons have *resist weapons 16+* . . . but they can be killed just fine by spells and energy.

Trolls regenerate a lot, but they are the signature regenerator in the game and the PCs can turn it off using fire or acid damage, which someone should have; otherwise you're in for a tough fight! But hey, it's the troll.

The easiest design mistake is to do something that feels right but turns out to make a monster too hard to kill. Subconsciously you might want your monster to survive. But don't let a slightly faulty design derail your game. When you realize that you've designed an overpowered regeneration mechanic or other defensive ability, change it on the fly to let the game flow.

Of course, the other side of this design problem is adding vulnerabilities. Making dragons vulnerable to an energy type or giving monsters a big Achilles heel can sometimes be a good idea. But just as often it creates something that feels arbitrary and mandatory. We made undead *vulnerable to holy* energy, but we haven't made other creatures *vulnerable to holy* yet. If you make use of it, be certain that's how you want characters in your world to think.

Baseline Stats for Normal Monsters

Monster Level	Attack Bonus	Strike Damage	HP	AC	Better Defense	Lesser Defense	Fear threshold (HP)
0	5	4	20	16	14	10	7
1	6	5	27	17	15	11	9
2	7	7	36	18	16	12	12
3	8	10	45	19	17	13	15
4	9	14	54	20	18	14	18
5	10	18	72	21	19	15	24
6	11	21	90	22	20	16	30
7	12	28	108	23	21	17	36
8	13	38	144	24	22	18	48
9	14	50	180	25	23	19	60
10	15	58	216	26	24	20	72
11	16	70	288	27	25	21	96
12	17	90	360	28	26	22	120
13	18	110	432	29	27	23	144
14	19	135	576	30	28	24	192

Baseline Stats for Mooks

Monster Level	Attack Bonus	Strike Damage	Damage to kill one (HP)	AC	Better Defense	Lesser Defense
0	5	3	5	16	14	10
1	6	4	7	17	15	11
2	7	5	9	18	16	12
3	8	6	11	19	17	13
4	9	7	14	20	18	14
5	10	9	18	21	19	15
6	11	12	23	22	20	16
7	12	18	27	23	21	17
8	13	23	36	24	22	18
9	14	31	45	25	23	19
10	15	37	54	26	24	20
11	16	46	72	27	25	21
12	17	60	90	28	26	22
13	18	74	108	29	27	23
14	19	90	144	30	28	24

Baseline Stats for Large or Double-Strength Monsters

Monster Level	Attack Bonus	Strike Damage	HP	AC	Better Defense	Lesser Defense	Fear threshold (HP)
0	5	9	41	16	14	10	7
1	6	10	54	17	15	11	9
2	7	14	72	18	16	12	12
3	8	21	90	19	17	13	15
4	9	28	108	20	18	14	18
5	10	36	144	21	19	15	24
6	11	42	180	22	20	16	30
7	12	56	216	23	21	17	36
8	13	76	288	24	22	18	48
9	14	100	360	25	23	19	60
10	15	116	432	26	24	20	72
11	16	140	576	27	25	21	96
12	17	180	720	28	26	22	120
13	18	220	864	29	27	23	144
14	19	270	1152	30	28	24	192

Baseline Stats for Huge or Triple-Strength Monsters

Monster Level	Attack Bonus	Strike Damage	HP	AC	Better Defense	Lesser Defense	Fear threshold (HP)
0	5	12	60	16	14	10	7
1	6	15	81	17	15	11	9
2	7	21	108	18	16	12	12
3	8	30	135	19	17	13	15
4	9	42	162	20	18	14	18
5	10	54	216	21	19	15	24
6	11	63	270	22	20	16	30
7	12	84	324	23	21	17	36
8	13	114	432	24	22	18	48
9	14	150	540	25	23	19	60
10	15	174	648	26	24	20	72
11	16	210	864	27	25	21	96
12	17	270	1080	28	26	22	120
13	18	330	1296	29	27	23	144
14	19	405	1728	30	28	24	192



CHAPTER 8

THE DRAGON EMPIRE

This chapter introduces the cities, forests, and bizarre magical locations of the Dragon Empire while leaving space for your campaigns' unique creations.

THE THREE WORLDS

The world has three great realms: the land, the underworld, and the overworld.

THE LAND

People live on the land, which is a big, flat disk surrounded on all sides by ocean. The most important and civilized part of the land, near the center, is the Dragon Empire and neighboring territories. On all sides there are terrors and dangers, but the Emperor, the Archmage, the Priestess, the Great Gold Wyrm, and the Crusader keep many of the people of the Empire safe most of the time. The Elf Queen protects her people in the woods and wilds, as well, as does the Dwarf King in the underworld.

The map of the Dragon Empire is a map of the land. Maps of the underworld and overworld look quite different.

THE UNDERWORLD

Below the land are endless tunnels, chambers, rivers, and lakes—the homes of the dwarves, dark elves, and countless monsters. Portions of the underworld are under dwarf or dark elf control, and other portions are controlled by nefarious creatures, but most of it is wild. The Dwarf King claims to own all the areas of the underworld, but that's more a statement of intent than a statement of fact. Maps of the underworld can reliably locate a few definite features, such as the Throne Under the Mountain, but explorers are mostly on their own. The underworld changes constantly, with new passages opening up and others closing off. Occasionally, living dungeons roar up from the deeps; if they're not killed off, they eventually erupt onto the surface.

THE OVERWORLD

High above the land is the overworld, the realm of clouds. Clouds can support weight, and various creatures live in the overworld, all of them fearsome. Floating here and there amid the clouds are flying mountains, storm and cloud giants, dragons, and cloud cities. All mighty flying creatures travel to the overworld when traversing great distances. The Archmage's Tower and the Priestess's Cathedral both extend magically into the overworld and adventurous mortals can access it by climbing certain mountains.

A–Z GEOGRAPHY

Most of the alphabetical entries that follow correspond with map tags. Each tag indicates the page number of the entry covering that area. For a map unsullied by page numbers, use the book's end pages.

THE MAP IS NOT COMPLETE

If you decide to use our world instead of a world you've already got cooking, don't treat our map as restrictive. The apparently empty sections of our map shouldn't be empty in your world. Our map is a view from a sizeable distance. The non-marked-up sections of the map are actually full of villages, towns, ruins, dungeons, ports, local kingdoms, baronies, abandoned mines, haunted battlefields, nomad tent villages, temples to obscure deities, bandit gangs, martial monasteries, and forgotten graveyards.

For example, one level of Rob's game played out just south of New Port and north of the Wild Wood. In that square half-inch of empty map, the PCs encountered a bandit gang aided by demons, two passable taverns, a village with an unscrupulous headman who was cheating the dead (a bad idea in a world with a Lich King), a farming community running the Archmage's reap-the-future agricultural magic system, and a living dungeon burrowing through the hills toward an unmarked hellhole.

Inventing your own cities: Each of the seven major cities of the Empire has its own unique schtick. But the cities don't come close to exhausting the urban stereotypes that could serve the dramatic needs of an engaging campaign. Do you need a city with a grasping king fighting off a rebellion incited by sorcerers from the wastes? Or a city based on music where the weather is accompanied by song? Or a city where cats talk and birds serve as eyes for demons? Drop your idea into one of the existing cities *or* invent a new city, give it a name that fits your campaign or the background of one of the player characters, and site it where you like. Odds are that cities that are not on the Midland Sea come and go, but there must be some, so make up the ones you need.


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miles
Lee Moyer
Archmage
Crusader
Diabolist
Dwarf King
Elf Queen
Emperor
Great Gold Wyrm
High Druid
Lich King
Orc Lord
Priestess
Prince of Shadows
the Three
Settlement
Town
City
Capital
Fort
Ruin
Hellhole
Volcano
Road

Quick Guide . . .

Before we dive into the full geography, here's a quick guide to some of the most interesting adventuring locations.

The Seven Cities

There are seven great cities on the shores of the Midland Sea. Travel between the cities is quick and relatively easy by boat, harder by land. Each of the cities is at least nominally controlled by an imperial governor, though the exact nature and identity of the governance is a detail we're leaving up to individual campaigns.

Full entries on each city appear later this chapter. For now, here's a brief description of each city outlining its common name, key characteristics, and the icons with the most influence there.

- **Axis:** City of Swords; fame, status, palaces, arenas, war; Emperor, Crusader, Great Gold Wyrm
- **Concord:** City of Spires; demihumans; Elf Queen, Dwarf King
- **Drakkenhall:** City of Monsters; monsters, ruins, intrigue; the Three
- **Glitterhaegen:** City of Gold; commerce, crime, wealth; Prince of Shadows, Emperor, possibly the Dwarf King
- **Horizon:** City of Wonders; magic, mystery; Archmage
- **New Port:** City of Promise; opportunity, hope, change, possibilities; all icons in play . . .
- **Santa Cora:** City of Gods; holiness, the Cathedral; Priestess

Mad, Bad & Dangerous

Entries on some of the most dangerous places in the world include The Abyss, The Fangs, Gorogan's Maw, Hellholes, Hell Marsh, Iron Sea, Omen, Red Wastes, and Sea Wall. In most campaigns, we expect that many of these locations are *champion* or *epic* environments, not the type of place that beginning characters can expect to survive for long.

Weird and Wonderful

Entries on odd or magnificent locations include Cathedral, Cloudhome, The Court, High Dock, Koru Behemoths, Koru Straits, and Starport.

Icons' Centers of Power

The icons' power bases include The Abyss, Axis, The Court, Drakkenhall, First Triumph, Forge, Glitterhaegen, Hell Marsh, Horizon, Necropolis, Santa Cora, Shadow Port, and Wild Wood. During play the icons are usually best kept off-screen; bring them out, if you like, for very special occasions. When you do, these are the areas where their organizations are strongest, where you can be sure it won't be hard to find people allied with the icon even if you're not, and where the icons are most likely to make an appearance in the flesh.



The Abyss

This two-hundred-mile-long rift opened in a previous age when the Diabolist's schemes allowed powerful fiends to tear through the walls of the world. Demons poured out through the Abyss until the Great Gold Wyrm fought its way to the bottom of the Abyssal rift and bound the gate with his body. The Gold Wyrm is now a living ward. His presence keeps the greatest fiends from entering the world. Lesser fiends who can sometimes slip in through smaller cracks remain trapped in the Abyss by the Wyrm's magic rather than by his physical presence. Occasionally a demon breaks through the Great Gold Wyrm's magic or a wizard or sorcerer works to pull one out.

The Abyss is two hundred miles long, between one and five miles wide, and reaches to unknown depths. Floating chunks of rock form islands within it, and these islands are used as anchors for the few bridges crossing it, as well as foundations for the communities there—both the fiend-halls in the depths and a few monasteries and watchtowers scattered around the top.

Deep secret of the Abyss: The Diabolist does not presently work to destroy the Great Gold Wyrm. Occasionally the Diabolist may even act covertly to ensure the Wyrm's continued survival, because a near monopoly on demonic power suits the Diabolist more than releasing all demons to destroy the world.

Anvil

Anvil is a dwarven fort. In the past those living there were chiefly concerned with making sure that the giants didn't rampage north out the mountain range named for their kind. Now its location could help defend against a true eruption of fiends from the Hell Marsh or an orc invasion from the North. But for the moment that type of active defense isn't likely since the dwarves have all they can handle trying to keep the Undermarch open in the underworld between Anvil and Forge.

Axis, City of Swords

The capital of the Dragon Empire sits inside the crater of an ancient volcano. The shards of the crater wall stand high above the city, carved into the likeness of great dragons and rife with troop tunnels and magical defenses. The topmost city spires and the magical clouds above them are the home of three or four dozen dragons—the remaining members of the army of metallic dragons that the Great Gold Wyrm gifted to the first Emperor to help him defeat the Lich King.

Axis is a city of wonders, military power, and martial competition. Gladiatorial games, skirmishes between noble houses, and staged holy wars hone the fighting spirit of an empire built on conquest.



Arenas

The city's arenas stage all varieties of exhibitions, games, and blood-matches. The only entirely observed rule is that true dragons are not legal combatants, an ancient dictate whose origins are lost but one that seems wise enough that every Emperor has enforced it.

There are many gladiatorial games that cycle in and out of fashion in Axis. Here are three of the more interesting ones.

Kjess: An arena boardgame played with living pieces, *kjess* places numerous ranks of supposedly lowly pawns in front of the more important pieces so that the audience can be assured of seeing many bloody battles before more elegant moves and elimination of key pieces begins to determine a winner. Promotion of pawns who win many fights in a row is a popular feature of the game, and for that matter, of Axis's stories about itself. The Fighting Pawn is one of the city's best-known taverns. The lowly pawn who turns out to be an Imperial bastard is a stock figure of bardic romance. *Kjess* is also a popular game with rogues of many varieties, perhaps because there are *so many* ways to bet on *kjess* and bloody betting scandals are nearly as entertaining as the game.

Stick-it: Two or more teams of semi-armored warriors with javelins protect their team's targets (aka wickets) with tiny shields and their own bodies. Combat lines start far apart. The long distances see to it that simply aiming at the enemy is usually not the best course; it's better to aim at the wickets, not all of which can simultaneously be covered by the opposing team, and then make a follow-up attack at your foes when they try to ward off your first throw.

Tusk: Named after one of Axis's greatest past gladiators, Citizen Tusk, *tusk* is a somewhat racist but heartily appreciated celebration of the fact that one half-orc (carefully chosen, perhaps) can kick the ass of several less hearty warriors (possibly also carefully chosen). *Tusk* events are in no way staged, managed, scripted, or rehearsed, and repeated statements to the contrary are surely slanders perpetrated by the competition.

Palaces

Petitioners at the central Imperial palace of Thronehold do well to fly in through the great archways. Anyone who has to walk up the twisty stairs from the underlevel is assumed to be low born and worth ignoring.

There are several Imperial Palaces hidden around the city. Those with connections to the Emperor are more likely to find them. The palaces range from the Palace of War (trophies and generals, mostly) to the Garden of Delight (as you would imagine). Some say that the identity and locations of the palaces change, but how would anyone know?

> *The early Emperors who understood that their people needed games of war to remain fit for true battle imagined that the war games would stop when the Empire charged into actual war. Which shows that Emperors know much of war but little of people.*
> *—Kullis*

The Bloodwood

The forest that breaks away from the Wild Wood and presses up against the Sea Wall is named the Bloodwood. Although the Empire doesn't readily admit it, the creatures of the High Druid have been coming out of the Bloodwood to maintain an active defense against monsters from the Iron Sea along the coastline nearest the Bloodwood. Even though that section of the Sea Wall is in poor repair, and is not as heavily garrisoned, forces from the Wood strike against the monsters constantly and prevent them from slipping into the Empire.



The Cathedral

The Priestess' sanctum in Santa Cora

In a land of ancient traditions and time-worn cities, there is one thing very new under the sun: the Priestess's Cathedral. This massive, multi-sided edifice rises into the sky seemingly out of sight, and the interior is a maze of passageways, sanctuaries, chapels, statuaries, inner sanctums, and occasional sunlit courtyards high above the ground. It dominates the skyline of Santa Cora, the City of Temples, and it serves as the Priestess's home and court.

The Cathedral represents in stone the Priestess's philosophy of spiritual union. The very shape and layout of the structure channel spiritual energy to generate greater harmony. She has built chapels and sanctuaries devoted to the many "spheres" of the Gods of Light, such as healing, life, truth, childbearing, harvest, strength, and fire. Priests of various gods convene there for shared rituals devoted to one or another of these virtues. The ceremonial unions achieved in the Cathedral echo spiritually through temples and shrines all across the Empire, enhancing the general feeling of solidarity. Powerful heroes are sometimes invited to partake in certain rituals, as their heroic deeds resonate with the ritual acts to create more powerful effects. Every follower of the Priestess hopes to pray in the Cathedral one day. The Cathedral is a bastion of hope and stability in a world beset on all sides by danger.

The Priestess is constantly adding to the Cathedral, incorporating more and more worthy ideals into its structure. She even has passageways that lead to the overworld and to other planes of existence.

Rumor has it that all the stone for the Cathedral comes from a single, secret, distant source, perhaps the body of a fallen god or goddess.

Adventures in the Cathedral

The Cathedral is a massive effort, but it is only partly successful. Sometimes there are sharp differences of opinion among priests of different gods about the proper ways to worship gods associated with a particular sphere. The priests of Agni and of Hephaestus, for example, approach the "fire" sphere quite differently, while the priestesses of Brigid fall somewhere in between the other two camps.

Additionally, the passageways and chambers spontaneously shift and change, as if manifesting some implicit spiritual order. Some of the faithful have invented the art of "cathedromancy," an aspect of divination in which you seek guidance by wandering within the Cathedral at random and finding an answer in the voices of the divine you encounter during your wanderings. The Priestess approves of the practice even though she has no direct control over it.

It's easy enough to get the PCs to the Cathedral by inviting them to be part of an important ceremony. The Cathedral promises the characters a safe place, but it does have problems of its own. Feel free to decide how big these problems are, since they basically define the fate of the Priestess. Perhaps the Priestess really is succeeding, and the problems are growing pains. Perhaps the Priestess is failing, and the internal rifts in her temple foretell the collapse of her career, with the Priestess herself dead, ruined, or depraved. In any event, the players deserve at least one "dungeon crawl" through the Cathedral, where shifting passages put spiritual roadblocks in their way.

For the PCs, it could be that reaching their destination means proving one's spiritual virtue to a gang of serious-minded monks, surviving the Walk of Abundant Flame, settling an escalating dispute between the priests of Thor and Zeus, or clearing one's heart of violence to get through a mystical labyrinth.

What does it mean that the Cathedral honors only the Gods of Light? Does it inadvertently generate a sort of negative pole of spiritual energy, something that the Crusader, Lich King, or Diabolist could exploit? Or does the Priestess secretly honor the spheres of the Dark Gods, too? Perhaps she'll have to learn to do just that if her Cathedral is to survive.

Cloudhome

Most of the castles and cities in the clouds of the overworld float along with the winds, but Cloudhome is different. The western peaks of the mountain range known as Giantwalk are perpetually wreathed in clouds and storms. Giants live in the many layers of clouds and hunt in the mountains below, naming the region Cloudhome. It's the largest stationary feature of the overworld.

Further west and south of Cloudhome are volcanoes whose ash plumes are winding stairs up to the clouds. Fire giants live there, but there is general disagreement about whether this area is part of Cloudhome, unless you're talking to a fire giant, in which case, it most definitely is.

Sometimes pieces of Cloudhome break off or are cut loose in battles among the giants. The cloud fragments drift free until they snag on a mountain or settle roughly to the earth and eventually dissipate. Some cloudbreaks, as they are called, are populated by giants when they break free, but most are sparsely populated by opportunists like cultists of the Three, Storm temple servants, and would-be sky pirates.

Rumor has it that the Orc Lord has an alliance with a growing army of storm giants, who are planning to attack the Empire from above once the Orc Lord launches his inevitable invasion.

Gamemaster

The giants are potentially an outside force that the PCs can recruit for some cause. It's easy enough for giants to have ancient secrets or artifacts entrusted only to them, and the PCs might need to earn the giants' trust. A good way to earn giants' trust, of course, might be to engage in some sort of battles with the giants' enemies.

Cloudbreaks are convenient places for isolated adventures. They float anywhere, no one can map them, no one knows how many there are, etc.

Concord, City of Spires

Concord is a blend of high elf spires, woodlands, carved dwarven holds, and halfling burrows—it's a garden city, and in places too wild to even count as a garden.

Elves, dwarves, and other nonhumans are familiar in all the cities of the human-dominated Dragon Empire. But in Concord, nonhumans predominate and have formed a society unlike anything else in the Empire or the kingdoms that would otherwise hold their citizen's allegiance. The Dragon Emperor, Elf Queen, and Dwarf King are not entirely comfortable with Concord's blend of citizens and diverse strengths, but so far the experiment has not caught on beyond Concord's walls. This racial co-existence may be due to the fact that the city itself has magic that enables alliances that would falter elsewhere.

> *As a human of precise judgment, I am grateful that the demihumans have created a city of badger holes, haunted needles, and pipeweed catastrophes, which they have arranged for their comfort.*

The Court

In Elven, the original name of the Elf Queen's court is something like "First Court of the Unified Elven Kindred." It's not a name that gets used much these days. Elves refer to their Queen's place of power as the Court or the Court of Stars.

The Court can be found somewhere in the hills and valleys of the Queen's Wood, south of the northern mountains, east of the barbarian lands, and north of the Midland Sea. The nearest great city is Concord. The Court's location varies according to magical cycles that non-elves can't track. The Court's trappings change to keep up with fashion. And the Queen remains consistently unpredictable.

Dire Wood

Nobles from Axis travel to this wood to hunt bizarrely huge boars and other game that may or may not have been mutated by the wizards of Horizon, who have treated the forest like a battle-lab.

Drakkenhall, City of Monsters

Four hundred years ago the city's name was Highrock. The powerful magical defenses of its fortified walls pointed out toward the Koru Straights and repelled at least four serious invasions that might have slipped into the Empire by skirting the magic that protects the Midland Sea.



Four hundred years ago the city fell, either to monsters or to betrayal. For three hundred years the city lay in ruins. Then the Blue Dragon, the sorcerous plotter with quasi-legal status in the Empire, moved to make the city her own. From the ruins the Blue rebuilt a city that is open to both citizens of the Empire and to monsters that ordinarily wouldn't be trusted to live in cities.

Monsters and other beings that cannot openly enter the other cities of the Empire are welcome in Blue City, as Drakkenhall is called, so long as they remember who rules. Some portion of the Blue's magic seems dedicated to keeping a lid on mass homicide within her city. The power the Blue spends on control doesn't seem to be diminishing her strength, possibly because she is siphoning power from the great storms that would otherwise break on the land north of Cape Thunder and the Koru Straits.

Most of the western part of the city is still ruined. It's not clear if the Blue wants those sections rebuilt. It's also not clear whether the Blue shares her vision for the city with the Black and the Red. They don't seem intent on the city's destruction, but they obviously have no compunction about eliminating some of its citizens.

In Drakkenhall, and to a lesser extent in the towns and enclaves north of Drakkenhall and south of the Queen's Wood, a few of the monstrous races function in roles monopolized by the civilized races in the rest of the Empire. The Goblin Market is famous for its deals, steals, and buyer's remorse. The head of the Blue's secret police is supposedly an ogre mage. In general, lawful evil monsters and some of the neutral evil monsters make homes in Drakkenhall, or at least can visit without being slain on sight.

Not so for orcs. The Blue has no problem with half-orcs and no illusions about orcs. Rumors say orcs are entirely unwelcome in Drakkenhall. It might even be true.

Unlike our customary human and half-elf overlords, the monsters who run the collection of ruins, dungeons, and bazaar tents known as Drakkenhall have the grace to look like monsters.

Dungeons

Some dungeons were built by mortal rulers. Others were constructed by the familiar spells and powers of wizards and demons.

Other special dungeons, known as "living dungeons," rise spontaneously from beneath the underworld, moving upward steadily toward the surface as they spiral across the map. Living dungeons don't follow any logic; they're bizarre expressions of malignant magic. If a living dungeon survives to break onto the surface of the world, it can become a permanent feature of the landscape, or at least as permanent as a dungeon is allowed to be in a world of heroes.

Adventurers, especially adventurers favoring the heroic icons, often attempt to slay living dungeons before they breach. Some living dungeons can be slain by eliminating all their monsters. Others have actual crystalline hearts, and can be slain by specific magic rituals whose components and clues can be found among their corridors and chests. More than one party of adventurers has observed that most living dungeons have some form of a death wish. But the servants of the villainous icons attempt to locate living dungeons and get them to the surface alive where they will magnify the villainous icon's power.

GAMEMASTER

Consider having each campaign start with mention of that campaign's three most dangerous dungeons, living or otherwise.

If you have played a d20 game before, and spent money on adventure material, you may already have a few pages or books of dungeons and dangerous locations. We contributed to such products in earlier work, and we draft whatever makes us happy for our games, so we advise shameless and eclectic dungeon-grafting.

The short list of dungeons that follows are just a few of the world's danger zones. Most of these dungeons are influenced by the geography and other story elements of *13th Age*. Generic sites work just as well, but you're not reading *this* list for generics.

Crash: Somewhere in one of the great forests, a flying realm involved in a magical war speared itself deep into the earth. The forest has partly grown over the tip of the realm, but a great stone bulk still protrudes. The survivors of the battles and the crash have mutated and spread out beneath the roots.

Hell-Well: This dungeon appears to be a failed hellhole, an area in which the demons who survived the initial struggles for supremacy were insane and concerned only with digging deeper into the earth. They may be down there still, digging ever deeper. What's certain is that dozens of other monsters have moved into the twisted architecture they left behind.

Koru Pots: Somewhere along the Koru behemoths trail, the land collapsed beneath the behemoths' feet. The resulting pot holes have become infested with an ecosystem of monsters and scavengers living off the strange material that was scraped off the normally impervious Koru's legs and bellies during the collapse.

Sahuagin Temple: Somewhere in the Fangs, a living dungeon full of arbitrary magical traps and aberrations partially surfaced in the midst of a riverine sahuagin hunting zone. The sahuagin more or less killed off the aberrations and now interpret the ever-renewing cycle of arbitrary magical traps as expressions of the will of their fanged deities.

GAMEMASTER

With the exception of absurdly large dungeons like Gorogan's Maw, we didn't put the "permanent" dungeons on our world map. That's another detail we leave up to you. Campaign Cartographer and other map software users will be able to sprinkle dungeons around their world map, albeit with somewhat less mobility than flying realms.

Dwarven Mines

In ancient times, the dwarves dug mines across the land. As each became tapped-out, they moved on to the next. In time, these abandoned mines were claimed by the Dragon Empire. As part of the alliance with the Empire, the dwarves regained title to their old mines, ownership that had been cut from them by the Wizard King. The Empire didn't consider ownership of the mines to be a big deal. After all, they were stripped bare, and the dwarves had moved on for a reason.

But the earth within the mines has now replenished itself. The most likely explanation seems to be the rise in power of the new High Druid. Primal earth has regenerated the rich veins, and while this poses problems for the Emperor, its immediate impact on the Dwarf King's fortunes has been dramatically positive. The mines can operate again and the dwarves are pushing their control of them. The Emperor's treasuries could use the wealth that the mines are producing, but war with the Dwarves seems like a bad idea. So the Empire is considering other schemes.

Like villages and dungeons, dwarven mines aren't indicated on the world map—you can insert one wherever you need it.

The Fangs

Some of the monsters compelled by the Blessed Emperor to leave the Midland Sea chose to flee into the rivers and marshes that feed into the sea instead of exiting to the Iron Sea. Many of the sahuagin of the shallows moved into a region riddled by a group

On Rivers: When the Blessed Emperor healed the Midland Sea, the infection moved from the heart into the veins. If one could somehow avoid needing to drink, one could stay far from these networks of flowing evil.

of mid-size rivers that were previously collectively known as the Fingers. Now they're known as the Fangs.

The Midland Sea is supposed to be secure against sahuagin swimming beyond the shore, but a couple of ships have disappeared without any explanation, and to be on the safe side, most captains steer away from the shoreline along the Fangs.

First Triumph

In the last few years, the Crusader has added three stars to his battle pennant, one for each hellhole he has conquered. Amazingly, the first hellhole he conquered was also the biggest, and it is now home to the Crusader's own impregnable fortress, renamed First Triumph (shortened by those not beholden to the Crusader to "First Try").

Although the first conquest cost many paladins' lives, the Crusader has captured two more hellholes since, and maintains a fortress in each one as well. Apparently he has some magical means whereby conquering a hellhole actually gives him authority over it, allowing him to shape a fortress for himself out of the hellhole's raw creative power. Most likely, he transforms existing buildings into the structures he desires.

The victorious Crusader also takes command of the demons that inhabited the hellhole. These wretches become loyal guards garrisoning his fortresses. The presence of the Crusader's divine power slowly leeches the life out of these creatures, but they seem determined to serve their new master to the end. More than one report has indicated that each fortress is being provisioned with supplies, as if in preparation for imminent war.

The former hellholes remain forbidding places, with alien landscapes that are often harmful to mortals. Each fort is constructed in the center of the hellhole and looks like some stony monster that has crawled its way out of the underworld, with countless pennants snapping this way and that in the twisty winds. The infernal guards are fearsome, but the handpicked paladins that run the fortresses are more fearsome still.

The Crusader lays claim to *all* the hellholes as his rightful domain. If heroes allied with other icons destroy a hellhole, the Crusader is unable to turn that hellhole into a fortress. His paladins have made threatening noises about preventing others from trying to destroy hellholes, and the Crusader's paladins never make empty threats.

The Diabolist claims she is unconcerned about the Crusader's conquests, reportedly saying, "There's plenty more hell where those came from." No one knows how the Crusader chooses which hellhole to strike next.

Rumor has it that the Crusader is going to launch an invasion of hell, with his fortresses serving as staging areas that guard the entrances. If so, he's going to open up what the Great Gold Wyrm, and everybody else, wants sealed off.



GAMEMASTER

The hellhole fortresses establish the Crusader as a badass, but it is ambiguous as to what they say about whether he is more hero or villain. Yes, he's destroying hellholes, but he's also building hell fortresses. What does it say about a man if he seems more at home in hell than on earth? The details of what's going on at the fortresses and how it feels to visit one all depend on how you're treating the Crusader.

Flying Realms

At any moment there are between four and twenty flying realms moving somewhere through the overworld above the Dragon Empire. Some come from other worlds. Some come from areas off the map. Others are created by the Archmage, the Three, the Prince of Shadows, or by ambitious wizards in Horizon (with varying degrees of success).

GAMEMASTER

The short list below is meant to suggest that you can do nearly anything you want with a flying realm. Use them as sudden adventure-seeds, random flavor, prized experiences, and even gods-in-the-machine.

Battle Barge: One of the Crusader's fortresses disgorged this giant flying battleship, but it only partially survived an encounter with flying demons that are reputed to have laid eggs in the barge's bowels. The barge drifts erratically through the overworld now, dipping lower unpredictably. The Crusader's response to being asked about what went wrong on the battle barge is *very* predictable, and no one living has made the mistake.

Clock Land: This weird island is probably from another world. It's full of clockwork mechanical creatures that build themselves into a semblance of civilization and then fall apart. Their magic doesn't seem to translate well off the island.

Omenites: The observers at Vigil try to notice and track fragments of the island of Omen (see page 276) that separate from it. But they miss a few. The fragments, known as "omenites," are steadily degrading flying dungeons, somewhat prone to crash-skipping across the land before lurching skyward again. They can be killed.

The Swan: Graceful and fleet, this flying land is carved with a trace of wings and cloud cover that often resembles a swan's long neck and head. Is it the traveling home of the Elf Queen? Or a leftover remnant of a previous icon?

Wind Farm: These land masses are one of the Archmage's flying realms. Are the magic-rune-carved windmills on them keeping the *farms* aloft, generating magical power for the Archmage, helping control the weather of the Dragon Empire, or serving some other purpose?

Forge

Originally the dwarves lived throughout the deep underworld. The riches of the earth were theirs to harvest and shape. In this world, when anyone uses the term "Golden Age," they are talking about the underworld hegemony and craftsmanship of the dwarves.

The war with the elves destroyed the dwarves' original homeland, and even the deepest realm was poisoned during underworld battles with the dark elves. It's not entirely clear that the poison was specifically the dark elves' fault; most dwarves and elves believe that the poison was released as an unexpected side effect of the war, during a rupture from below. But when peace eventually came between the dwarves and elves, it was drow renegades who were willing to move back into the poisoned deeps and pay the price: their sanity.

The dwarves who lived in the deeps had to move closer to the surface. The largest dwarven population now lives under the great mountain named Forge. The mountain is honeycombed with tunnels and halls that extend far below it and on all sides. The Dwarf King rules from the mountain's center.

Of course, a few dwarves are always trying to reclaim the deep underworld. It's possible to go there, but those who stay too long are driven crazy by the poison. So far the results of these would-be reconquests have been various hard-pressed settlements and scattered subspecies of insane dwarves.

One dramatic consequence of the poisoning of the deep underworld is that living dungeons have more time to gather speed as they rise. In the centuries before the dwarves were forced out of the deep underworld, they took care of most living dungeons before the places could get any momentum. Now living dungeons gather more power and become more dangerous before those closer to the surface notice them.





The Frost Range

These great mountains are home to frost giants, ice worms, barbarian tribes, and a constantly respawning population of orcs. True fact: orcs hate the cold. Until recently, they've charged out of the north toward the warmer southern lands in impulsive and ineffective mobs, rather than hordes. But with an Orc Lord to organize them underground and teach them how to march in armies of thousands. . . .

Glitterhaegen, City of Coins

If everything has a price, Glitterhaegen is where you can find someone willing to take your money. It's the most mercantile of the seven Cities, a place where merchant guilds have more sway than the Imperial governor and the thieves guild thrives despite countless pogroms to squash it.

The human, half-elven, and gnome merchants of Glitterhaegen aren't quick to admit it, but part of the reason for the city's economic power is its proximity to Forge and the central kingdom of the dwarves. The dwarves do most of their trading through Glitterhaegen instead of inviting outsiders into their lands.

The merchants are even slower to acknowledge that the proximity of Shadow Port may be a gray blessing instead of a black curse. Shadow Port handles the merchandise that's too risky for people to get caught with in Glitterhaegen, and since the line between merchant and thief often blurs, especially over the course of an entire Glitterhaegen career, its proximity is convenient.

Despite its reputation, Glitterhaegen is the wrong place to sell your soul. Few of the inhabitants have a soul of their own to dissect, so they have been unable to settle on a price.

Golden Citadel

Located between Horizon and Santa Cora, the once-splendid golden dome that served as the stronghold of the Great Gold Wyrm lies in ruins, destroyed in the centuries since the current Great Gold Wyrm threw itself into the Abyss. Paladins of the Golden Order make holy-war pilgrimages to the ruins on the mountain, periodically clearing them of monsters and ensuring that no dungeon can rise up into the rubble. But attempts to fully rebuild the Citadel have failed, partly because of concerted attacks by the Three, and partly because the Great Gold Wyrm has ordered the Golden Paladins to disperse through the world instead of remaining near the Abyss.

Gorogan's Maw

The great fiend Gorogan clawed his way through the Abyss before the Great Gold Wyrm could seal the gap. Some combination of magic and luck wielded by the icons or by heroes petrified the demon before he could destroy the world. Gorogan's body is buried but his mountain-sized head still juts partly above the ground. Demons spawned low in the guts climb toward freedom through the mouth and eyeholes. Adventurers climb the other direction searching for insanely powerful treasure. The Diabolist has often been sighted there, though none know whether she mourns Gorogan or is amused by his corpse.

The Grey Towers

The Grey Towers are a series of ancient high-elf ruins claimed by the Iron Sea and local marauders. Supposedly there are magical ships in hidden cavities in the cliffs that the Iron Sea has yet to eat away at and reveal. At least one of those magical ships is rumored to have become a dungeon largely populated by the ghosts of elves killed at sea.

Hellholes

Hellholes are village- or town-sized areas transformed by the Diabolist and her demons into literal hells-on-earth. What most ordinary people know about them is that they are hugely dangerous places best left alone and that even from a distance they glow orange and sickly purple in the night sky.

Most of the demons in the hellholes are more or less trapped within. A few can escape, briefly, but in general the surrounding areas are free of demonic influence. Demons can be sucked back into their hellhole prisons if they remain nearby, so with the exception of Hell Marsh, areas adjacent to hellholes may suffer from indirect curses but seldom from outright demonic attack.

Opinions vary on whether the Diabolist sets out to create hellholes or whether they're a consequence of demonic power partially escaping the Diabolist's control. According to the Priestess and the Archmage, the Diabolist often moves from hellhole to hellhole without crossing the intervening space, but just as often avoids hellholes for months at a time.

Most hellholes have convoluted and constantly changing architecture. They're usually not clear areas you can see across, instead being more like groups of twisted wasp nests or other bizarre structures. Instead of a single monolithic structure, there are usually a variety of features arranged in uneven circles or stacks.

Hellholes seldom have a single ruler. Most have competing groups of demons fighting bizarre turf wars. In some cases the demons may be more interested in recruiting adventurers to turn the tide of their internal battles than in slaying them on sight.

Getting In, Getting Out

Unlike some of the true Hells, most hellholes are not well-policed sites. Most hellhole inhabitants are chaotic demons who are trapped in the zone. Unable to escape their prison, they occupy themselves with their perverse and sadistic pleasures. Few demons get any pleasure out of playing border guard or running patrols, so most anyone who wants to sneak into a hellhole can generally get away with it. Getting out again? That's a problem. Part of the reason the demons make it easy to get in is that they welcome victims and are so seldom able to slip outside to gather their own.

Hellhole inhabitants' inherent disorganization partially explains the Crusader's success in conquering them. Most hellholes aren't set up as military or social entities; they're more like areas where demons have free range and burrowing rights. From an adventurer's viewpoint, hellholes aren't that different from giant demonic dungeons that are harder to get out of than into.

Hellholes on the Map vs. Hellholes You Create

There are a number of hellhole locations indicated on the map but not identified by name. As the Gamemaster, you should feel free to create a new hellhole whenever you need one, or to drop one of the hellholes at the end of this section wherever you like. Since the demons in *13th Age* are by definition supernatural evil beings from other dimensions who are trapped in the world and eager to destroy it in order to get out, you can orient your new hellholes to any demonic imagery or world flavor you desire.



Most hellholes are constantly mutating hellzones similar to a Where's Waldo comic painted by Hieronymous Bosch. Bizarre and ever-changing hellhole dynamics mean that you can improvise and embellish as you wish. But if you want to give your hellholes more stable identities, here are a couple examples that Rob and Jonathan have used in their campaigns. You'll note that we didn't peg them to a particular location on the map—use them wherever you wish, if at all.

The Hum: Insectoid demons of all varieties dominate this twisted, blood-red hivenest on a fortified hill that is the size of a prosperous human town . . . which in fact it once was. Rather than the fearsome glow associated with other hellholes, the Hum makes its presence known with a ceaseless buzz. At apparently random intervals, demonic bugs pour out of the Hum obeying pre-programmed rampage paths.

Blackfort: Once this area was a relatively open-bordered plain of red rock dotted by torture palaces of demons owed a favor by the Diabolist. No one had ever named it. But after the Crusader made his first conquest, this hellhole grew black-carapace walls and gates fanged with the teeth of hellbeasts. The torture palaces are still there, but someone appears to be daring the Crusader to try for a prize that would welcome an attack.

The Bubble: The Bubble may have started as a mockery of the Empire's capital, Axis. Axis sits in the bowl of a dead volcano. The Bubble rides atop a bubbling lava dome within an active volcano. Those without magical resistance to fire lose their souls as they burn to death within the crater. Compared to other hellholes, the Bubble sees frequent visits from the Diabolist and her entourage.

Hell Marsh

This marshland west of Anvil is the Diabolist's territory. Some of the swampland between the hellholes is normal enough, but the hellholes are so plentiful that much of the swamp writhes with demonic energies. The deeper you go, the more dangerous it gets. The more often you visit, the weirder it gets, but that may just be you changing instead of the terrain.

Highdock

This small mountain range jutting off the Giantwalk both attracts and occasionally spawns flying realms. Flying realms created by the Archmage, flying realms that drift in from other realities, and flying realms that break off of other overworld regions—all such aerial landmasses eventually rest for a moment, a week, or a year somewhere in the peaks and valleys of the range known as Highdock.

There are no permanent settlements in the region, but small mining operations and refugee towns often sprout up where newcomers from other worlds collect themselves or gather to dig after portions of crashed realms.



Horizon, City of Wonders

Horizon is a magical city heavily influenced by the Archmage. It holds unparalleled libraries of arcane lore, wizards busy with mysterious tasks, rival arcane guilds competing in all ways, and, of course, many opportunities for the PCs to be recognized as exceptional individuals who can accomplish what the NPC wizards cannot.

While Concord has the high towers of the elves, Horizon depends much more on flying buildings and floating force ramps. Such constructs are probably a creation of the Archmage, and possibly channel tremendous magical energy originally harnessed by the Wizard King.

Horizon. I can't think of a better place to keep a city of crazed arcanists. Far, far away on the horizon. What? You're going there? Procure a medium-sized container of grubworms. You'll need them when you've been turned into a toad.

The Iron Sea

The Iron Sea used to be a normal ocean. There are ruins of castles, cities, and fishing villages along its entire coastline. Now it's an impassable barrier populated by inhuman aberrations, demons, and monsters too vast to breach the surface. No cities dot the Iron Sea's shores, only the ruins of cities that have not already been eaten away or turned into offshore islands by the relentless waves.

No one fishes the Iron Sea; if you're a fisherman, you set up on the Midland Sea. The Iron Sea is a dark and terrifying void that throws tsunamis and giant monsters more devastating than tsunamis against the separate world of the land.

GAMEMASTER

Assuming you want to bring history into your campaign, there's a historical explanation for the ocean's condition. The Wizard King made a lot of mistakes, arguably including the final error of becoming a lich. But the Wizard King's greatest mistake was turning the Iron Sea into the enemy of the land.

If the Archmage, the Priestess, or the Dragon Emperor know exactly what the Wizard King did to turn the Iron Sea into the land's enemy, they aren't sharing. The usual belief is that some mighty spell backfired, perhaps even a pacification spell similar to what the Dragon Emperor used on the Midland Sea.

If you want your campaign to deal with the story of the Iron Sea, decide what the Wizard King did wrong for yourself. We know that some GMs love games with undersea kingdoms, so if that's your idea of a good time, you'll want to portray the endless monster attacks on the Empire as being generated by a deeply offended magical kingdom somewhere beneath the waters. There are a multitude of stories that could drive interesting campaigns, a couple of which we've listed previously. Or you can stick to our base plan, which is to treat the Iron Sea as the monster-spawning edge of the world.

Islands

There are many bizarre and wild small islands in the Midland Sea, most of which are too small or magically ephemeral to appear on our World Map.

The fact that the sea itself is calm doesn't mean that the islands are calm. In fact, the monsters in the sea got squeezed out onto the land, so the islands can be extremely bizarre. Even in such cases, however, they don't exercise much influence out across the water.

Some islands, as isolated locations, are home to extremely powerful living dungeons that breached the land before anyone could notice or stop them. Other islands are the temporary kingdoms of monarchs-of-the-month—refugees from the Seven Cities who stake a claim on turf they believe they can control.

This island design is another geographical choice that is meant to give GMs license to do anything they darn well please.

The Isle of Fire

The elves call this volcanic island a name that means something like *The Makers*. It could be that its volcanoes are part of the Elf Queen's long-term pacification program for the northern ocean—creating land that will one day link up with the Empire and blunt the power of the ocean.



Jedna's Folly

The rapid straights running from Calamity into the Midland Sea are named after a female dwarf who navigated them in a ridiculous craft the dwarves are simultaneously embarrassed by and proud of. The stories disagree on whether Jedna survived her attempt.

There's a semi-serious debate in dwarfdom over the type of barrel/raft/submersible/giant mechanical fish that Jedna used to "navigate" this essentially impassable series of rapids and falls. Otherwise pragmatic dwarves seem to think that because one of their cultural heroes tried something foolhardy there, it's okay for them to try something foolhardy there as well.

Once a year or so, a dwarf loses a bet or loses her mind and attempts to recreate Jedna's trip. Once a decade, such an expedition actually amounts to something, and a dwarf floats or rafts or dives or leaps partway down the Folly. Results vary, and the few attempts that become public add fuel to the debate.

The KneeDeep

On the western edge of the central Giantwalks is the KneeDeep, a swamp on the high plateau. It gets its name from the fact that the giants in the region treat the swamp as a minor inconvenience, wading straight through. Everyone else has difficulty crossing it, particularly because the swamp's giant insects zero in on flyers.

Koru Behemoths; Migration Route of

The Koru behemoths are a widely scattered population of twelve to twenty enormous eight-legged creatures from the dawn of the world. They look something like a cross between an elephant and a turtle, but each behemoth has grown in different ways and reshaped its shell carapace to suit itself, so no two look alike. The behemoths are so large that it's difficult to form an accurate opinion of what an entire behemoth looks like since you can only see one angle at a time.

For reasons no one understands, the behemoths always travel their route counter-clockwise, entering the Empire just north of the Kneedeep and leaving it above the Frost Range. As they travel, they graze on springs of primal energy that are invisible to normal creatures.

Clans devoted to the High Druid and to other primal powers take up residence on the backs of Koru behemoths. So long as its passengers don't practice too much annoying arcane or divine magic, the behemoths generally tolerate hitchhikers. Passengers who set up a permanent residence on a behemoth are usually smart enough to help clean and protect the behemoth against pests while carving airy cavern homes into the creature's shell. The shell is nearly impervious to excavation, but those of the behemoth clans know how to use rituals of friendship to carve out their homes.

The great taboo is that no one sane tries to guide a behemoth's steps or to send it anywhere in particular. Behemoths walk where they wish, and stories suggest that they find ways to destroy those who try to use magic to interfere with them. (It's possible the High Druid is an exception . . . maybe that's how she'll reintroduce herself to the Dragon Empire in your campaign.)

Generally the behemoths crisscross the high steppes to the north, occasionally dipping into the grasslands. Since hardly anyone is foolish enough to build or farm on the migration route, Koru behemoth passage can be a festive event, depending on the behemoth in question, the people (if any) who live on its back, and what else is going on.

You can use Koru behemoths and the people or creatures that live or roost upon their backs to interject whatever your campaign needs as a temporarily passing experience. The examples that follow entertain us. You should entertain yourself and give the PCs an experience that their backgrounds and storylines suggest.

Dolphin: This behemoth gets its name from its behavior after plunging into the Koru Straits. Unlike all the other behemoths that churn across the water and march onto land as quickly as possible, Dolphin spends a day or two swimming and diving in the Iron Sea. Occasionally, bizarre Iron Sea predators that have grown to enormous size without knowing any better try to take a chunk out of Dolphin. Afterward, the red tide stains the docks all the way to Newport, and Dolphin returns to the land, plodding past Drakkenhall and looking as smug as a behemoth can look.

Dolphin occasionally tolerates temporary hitchhikers, but no one mistakes the Iron Sea bath for an invitation to make a permanent home.

Highclan: An essentially barbarian clan of humans, half-orcs, wood elves, and half-elves have figured out how to feed and entertain the behemoth that (at least temporarily) bears their name with ritually treated spoils of their hunts. Unusually, the behemoth does swim lightly through the Koru Straights, as if trying to preserve the homes of the clan on its back.

Highclan barbarians and druids seek wives and husbands from outside the clan. A few never return to their behemoth, but over half eventually return along with families. Given that the population never grows too large and the people aboard are often different on different circuits, there's probably a Highclan homeland far to the north somewhere near the behemoth's path, but outsiders have never figured it out.

Stoneroost: This behemoth's back, tusks, nails, and teeth seem to be made of stone. It serves as the roost for great swarms of gargoyles and other rocky monsters that surface or slumber according to the behemoth's metabolic patterns, which the Dwarf King claims to understand.

Whitey: Over the years, the humanoid and dragonoid cultists who control the back of this behemoth have tried to stain and paint its hide white in honor of their deceased patron, the White dragon slain by the Wizard King in the early days of the world. Amusingly, the behemoth does not suffer actual white dragons, or any other dragon for that matter, to enter its zone of control. But it doesn't seem to pay any attention to the antics of the cultists, who are free to indulge their fantasies of draconic icon worship without the embarrassment of actually having to deal with dragon overlords.

Players

Koru Behemoth Native is a great background no matter which way you play it!

The Koru Straits

The point where the Iron Sea feeds in to the Midland Sea is notable as the location where the Koru behemoths throw themselves into the channel and swim across. Pilgrims and sightseers from around the Empire try to time their visits to Drakkenhall to be there when a behemoth shakes itself off as it comes out of the water. More adventurous souls ferry across to Cape Thunder to watch from the much more dangerous southern side of the straights. Watching the actual plunge into the water from the cliffs there is the biggest mostly survivable spectator event in the Empire.

The Lost River

The area south and east of Horizon used to be wooded. The forest there burned up when the Abyss emerged, and finished burning when the Red Dragon took care of the demons that the Gold hadn't managed to contain. The river's old name is forgotten; now it's just called the Lost River. The newly-accepted name for the series of survivable waterfalls that cascade deeper and deadlier into the Abyss is Innocence Falls.

The Magma Keeps

This region is a string of volcanoes and lava fields garrisoned by the fire giants and their minions. Every couple centuries, the Emperor and the fire giants more or less simultaneously decide that the other force needs to be taught a military lesson. Results vary, but so far the volcanoes haven't gotten close to spreading north past the Giantwalk. That could change.

The Midland Sea

As long as an Emperor sits on the Great Dragon Throne, the sea in the middle of the Empire will be at peace. Long ago, an earlier Emperor tamed the sea, which was then called Stormmaker. Since then, people have called it the Midland Sea, simply the sea, or, in jest, the pond. The people of the Empire sail confidently across the waves, enriching the cities with fishing and trade. Recently, the Archmage has improved both the winds and the currents, making sea travel faster and more reliable.

Occasionally, a little bit of the sea's old storminess recurs. Great storms, when they appear, sweep the entire length of the sea, sending every ship scurrying into a port. These storms are always preceded by a day in which a giant black cloud grows over the center of the region. Only terrible sailors miss the signs, and only desperate travelers ignore them.

The High Druid hates to see Stormmaker "in chains," and she makes no secret that she thinks those chains will soon be sundered.

GAMEMASTER

The point of a tame sea in the middle of the map is to let you get the PCs from one city to another with a minimum of fuss. They can be in the Imperial Capital for one session and zip over to the City of Temples for the next adventure.

Sea travel has the added feature that you can speed up or slow down travel somewhat arbitrarily. Usually, you want to slow the PCs progress toward their destination. It's easy enough to say that there are headwinds or that there's a storm coming up and the ship has to stay in port. You can even roll a die first as if you're determining random travel conditions.

The tamed sea also gives you a big switch you can flip in the campaign. Part way through, something can go wrong, and suddenly Stormmaker is back with a vengeance. Overnight, ships are wrecked and coastal cities are smashed with titanic waves. Suddenly, life across the Empire just got a lot harder, and the PCs have to cope with greater travel difficulties than ever before.

Moonwreck

Some say that this mess of badlands and tundra is where the Wizard King battled the White. Others say it is where the moon skipped on its way to its home in the sky. A few claim that the two legends relate to the same battle. Lingering magic and tunnel realms make Moonwreck far more populated than it first appears. It's a hugely magical zone for sorcerers, but most wizards hate the place.

Necropolis

The former Wizard King's palace was built on the largest island of the sea that was then known as Stormmaker. After the Dragon Emperor slew the Wizard King and raised his palaces (building the new capital of Axis on the sea's western shore), the island lay fallow for decades. As the power of the returned Lich King asserted itself, however, the island that had been his capital sprouted great mausoleums and rings of cemetery catacombs. The wizards of Horizon say that the Lich King's magic brought the formerly loyal subjects of his kingdom back to unlife and consolidated their grave sites and memorials on his former island fortress.

Like the other ancient graveyards scattered across the world, the tombs of the island require maintenance and sacrifices to keep them from sending forth impossible hordes of undead. By trial and error, the Gravekeepers of the Empire have learned that the great island now known as Necropolis can be kept safely dormant so long as a steady procession of sacrifices is made around the island's outer ring. Venturing into the center of the island is too dangerous for all but servants of the Lich King and powerful adventurers.

If the sacrifices falter for any reason, history has taught the Empire that the undead swarm through the ocean and emerge onto land all around the Midland Sea.

New Port, City of Opportunity

New Port is the newest of the Seven Cities, which means that it's something like two or three hundred years old. Most historians claim that it was created by refugees when Drakkenhall was overrun by the monsters. New port is run by an Imperial governor, but not with a firm hand.

So far, no single power has established itself in the city. There are opportunities for PCs to be involved in most any type of plot or power struggle.

> *I don't even hate this place yet. I hate all the eager newcomers hoping to finally make something of their lives. But New Port is alright.*

Nomad

This tent and canvas town sits roughly at the intersection of the trampled remnants of Old Wall and the Koru behemoth trail. Nomad's residents pick up their town and move it out of the way whenever a behemoth comes through.



The Northern Colossus

Ten times larger than the biggest giant, a great marble and granite statue of a warrior sits on a mountain bordering one of the passes used by both the Empire and the barbarians for invasions into each other's territory.

"Northern Colossus" isn't a name that anyone uses unless they're speaking to someone outside their culture. Each culture has a claim on the Colossus and its own name for the statue. The dwarves name it the Hammer Guard, the elves say it is a star warden, and the Emperor says it was created by the first Dragon Emperor and it has a secret name that also controls it. Whatever the case, the magic that animates the Colossus is still at least partially active: a few decades ago it moved to a different ridgeline of a different valley and sat down again.

Oldwall

Oldwall is the remnant of a mighty defensive system that crisscrosses one of the mountain ranges of the north near Dragon Wood. No one is certain who built the wall, or against what enemies. Although often partially buried by avalanches and snow, and battered by barbarians and the forces of the High Druid, the wall is still intact in places. Mapmakers have stopped trying to account for the wall, recognizing that it seems to rebuild itself.

Oldwall can never be mistaken for anything but a ruin of a once mighty fortification, but there's no way to predict what shape it will be in from year to year and decade to decade. Travelers use it as a rough landmark and occasional shelter. Bandits and monsters use it as shelter. Given that the High Druid has never managed to erase the wall entirely from the wilderness, it may serve her in some way to continue its existence.

> *Stone and mana-forged walls crisscross portions of the Empire in states of ruin. Every generation must learn for itself that enemies who can be kept on the other side of a wall are the enemies that don't matter.*

Omen

The giant island at the center of the Midland Sea was originally much smaller. It used to be the Wizard King's main administrative center, but it became overgrown with forest and jungle when the Dragon Emperor pacified the waters. Later, living dungeons freely popped to the surface, expanding the size of the island.



Omen looks green from a distance, but as you get closer you see that there's a profusion of ruins lurking beneath the green. Living dungeons are endlessly piling upon each other from below, causing the island to swell until a chunk of land breaks into the sea and it shrinks in size again. Over time, the endless influx of dungeons and magical power swelling it has sent it reaching out for the land—hence the Vigil lighthouse on the peninsula to the south.

The magic of the Dragon Empire that pacifies the Midland Sea keeps the dungeon inhabitants trapped on the island, for the most part. Dungeon overlords rise every couple of years, but they tend to be overthrown by other powerful creatures that appear with the dungeons from below if they are not eliminated by adventurers first. The exceptions are great lords of evil who escape to the outside world. Some say that the Orc Lord came from Omen.

Before the Wizard King, a serpent race originally inhabited the island. They built endless tunnels made for people who have no legs, using ramps only with no stairways. Any stairs discovered among the ruins are either from the Wizard King's city or are naturally created from the impacts of dungeons rising from the center of the world.

The former Wizard King, now known as the Lich King, has no power in Omen. In fact, undead are the one type of monster not naturally found on the island. Any undead in the area are drawn or magically sucked to the Necropolis.

The Opals

The Opals is the name of a group of magical lakes scattered within the Queen's Wood. For visitors, sometimes they're heaven, and sometimes they're hell. Whichever the case, they're insanely beautiful.

Proudfort

Proudfort was an imperial outpost in the hills near the Seawall in the south. Two years ago the legion that manned the fort was almost entirely destroyed during a dragon attack that may have been led by the Red himself. There is disagreement within the Empire as to exactly what happened to Proudfort, and expeditions to its ruins have met with resistance of all types, not just dragons.

Queen's Wood

Queen's Wood is an elven wood that sprawls across the rivers and foothills north and east of the Midland Sea. Once it was all a functioning elven forest populated by the three races of the elves. In pockets, such harmony still prevails. But most of the wood is empty or populated by only one or two of the three branches of the elven people. Unlike most of the other elven woods, the Queen's Wood maintains all the original leaf and tree colors that represent elven unity, a riot of silver and gold and green and indigo.

Queen's Wood is the home of the Elven Court, which moves magically through the area. Finding it once is no guarantee that you'll find it easily the next time. But elves and those with a connection with the Elf Queen can read the signs and follow the spirals of power to the Court's current location most of the time.

The Red Wastes

Far to the south, beyond the Abyss, the land is a dusty red waste, testament to the awesome destructive power of the Red Dragon at the height of his powers.

That's what the Empire will tell you. The orcs and monsters that live in the Red Wastes thrive thanks to magic spilling into the area from the Abyss. It's a terrible place for humans, halflings, elves, and other civilized folk, but orcs, lizard folk, and dragons occupy the region in force.

Roads

The best roads in the Dragon Empire, the Imperial Highways, were built by the empire that was part of the reign of the Wizard King (who returned from death as the even more evil Lich King). Most of the highways are raised stone paths linking the seven great cities, as well as many of the towns of the interior, to each other.

The highways have fared well in the west near the capital. Most of the great roads south of the Midland Sea, including the roads that once led to the Seawall, are lost or destroyed.

The highways were originally built as high-banked stone roads. In some places, the ancient highways have been destroyed and rebuilt to lesser standards. Imperial maps show the highways as unbroken ribbons of stone, but travelers will discover a different truth: that the passage of a Koru behemoth has pounded the road's stones deep within the earth, or that the eruption of a lava elemental along the route now forces travelers onto a muddy side track. The Archmage's High Arcana helps to repair the roads more quickly than would be possible without using magic, but there are still numerous magical and mundane disasters that can destroy or downgrade a section of the highway for a few weeks or a few years at a time.

> *High and mighty roads of stone running in powerful imperial curves between the cities that still stand and a few that don't. They're quite a testament to the power of the Empire, eh? Except that all but one of the Imperial Highways were built by the previous tenant of the throne, the old bastard who is still kicking around without his hand, his eye, and his soul. We don't build them like he used to.*

The New Road: Road-building has seldom been a priority of the Dragon Empire. The most powerful military forces of the Empire are generally capable of flight, so the lack of roads in certain areas serves as a barrier to invaders rather than to the Empire. For troops moving on the ground, the Imperial Highways left by the Wizard King serve well enough. Like most merchants and travelers, troops moving between the north and south, or the east and west, normally sail quickly across the Midland Sea instead of trekking overland.

But as a show of strength, the current grand Imperial project is to build a road measuring up to the standards of the Imperial Highways between Newport and Santa Cora. Unfortunately for the engineers, wizards, and laborers responsible for the New Road, part of its length cuts across Wild Wood. The road is built up to its proper specifications on either side of the Wild Wood, but cutting through the forest has been a nightmare. The track through the forest is continually submerged by earth elementals, smashed by falling trees, or overrun by monsters and followers of the High Druid that the Empire refers to as bandits.

Roadfall: Scattered chunks of stone similar to the rock used in the construction of the Imperial Highways crisscross some sections of the landscape. They're either badly mangled remnants of older roads or proof of the legends that some of the Wizard King's highways extended into the overworld! Few people entirely believe those stories, because that would imply that the Wizard King was even more powerful than the Archmage. But the legends are strong enough that everyone refers to these chunks of stone as "roadfall." Most of the roadfall is at least partially overgrown. In other places it's been plundered for building materials. In still other places roadfall might serve as the foundation walls for fortresses built by hobgoblins and orcs who could care less about maintaining roads.

Lesser tracks: A myriad of smaller roads, trading routes, and tracks crisscross the Empire. Where the High Druid's power is strong, there are far fewer such tracks than you would expect. Where the Emperor is strong, the roads are slightly smoother and wider instead of falling apart.



Santa Cora, City of Temples

Santa Cora has always been the spiritual center of the Empire. Now that the Priestess has built her Cathedral there, it could be the spiritual center of the world. A few of the gods represented in the Cathedral also have temples outside its gates. Other temples and gods that aren't represented yet in the Cathedral have their shrines elsewhere in the city.

As proof of the gods' approval of Santa Cora, the city has the best fishing on the Midland Sea. The town spreads out along the shore, bay after bay of fishing boats each blazoned with the symbols of the god or gods who bless the boat.

> *So many priests. So many temples. What could they be worshipping? Only themselves.*
>
> *—Kullis*

The Sea Wall

The Sea Wall exists because of the Iron Sea. For some reason, nearly all the kraken and tarrasque-sized monsters that climb out of the Iron Sea emerge on the southern shores of the land, never the north. Therefore the Empire maintains more or less heavily garrisoned defenses along this great wall running for hundreds of miles along the coast.

Contrary to what you might expect, the Sea Wall is actually twenty miles away from the ocean it screens from the rest of the Empire. Beyond the Sea Wall toward the Iron Sea is a "no man's land" with the ruins of previous walls cropping up every few miles. The current Sea Wall has stood for decades and seems to be far enough away from the typhoons, tsunamis, and titanic monsters that lash the southern coast to last. But it's pushed up against the Koru behemoth track near Proudfort and it can't move much further inland there.

In truth, the troops and magicians fighting along the wall couldn't succeed without accurate magical intelligence that guides them to giant monster attacks or small-scale incursions by sahuagin and aberrations. At various times the Archmage, Emperor, Priestess, and Great Gold Wyrm have contributed to the magic of the Sea Wall. As the Blood Wood entry indicates, the truth is that the High Druid is now picking up the Archmage's slack, a reality the Empire hasn't come to terms with.

Shadow Port

Shadow Port is the gray side of Glitterhaegen, and is well-suited as a smuggler's haven and pirate's resort. It's rumored to be the frequent home of the Prince of Shadows. Whether true or not, it's certainly a refuge for thieves guild types when Glitterhaegen gets too hot.

Starport

Starport reaches all the way up to the overworld. Stars dock there for rest and refitting. Details available on site.

Throne Point

Throne Point is wild territory, a mix of rugged hills and twisted forests jutting into the Midland Sea inbetween the dangerous rivers of the Fangs and the calmer farming and fishing communities nearer to Concord.

Despite the presence of a few archaic Imperial ruins on the cliffs by the sea, Throne Point got its name from a more ancient set of dynasties, the serpent rulers who preceded the Wizard King. Beneath the Imperial ruins, and further inland, the mostly buried ruins are like the deepest layers of Omen—tunnels built for serpents, ramps instead of stairways, tubes instead of corridors. Ages ago, Throne Point spawned persistent rumors of a buried Serpent Throne, but depending on who you believe, those rumors either never came to anything or the Archmage and Emperor were so strong that they snuffed the rumors before their magic could become true.

Those paying attention in recent decades have noticed that living dungeons are becoming increasingly common on Throne Point. But only a few have also noticed that the living dungeons threatening the area have nearly all been serpent-themed. Maybe it's nothing more than restless ghosts. Maybe it's a dungeon overlord with a keen sense of history. Maybe an unchecked Omennite landed on Throne Point and is calling new dungeons up to join it. Or maybe the Serpent Throne has been waiting for the 13th Age to uncoil from the rubble.

Twisp, Old Town, and Burrow

Tucked away between Concord and the Queen's Wood are a series of bucolic little halfling villages. The great troubles of the rest of the world seem to pass them by. Nestled under their hills and safe behind their big round doors, the folk living in these villages have little interest in the outside world. Occasionally, a young halfling finds town life to be stifling and sets off for a life of adventure. Rumor has it that some sort of blessing or magic must be at work keeping these towns safe.

GAMEMASTER

The peaceful, simple lives of those living in the halfling towns are a tonal counterpoint to the high-energy setting. Keep them preserved so long as the Empire's great wards hold. Threaten the villages with war and despair when things really fall apart.



The Undermarch

It's a point of pride for dwarves to maintain the longest continuously accessible trade and security route through the underworld in the land. Or maybe there's something more serious going on, because pride couldn't be enough to explain the myriad magical and military efforts the dwarves have mounted over the years to keep this wide stone path open. Could it?

Adventurers may be able to find employment cleaning or exploring side and lower channels that have a way of opening up at the least convenient places and times.

Vigil

The Seven Cities cooperate to run a lighthouse on the tip of the point. Mariners think of the lighthouse as a helpful navigational tool but there's more going on: the lighthouse beam sweeps far out over the Necropolis, Omen, and the waters between. The lighthouse is a magical surveillance station that keeps a scrying eye on the dangerous islands in the center of the sea.

Vigil is one of the few places where the Seven Cities fully cooperate as cities rather than as elements of the Empire.

The Wake Islands

The group of islands just south of the Queen's Wood and Drakkenhall are collectively referred to as the "Wakes." When the Koru behemoths smash into the Koru Straits, the tsunami-size waves that result hit these islands most every time. People do camp among the islands, and some even settle there if they're desperate, though most in the area are hiding from their enemies. But one of these days it's likely that a Koru behemoth will hit the water and the resulting wave will take out a good percentage of the islands and anyone unwise enough to be on them.

Luckily for the rest of the Midland Sea and its inhabitants, the Wakes protect them from the tsunami impacts.

Wild Wood

This forest is the most touched by the power of the High Druid. Giant trees including redwoods, ironoaks, and others that only have names in the languages of birds and bears can be found within.





CHAPTER 9

MAGIC ITEMS

In *13th Age*, we use two types of magic items:

True magic items: Our core idea is that true magic items are amazing and rare. Therefore *permanent* magic items only come into adventurers' hands when they deserve them, as loot during adventures or rewards for success. We refer to these permanent and significant items simply, without all the qualifying adjectives, as magic items. For clarity we sometimes refer to them as true magic items.

One-use items: We also want you to be able to spend hard-won gold on worthwhile magical treasure. One-use items (mainly potions, oils, and runes) fill that need. (See Loot: Treasure Rewards on page 191 for notes on the wealth successful characters earn each adventure.)

ONE-USE ITEMS

We're going to start with one-use items, partly because they're a bit less interesting, and partly because they're the piece of the pie that players get to control. The common types of one-use items include potions, oils, and runes.

Potions

Potions function the same as in most other fantasy games. You can generally buy potions that fall in the tier of the environment you're in. For example, adventurer environment NPCs aren't likely to sell potions that fall in the champion tier (at least not without interesting consequences . . .).

You can carry as many potions as you wish, unless the GM thinks you're abusing the privilege. It shouldn't be a problem for a PC to carry twenty potions at a time; they're small.

Drinking a potion takes a standard action. The standard action includes taking all the steps to get it ready if you don't have it in hand already. Feeding a potion to an unconscious ally is also a standard action.

You can only be under the effect of a single potion at a time. If you're using a potion that has a lingering effect, drinking another potion ends the first effect. Non-healing potions tend to have effects that last until the end of a battle, or around five minutes if you're prepping for a battle and drinking potions beforehand. (Certain character abilities can change this equation, of course.) The typical way this comes up during play is when someone benefits from a potion that's giving them an advantage and then needs to drink a healing potion. Getting the healing will come at the price of losing the other effect.

Healing Potions

A healing potion lets the creature drinking it heal using one of their recoveries. Potions provide bonus healing on top of what you'd generally get with a recovery, but there's a hit point cap for the maximum healing you can get from a potion. No matter how well you roll your recovery, the healing the potion provides won't exceed the cap—high level characters are going to want to use higher-cost healing potions instead of loading up on the cheap stuff.

Healing Potion Costs

Tier	Cost	Effect	HP Cap
Adventurer	50 gp	Recovery +1d8 hp	30
Champion	100 gp	Recovery +2d8 hp	60
Epic	200 gp	Recovery +3d8 hp	100
Iconic	300 gp	Recovery +4d8 hp	130

Potion of [Energy] Resistance

When you drink one of these potions, you gain resistance to a single specified energy type dealt by creatures or hazards of a specific tier for the rest of the battle or for five minutes. Resistance from a potion is always 16+. Attackers of the tier covered, or lower, must roll a natural 16 or higher on their attack roll to overcome your resistance and do full damage of a type you're resistant to, otherwise they deal half damage. Damage from a source that's a higher tier than your potion will blow through your resistance. The types of resistance available include any in the Other Damage Types section on page 160.

GAMEMASTER

Feel free to raise the cost of specific energy resistance potions if they are rare in your campaign, or they might not be available for purchase and only obtainable through dangerous quests.

Resistance Potion Costs

Tier	Resistance	Cost
Adventurer	Resist 16+	100 gp
Champion	Resist 16+	200 gp
Epic	Resist 16+	400 gp

Oils

While potions affect creatures, magic oils affect items. Oils provide temporary magical enhancement to weapons, armor, and even to spellcasters' implements (wands, staffs, holy symbols, etc.).

It's a quick action to pour magic oil on your weapon, implement, or armor. The effect lasts until the end of a battle or for five minutes before fading.

Each oil confers a bonus of +1 (adventurer), +2 (champion), or +3 (epic). Used on a weapon or a spellcasting implement, the bonus applies to attack and damage rolls. Used on armor, the bonus applies to AC.

Bonuses from oils don't stack with magic items' inherent bonuses (use the higher bonus), but magic swords and armor enjoy being enhanced with magic oil. A few have reportedly gone "on strike" if not juiced up from time to time.

Oils can often be purchased from alchemists and magicians in cities, large towns, or wherever you happen to find such folk.

Oil Costs

Tier	Bonus	Cost
Adventurer	+1 Oil	100 gp
Champion	+2 Oil	200 gp
Epic	+3 Oil	400 gp

Runes



Runes are left-over pieces of creation. They function exactly like magical oils, providing the same type of bonus to items or weapons for a single battle (or for five minutes) after they are activated using a quick action. But in addition to the expected +1/+2/+3 bonus, each rune also provides an additional random enhancement to the item it is applied to. Roll for the effect when the rune is applied to the item. An item can only have one rune applied to it at a time.

Rune Costs

Tier	Bonus	Cost
Adventurer	+1 Rune	150 gp
Champion	+2 Rune	300 gp
Epic	+3 Rune	600 gp

Random Rune Effect on Armor

01–20 The bonus also applies to PD
21–40 The bonus also applies to MD
41–60 The bonus also applies to both PD and MD
61–80 As 41–60, and you can reroll one failed save while the rune is active
81–100 You can take your first rally this battle with a quick action (if you can already rally with a quick action, the action is free)

Random Rune Effect on Weapon

01–20 +4 bonus to opportunity attacks
21–40 Weapon gains an energy damage type such as fire, cold, etc., and deals +1d4 damage (champion: +2d6; epic: +5d6)
41–60 +4 attack bonus on first round of combat
61–80 Weapon deals +1d10 damage while escalation die is 3+ (champion: +4d6; epic: +3d20)
81–100 Reroll one missed attack roll with weapon

Random Rune Effect on Spellcasting Implement

01–20 +1 additional attack bonus if spell has only one target
21–40 Implement gains an energy damage type such as fire, negative energy, etc., and deals +1d4 damage (champion: +2d6; epic: +5d6)
41–60 +1 additional attack bonus with daily spells
61–80 +1 additional attack bonus if spell has more than one target
81–100 Reroll one missed attack roll with implement

True Magic Items

Magic items are the permanently enchanted objects you're probably familiar with from playing other fantasy games. The magic items in *13th Age* are rarer than in other games. As a rule, magic items aren't for sale. You can find them during an adventure or receive them as gifts and rewards from NPCs, but you'll seldom find anyone willing to sell one. You could say that true magic items are priceless, since no one agrees on what the price should be.

Obviously some PCs are still going to want to be able to buy a magic item, and it wouldn't necessarily make a bad plotline for an adventure. But yes, that's how rare true magic items should be: succeed on a major adventure whose purpose is discovering who owns the item, spend most of your gold in the process, and finally gain a chance to buy the item you were hoping for, or something close to it.

What should PCs do with magic items they don't want? Curry favor with an icon by giving the item as a sign of respect. Or a bargaining chip.

Magic Item Personalities & Quirks: The Problem of "Too Much Treasure"

Donning magic armor in *13th Age* isn't as simple as strapping on regular armor. Wielding a magic sword isn't as simple as grabbing the hilt and holding on.

Every magic item in *13th Age* is alive, in a sense, and possesses a personality you have to interact with when you start using the item, establishing and maintaining a rapport with it. What that rapport means varies from item to item and is usually controlled by the GM. Some items talk with their user. Others communicate in bursts of emotion or slight motion.

Each item has a personality that is largely defined by its quirk. What you can count on as a default is that nearly all magic items want to be used and used well. But the quirks that make them unique are all over the psych-profile sheets.

Generic Quirks?

We decided against including a list of generic magic item quirks. Generic quirks contradict our notion that items have personalities that complement their powers. If you need new quirks suitable for new items, riff on the quirks of other items in the new item's chakra.

As an adventuring hero, a highly powerful being in the world of *13th Age*, you can handle a number of true magic items equal to your level. Most items you'll get hold of will be from your tier, but items one tier above you count as two items, and the overpowering personality of epic items makes them count as three items if you are an adventurer tier character.

If you are carrying and wielding a number of items that is equal to or lower than your current level, the magic item personality quirks will tug at you, giving you sudden urges and desires that will feel natural to give in to. But you'll be in charge. If the magic leather armor that the dwarves made wants you to drink beer whenever you come anywhere near civilization, that's a quirk you can handle, so long as you're not overloaded.

But let's say you are a 3rd level character who can't help yourself and you take your fourth magical item. Now you've got issues. Now you are going to have that extra flagon of ale, even if your body isn't capable of handling it like the dwarves the armor expected to be working with would have been able to do. And your other three magical items? Their quirks are all going to be in full swing as well. You're no longer running the show; instead, the magic items are, to some extent, running you.

If you're some type of seriously trustworthy semi-masochistic method actor, the GM might be willing to leave this situation in your capable roleplaying hands, relying on you to punish yourself by roleplaying out-of-control magic items. But it's generally far more fun for the GM and the other players to suggest things you'll do that live up to your items' quirks. The magic items are running the show, and the roleplaying challenge of punishing your greed with convincing escalations of quirks can be spread around the entire table. How serious should the problem be? Something like an out-of-control drug habit or demonic possession: it may be fun once (!), but if you make a habit of this problem, you or your friends might not survive long.

So yes, there is such a thing as "too much treasure."

But most of the time you'll have a manageable number of items. You are not required to roleplay quirks when you're under the item limit. It's purely optional. The fun of items with quirks is that when you are stuck for how your character might respond to a situation, or just looking to liven things up, you can get the story moving by dealing with your items' personalities. They're like a cast of mostly silent supporting characters, speaking up when they're needed or when the plot is dragging. If you have a ton of items, you can just choose to deal with the quirks that are most interesting or dominant, so long as you're under the limit.



Don't be surprised if one player turns out to love playing with too many items a little too much. Getting everyone else to put your character on center stage and then kick you is a form of attention. Parties with that type of player-dynamic should feel no obligation to keep their over-quirked ally alive.

Chakras

When you acquire a magic item, it's yours in a personal way. You probably dream about it. Rest assured, you're a big deal to your magic items, too. For them to work their magic, they need you to believe in them and to trust them. That's why you can only study one book at a time, and why you can't carry two magic greatswords with different powers and use whichever one fits the current battle best. Think of each magic item as filling a circle or "chakra" in your soul, and you can't fit two wands in your wand chakra.

The same goes for other chakras. You can have one of each type of magic item, or a pair for boots and gloves. This limit doesn't simply mean you can wear only one pair of boots. It means that you can only give your heart (or chakra) to one pair of boots at a time. If they're not *your* favorite boots, they're not magical, at least not for you. Your magic items aren't just your gear. They're part of who you are, like your circle of friends.

Rings are like friends in two different cities; you get one for each hand. You can also have as many wondrous items as your overall capacity for magic items allows. Wondrous items are not proud.

Item Chakras and Default Bonuses

Type of Magic Item, aka Chakra	Default Bonus (often +1 adventurer, +2 champion, +3 epic)
Armor, robe, shirt, tunic	Armor Class
Arrow, crossbow bolt, slingstone	No default bonus. The most common type of magic ammunition expands crit range by 1
Belt, swordbelt, kilt, girdle	Recoveries per day
Book, scroll, manual, grimoire	No default bonus. These items commonly confer knowledge or skill
Boots, sandals, slippers, shoes	Disengage checks and other footwork
Cloak, mantle, cape	Physical Defense
Glove, gauntlet, mitt	No default bonus
Helmet, circlet, crown, cap	Mental Defense
Necklace, pendant	Save bonus
Ring x 2	No default bonus. Anything goes
Shield	Hit points
Staff (implement)	Operates as both a wand and a symbol; champion and epic tier only
Symbol, holy relic, sacred sickle (implement)	Attack and damage (divine spell or attack); adventurer and champion tier only
Wand (implement)	Attack and damage (arcane spell or attack); adventurer and champion tier only
Weapon, melee	Attack and damage (using the weapon)
Weapon, ranged	Attack and damage (using the weapon)
Wondrous item	No default. Anything goes

One Size Fits

Unless the GM has a special story or artifact in mind, there's no such thing as halfling-size magical items and human-size magical items. Magic items shape themselves to suit the person who has given them their chakra.

Magic Item Basics

Adventurer, Champion, and Epic Items: Some magic items are available at any level, with greater bonuses or other effects for champion- and epic-tier versions. Others can be found only at champion or epic levels.

Default Bonuses

Default bonuses are on unless they specify otherwise. Magic necklaces have the only default bonus that is defined as provisional, a save bonus that kicks in when your hit points are low.

Magic Item Powers

Unless otherwise specified, magic item powers with a recharge chance have to be activated and require a **free action** to use. They will also have a trigger condition that you must meet to use the item (when you make a basic melee attack; when you cast a divine spell, etc.).

Magic item powers that do not specify a recharge chance or a specific usage pattern have powers that are always available.

The majority of magic item powers list a recharge number (6+, 11+, or 16+). You can count on using a recharge power once a day, but subsequent uses depend on successful recharge rolls. After the battle in which you've used an item's power, roll a d20. If your roll equals or exceeds the recharge number for that item, you can use that item power again that day. If the roll fails, the item power is expended until you take a full heal-up.

Useful Magic Items by Class

Class	Magic Items of Particular Use
Barbarian	two-handed weapon, light armor
Bard	light weapon, light armor, wand/staff
Cleric	symbol/staff, heavy armor, simple one-handed weapon, shield
Fighter	one-handed martial weapon, heavy armor, shield
Paladin	one-handed martial weapon, heavy armor, shield
Ranger	one-handed martial weapons, bow, arrows, possibly other ranged weapons, light armor
Rogue	light weapon, light armor
Sorcerer	wand/staff, shirt (armor)
Wizard	wand/staff, shirt (armor)

Magic Items That Advance With You

In general we're fine with characters needing to upgrade to new items that match their rise through the tiers. But occasionally a magic item's personality, history, or quirks become too integral to a character to be left behind. As an alternative to providing a new magic item, find a way to help the beloved (or simply necessary) magic item grow in power, rising to a new tier instead of falling behind. Call the item a signature item, limit each character to one signature item, and everyone should be happy.

Magic Item Descriptions

Use these magic item descriptions as a jumping off point and inspiration for your own items, and arrange with your GM to get your favorites into the campaign.

In general, items are formatted the following way: *name/characteristic* (item type [if relevant] – action type [if other than free] – usage [if other than always on—for example, recharge, one-use, etc.]): Description [if any]. Power [including trigger, if any]. Quirk.

Quirks apply to the item's user, not the item itself. Read every quirk as if it said "Wielder . . . " or "Wielder is . . . "

Arrow, Crossbow Bolt, Slingstone

In general, ammunition is one-use, hit or miss. It also doesn't take up a chakra, and, like other one-use items, ammunition doesn't confer quirks on its user.

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, just like mundane ammunition does.

Keen: When you make an attack with this ammunition, the crit range of that attack expands by 1 (usually 18+ including the default bonus).

Lethal Strike: You deal +1d10 damage on a hit (champion: +2d10; epic: +4d10).

Lucky Stray: On a miss, you can make a basic ranged attack against another foe that is near the target or along your line of sight to the target (between you and the original target or past the original target).

Seeking: You deal +4 damage on a miss (champion: +10; epic: +25).

Twin: When you attack with twin ammunition, a second projectile materializes out of the first and targets the same or a different enemy. Make a free action basic ranged attack for it with a +8 attack bonus instead of your normal bonus (champion: +12; epic: +16).

Champion

Flaming: Bursts into fire as it flies. You deal 8 extra ongoing fire damage on a hit (epic: 20 ongoing fire).

Epic

Death (one-use, but see below): When you hit with this ammunition and deal damage, if the target has 40 hp or fewer after the hit, the creature drops to 0 hp. If it hits but fails to drop its target, the ammunition is not used up. It must of course be retrieved.

Uncanny: It warps the forces of necessity and miracle as it flies. When you attack with this ammunition, use the target's lowest defense instead of the defense your attack would normally target.



Armor, Robe, Shirt, Tunic

Most magic armor powers can apply to heavy armor, light armor, or even no armor (robes or other clothing).

Default bonus: Armor class: +1 AC (adventurer); +2 AC (champion); +3 AC (epic).

Heedlessness: You gain a +4 bonus to all defenses during your first turn in battle. Quirk: Needlessly provocative.

Iron Will: The default AC bonus applies to Mental Defense as well. Quirk: Prone to abstract speculation.

Splendor: Enemies engaged with you take a –2 attack penalty against allies without *splendor*. Quirk: Fastidious about clothing and gear.

Stone Flesh: The default AC bonus applies to Physical Defense as well. Quirk: Extremely stubborn.

Warding: You gain resistance 12+ against attacks targeting Physical Defense or Mental Defense. Quirk: Stretches and meditates whenever inactive.

Belt, Swordbelt, Kilt, Skirt, Girdle, Sash

Default bonus: Increase your maximum recoveries: by 1 (adventurer); by 2 (champion); by 3 (epic).

Blademaster's Belt: One magical sword sheathed on this belt gains a +2 bonus to recharge rolls for its own powers. Quirk: Worries too much about tiny details.

Potion Belt: (recharge 16+) Drink a potion stored on this belt as a quick action instead of a standard action. (It also provides stylish flaps for up to six potions.) Quirk: Constantly attempts to refill everyone else's drinks. Or potions. Or ration bags.

Victory by Inches: You must carry a single magic melee weapon that you keep attached to this item for it to manifest its power. When using that weapon, apply the weapon's magic bonus to miss damage. Quirk: Has a hard time taking no for an answer.



Champion

Resurgence (recharge 16+): When you drop to 0 hit points or lower, heal using a recovery before falling unconscious. Quirk: Bursts forth with wildly optimistic comments from time to time.

*Sash of Suppleness (*recharge 6+): A silky sash worn as a belt. When an attack hits your AC and deals 16 damage or less, change that hit into a miss (epic: 40 damage or less). Quirk: Always stretching, even when it would be more polite or sensible to not be doing so.

Epic

*Kilt of the Mad Archmage (*recharge 11+): When you drop one or more foes with an arcane spell attack, heal using a recovery and gain a +4 bonus to attack rolls with spells until the end of your next turn. Quirk: Roll eyes and giggle too often for comfort.

Totem Kilt: A hide-and-fur skirt bedecked with garish tribal charms, totemic symbols, and spirit knots. You can reroll the first death save you make each battle. Add +2 to the roll. Quirk: Sometimes speaks with the voices of ancestors.

Vitality: Whenever you take ongoing damage, roll an immediate save to end the effect without taking damage first. Quirk: Fascinated by patterns.



Book, Scroll, Tome, Grimoire

Mastering a book requires a course of study and practice, usually accomplished over a day or more. The reader develops a connection to the book, and the book definitely gets in the reader's head. Sometimes a book will reject a reader, leaving them either confounded or disturbed. Every reader considers their own book the best, though most keep it to themselves.

Default bonus: None.

Manual of Enlightened Flesh: This oddly worded tome spells out new ways of thinking about bodily motion, posture, reflexes, metabolism, and more. Those who can discern its true meaning learn to move and act physically with greater agility and precision. You gain a +1 bonus to all skill checks based on Str, Con, or Dex. Quirk: Takes heightened satisfaction in their own physical prowess.

*Scroll of Seven Subtle Serpents (*recharge 6+): Those who master the obscure wording, intricate art, and mystic symbolism of this scroll find themselves exceptionally deft and adroit in melee. When you make a melee attack based on Dexterity, Intelligence, or Wisdom, evoke a special ability of your choice. Pick the ability from one of the following options after seeing whether the attack is a hit.

- Deal +1d6 damage on a hit (champion: +2d8; epic: +4d10).
- Deal +1d4 damage on a miss (champion: +2d6; epic: +4d8).
- Pop free from one enemy.
- Gain 1d10 temporary hit points (champion: 3d8; epic: 8d8).
- Roll a save against an ongoing save ends effect.

Quirk: Always in constant motion, or swaying gently when still.

*Tome of the Divinities and their Deeds (*recharge 16+): This tome's colorful, symbolic diagrams purport to survey the nature and motives of all the gods, summarizing them in vast lists and arranging them in complicated schemes that associate them with elements, planets, passions, and destinies. When you cast a divine spell, heal using a recovery and add +1d6 hit points to the total (champion: +2d8 hp; epic: +4d10 hp). Quirk: Sees the hands of the gods operating subtly through the natural and social world, and makes others aware of it.

Champion

*Manual of Puissant Skill at Arms (*recharge 11+): This iron-bound book looks like you could kill someone with it, which isn't far from the truth. When you miss with a melee attack, reroll the attack using +15 as your attack bonus instead of your own bonus (epic: +20). If an arcane spellcaster reads this manual, it hurts their brain and permanently reduces their maximum hit points by 4 (epic: by 10). Quirk: Constantly checking self out and flexing, and seems to want to be caught doing that.

Epic

*Tome of Arcane Mysteries (*recharge 11+): This weighty volume is full of arcane sigils, half-mad poetry, impious philosophical assertions, and deep reflections into the nature of arcane power. When you make an attack roll with an arcane spell, after finding out whether the attack hits, change the attack roll to a 10 instead of the natural roll. Quirk: Doodles insane geometrical designs.

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 Elvenkind: You gain a +4 bonus to skill checks to walk quietly. Quirk: Develops a love of elegant elven poetry.

Boots of Sure Feet: You can walk or run normally through terrain that would usually slow one down, such as rubble, undergrowth, muck, etc. The boots don't protect you against damage or similar effects incurred from inhospitable terrain. Quirk: Becomes exceptionally picky about diet.



Boots of Ferocious Charge: Whenever you move to engage a foe first and then make a melee attack against it during the same turn, you deal +1d6 damage, hit or miss (champion: +2d8; epic: +4d10). Quirk: You like to start fights as much as you like to finish them.

Sandals of the Slippery Eel (recharge 11+): Reroll a failed disengage check. Quirk: Loves puns.

Cloak, Mantle, Cape

Default bonus: Physical defense: +1 PD (adventurer); +2 PD (champion); +3 PD (epic).

Elven: Add +4 to checks to hide in natural surroundings. Quirk: Prefers the finest things in life; of course, they are elven.

*Evasion (*recharge 6+): When you take damage from an opportunity attack, take 20 less damage from it (champion: 40; epic: 100) Quirk: You can't answer a question directly even if you want to.

Recovery (quick action – recharge 16+): You heal using a recovery and add +4 hp to the total (champion: +10 hp; epic: +25 hp). Quirk: You grow small extra appendages that slowly wither away over days or weeks.

*Stalwart (*recharge 16+): When an attack against your Physical Defense hits, make the attacker reroll the attack and use a PD of 15 instead (champion: 20; epic: 25). Quirk: Always the last to retreat or avoid danger.



Champion

*Guardian (*recharge 11+): When a foe you're engaged with targets your ally with an attack that doesn't include you, make that enemy target you instead of that ally. Declare your choice before the attack is rolled. (Epic: recharge 6+.) Quirk: Compelled to the defense of others, even those who might not need defending.

Epic

*Inviolability (*recharge 16+): When an attack against your Physical Defense hits, change that hit into a miss instead. Quirk: Attempts stunts of toughness and daring that a person less convinced of their invulnerability might be wise enough to avoid.

Gloves, Gauntlets

Default bonus: None.

Ambidexterity (recharge 11+): When you roll a natural 16+ with your first melee attack during your turn while wielding a weapon in your off-hand, make a melee attack with the weapon in your off-hand as a free action, using +10 as your attack bonus (champion: +15; epic: +20). Quirk: Writes with both hands at the same time on different parts of the page. It freaks people out.

*Archer's Gauntlets (*recharge 16+): When you miss with a ranged weapon attack, reroll it using +10 as your attack bonus (champion: +15; epic: +20). Quirk: You're quiet. Too quiet. Say something. For the love of the Blessed Emperor, say something.

Gauntlets of Clobbering (recharge 16+): You deal +1d8 damage with two-handed weapons until the end of the battle (champion: +2d8; epic: +4d10). Quirk: Clobber first, talk later.



*Gloves of Mind Rot (*recharge 6+): When you hit one or more foes with an arcane spell attack, deal +1d10 psychic damage to one target of the attack (champion: +2d10; epic: +5d10). Quirk: The texture of your skin seems wrong to everyone else, but you know it's all in their minds and often explain that to them.

*Jeweled Glove (*recharge 6+): When you cast a divine spell, allow one nearby ally to roll a save against one ongoing save ends effect as a free action. Quirk: Alternately paranoid that people are looking too closely at your precious jeweled glove and upset that people aren't paying enough attention to your amazing jeweled glove.

Helmet, Crown, Diadem, Circlet

Default bonus: Mental defense: +1 MD (adventurer); +2 MD (champion); +3 MD (epic).

Circlet of Approachability: While wearing this circlet, in regular social situations, you appear to others as someone who belongs there. You easily fit in with new groups of people, unless there is some particular reason for others to be suspicious. The circlet has no power in unusual social situations. Quirk: Peppers speech with needless foreign words.

*Helm of Fortunate Dodging (*recharge 11+, and see below): When an enemy misses you with an attack against your AC or PD, change that miss into a fumble (no damage or possibly a negative outcome). Quirk: Easily moved to dancing by rhythmic music, and taps foot when there is no music.

*Helm of the Undaunted Hero (*recharge 6): When your turn starts, roll a save against one ongoing save ends effect. Quirk: Favors traditional battle hymns.



Epic

*Crown of the Mighty Strike (*recharge 16+): This slim but elegant crown wants to share your glory and thus needs you to be glorious. It continually presses you to take bold actions. If the escalation die is 3+, use your next daily attack power this battle as a quick action. Quirk: Likely to make bold statements or undertake bold actions, especially by reflex.

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).

Bearclaw (recharge 11+): When you hit with a melee attack while you're staggered, gain 10 temporary hit points (champion: 25 temporary hp; epic: 50 temporary hp). Quirk: Swaggers even when overmatched.

Lifestone: The stones in the necklace breathe, ever so slightly. You gain a +5 bonus to death saves, if failure would kill you. You also gain a +5 bonus to last gasp saves. Quirk: Chides others for taking risks when they have lesser magical protection.



Paragon (recharge 16+): This necklace changes shape and jewels depending on the race of the wearer. When you use this necklace, you gain another use of your racial power in the battle. Quirk: Sometimes unwittingly speaks in a language that sounds like it could be the original language of their race, if anyone else could understand it.

Water Breathing (recharge 6+): This band of aquamarine and pearls enables you to breathe water for a short time, usually about five minutes. The effect wears off slowly, so you'll have warning to get to the surface. Quirk: Hiccups in stressful situations.



Rings

Default bonus: None.

*Defense (*recharge 6+): When you take damage from an attack, prevent 10 of that damage (champion: prevent 20; epic: prevent 40). Quirk: Stubborn.

Glory: This brilliant, gem-encrusted ring gives you an aura of status (and whatever that entails). Everyone can see it, even if they don't know why. Quirk: Becomes more and more obsessed with the idea that all their accomplishments are undeserved and that they themselves are frauds. This obsession often drives them to heroic acts.

Resilience (recharge 6+): When you use this ring, heal using a recovery. Quirk: Eats an odd vegetarian diet and advocates it loudly.

Thief's-Eye: While the ring is on your finger, if you shut both eyes and concentrate, you can see through the ring, allowing you to peer around corners and such. Quirk: You're always prying into things that should maybe be left shut; doors, topics of conversation, taboos. . . .

Shield

Default bonus: Increase your maximum hit points: by +4 (adventurer); by +10 (champion); by +25 (epic).

Adaptation: Whenever an enemy's attack hits your Physical Defense or Mental Defense, you gain a +4 bonus to that defense until an attack against that defense (including the bonus) misses you, or until the end of the battle. Quirk: Takes on mannerisms of those around them.

Protection: Enemies engaged with you take a –1 attack penalty against your allies. Quirk: Tends to others with too much familiarity.

Puissance (recharge 6+): When you make a basic melee attack, make a recharge roll for one expended power. Quirk: Tremendous appetite for meat.

Resilience (recharge 11+): When you make a basic melee attack, heal using a recovery. Quirk: Eats an odd vegetarian diet and advocates it loudly.

Termination (recharge 6+): When you make a basic melee attack, roll a save against one ongoing damage effect. Quirk: Continually fails to finish sentences, stopping in mid-thoug . . .



Staff

A staff counts as both a wand (arcane spells) and a symbol (divine spells). Staffs are champion or epic items only. Epic staffs don't like to be around lesser staffs, and do not abide wands.

Default bonus: Attack and damage with an arcane or divine spell or attack: +2 (champion); +3 (epic).

Champion

*Diabolical Staff (*recharge: 16+, but see below): A stout staff made of several lengths of wood braided impossibly together. Each "cord" in the braid is carved to resemble a column of tortured souls. With a little inspection, those who wield these staffs can usually find themself represented as one of the naked, writhing figures. You can evoke the power of the staff to gain additional attention and power from the spirits of darkness. When you roll relationship dice with the Diabolist, treat a single 4 as a 5. If you don't roll a 4, the staff recharges automatically during your next quick rest. Quirk: Exaggerates a chaotic or destructive trait that is already there.

Staff of Health: When you cast spells that heal or provide temporary hit points, add 4 to the total (epic: 8). Quirk: The diseased of nearly every population center somehow know to seek you out for healing.

*Staff of the Diffident Magician (*recharge 6+): The first time an enemy engages you, make an opportunity attack against that enemy. On a hit, you deal +2d8 damage with that attack (epic: +4d10) and daze the foe until the end of its turn, if the creature is large or smaller (epic: any size). Quirk: Doesn't like to be touched.

*Staff of the Uncrowned King (*recharge 6+): When you use this power, you automatically succeed on a save against an effect created or caused by an undead enemy. Quirk: You see dead people . . . sometimes.

Epic

*Staff of the Imperium (*standard action – recharge 16+): The power of this golden staff can only be invoked by a spellcaster who has a positive (or at least conflicted) relationship with the Emperor (or, disturbingly, with the Lich King). When you use this power, you can use the power of any other magic item you have touched since your last full heal-up, but you can only use each such individual item power once ever. Quirk: Becomes certain that they are destined to rule.

Symbol, Holy Symbol, Relic, Sacred Branch

Sometimes a symbolic magic item is a gem or rune that can be attached to any of various holy symbols. Typically a divine spellcaster pries the gem or other adornment off a foreign holy symbol and affixes it to their own mundane holy symbol. Symbols are only appropriate for adventurer- and champion-level characters. For epic-level spellcasting items, get a staff.

Default bonus: Attack and damage with a divine spell or attack: +1 (adventurer); +2 (champion).

*Divine Harmony, Knot of (*standard action – recharge 16+): Metal coils wrapped into an elaborate, Celtic-style knot. When you use this knot, you can serve in a priestly function for nearly any god or ritual. You can use this power to meet a free-form challenge, at the GM's discretion. Quirk: Believes in everything.

*Dodging Doom, Symbol of (*recharge 6+): When you cast a divine spell on an ally, that ally can roll a save against one ongoing save ends effect as a free action. Quirk: Wildly optimistic.

*Gathered Power, Symbol of (*recharge with full heal-up): When you use this symbol during a quick rest, you regain an expended daily adventurer-level spell (1st or 3rd level, in practice) (champion: champion-level spell, 5th or 7th). Quirk: Has one-track mind.

*The Gods and Goddesses, Gem of (*recharge 6+): When you cast a daily divine spell on an ally, that ally also heals 10 hit points. Quirk: Insists on courtesy even in situations where none should be required.

Wand

Wands are only appropriate for adventurer- and champion-level characters. For epic-level spellcasting items, get a staff.

Default bonus: Attack and damage with arcane spells or attacks: +1 (adventurer); +2 (champion).

*Wand of the Mage's Invisible Aegis (*recharge 16+): When you use this wand, you can cast the wizard's *shield* spell, with a level no higher than your level. (Champion: recharge 11+). Quirk: Hums tunelessly.

*Wand of the Unfettered Minion (*quick action – recharge 11+): Arcane spellcasters use these wands to give creatures greater ferocity in melee. When you use this wand, a creature who is at least somewhat subservient to you gains a +1 bonus to melee attacks and damage until the end of the battle (champion: +2 bonus). Presumably there may be long-term effects if the same minion is "unfettered" repeatedly, but high fatality rate among minions renders moot any concerns about long-term effects. Quirk: Switches unexpectedly into "evil mastermind" tone of voice.

Champion

Wand of Unerring Pain (see below – recharge 16+): When you miss with a spell that targets a single enemy, as a quick action immediately afterward, fire a magical missile that automatically hits that creature for 4d10 force damage. Quirk: Stares intently, often at nothing.

Weapons

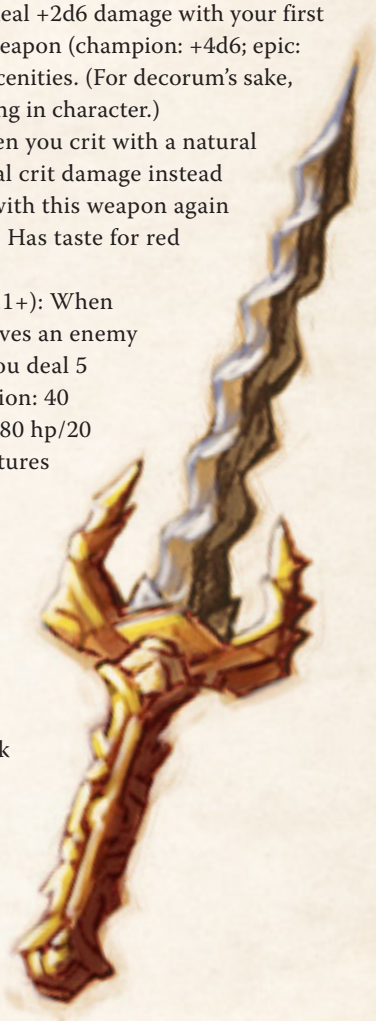
Default bonus: Attacks and damage when using the weapon: +1 (adventurer); +2 (champion); +3 (epic).

Abandon (melee weapon): You deal +2d6 damage with your first attack each battle using this weapon (champion: +4d6; epic: +4d12). Quirk: Blurts out obscenities. (For decorum's sake, use euphemisms when speaking in character.)

Bloodthirsty (any weapon): When you crit with a natural 20 using this weapon, you deal crit damage instead of normal damage if you hit with this weapon again during your next turn. Quirk: Has taste for red meat.

Cruel (any weapon – recharge 11+): When damage from this weapon leaves an enemy with 20 hit points or fewer, you deal 5 ongoing damage to it (champion: 40 hp/10 ongoing damage; epic: 80 hp/20 ongoing damage). Quirk: Tortures flies.

Dexterous Parry (one-handed melee weapon – recharge 11+): When an enemy you are engaged with hits you while you're wielding this weapon, make a Dexterity check against the attacker's MD. If you succeed, the attack misses instead. Quirk: Jumpy and suspicious.



Distraction (two-handed melee weapon – recharge 11+): When you hit with this weapon, allow one of your allies engaged with that foe to make a basic melee attack against it as a free action. Quirk: Intrudes on personal space.

Flurry (two-handed melee weapon – recharge 11+): When you make a basic attack, make a second basic attack against a different enemy as a free action. Quirk: Fidgety.

Greater Striking (melee weapon): While the escalation die is 3+, you deal +1d8 damage whenever you hit with this weapon (champion: +2d8; epic: +4d8). Quirk: Favors iron and steel, seeing little beauty in gold or gems.

Haughty (any weapon): When you hit with an attack using this weapon, if that enemy is the most dangerous foe in the battle (or tied for most dangerous, GM's assessment), you deal +1d4 per tier damage to it (champion: +1d8 per tier; epic: +1d10 per tier). Quirk: Challenges others to improvised contests.

Inimical (any weapon): When you hit with this weapon, you can deal +1d10 damage to that enemy (champion: +2d10; epic: +4d10). If you do, you also take that extra damage. Quirk: Bites nails, or a similar darker habit.

Liberation (melee weapon – quick action – recharge 6+): If you have attacked with this weapon this turn, allow an ally to roll a save against an ongoing save ends effect as a free action. Quirk: Drones on about the Priestess and how her healing grace will save all the worlds.

Mighty Swing (two-handed melee weapon – move action): You deal +1d8 damage with your next melee attack with this weapon that hits this turn (champion: +2d8; epic: +4d8). If you miss, you take that damage instead. Quirk: Tends to break things.

Protection (melee weapon – recharge 6+): When you make a basic attack with this weapon, gain a +4 bonus to all defenses until the end of your next turn (champion: +5; epic: +6). Quirk: Has urges to watch over the helpless or innocent.

Puissance (melee weapon – recharge 16+): When you make a basic attack with this weapon, make a recharge roll for one power. Quirk: Tremendous appetite for meat.

Steady (ranged weapon – recharge 11+): Before rolling a ranged attack with this weapon, choose 10 as the natural roll for that attack. Quirk: Talks too much about the weather.

Unstinting Virtue (melee weapon – recharge 11+): When you make a basic attack with this weapon, roll a save against a save ends effect. Quirk: Insists that all weakness is an illusion.

Vanity (melee weapon): When you hit with this weapon, deal +1d6 damage to that enemy if you are the only one engaged with it (champion: +2d6; epic: +4d6). Quirk: Tells their name (their real one) to everyone.

Vengeance (melee weapon): When you hit with this weapon while you are staggered, deal +1d6 (champion: +2d6; epic: +3d6) damage to that enemy. Quirk: Quick to take offense.

Champion

Longbow of Fallen Grace (+3 longbow – recharge 16+): If your *elven grace* racial ability roll failed this turn, use the natural result of this bow's attack roll as another *elven grace* roll, after you see the roll. Quirk: Complains too often that the glorious centuries of old are gone forever.

Mighty Stunning (one-handed blunt 1d6 melee weapon – recharge 16+): When you roll a natural even hit with this weapon and have more hit points than the target, that creature is also stunned until the end of its next turn. Quirk: Warns of impending doom.

Reckless (melee weapon – recharge 6+): When you miss with an attack, reroll the attack with a +4 bonus. In addition, until the end of the battle, enemies attacking you add the escalation die to their attack roll (no effect if the enemy already adds it for some reason). Quirk: Low impulse control, particularly when it comes to impulsive movements through doors, onto railings, or over tables.

Epic

Greatsword of Utter Night (+3 greatsword – recharge 6+): When you hit with this weapon, you spirit away that enemy and yourself to an empty void beyond time where only the two of you face each other for a short time. Neither you nor your foe can move, but you can sure fight. Your enemy acts first, then you, and then you are both spirited back to the real world exactly where you were when the power triggered. Bystanders only see a flash of black. Quirk: Has disturbing dreams that can't be remembered, or at the very least must not be.

Incomparable Axe of Wyrm Chopping (+3 axe): In every age since it was first forged, this axe has resurfaced. Sometimes the Three find the axe and destroy it, but it nevertheless somehow appears again in the following age. In the 13th Age, the *Incomparable Axe* has yet to appear.

Whenever you attack a dragon with the axe, you deal +40 damage, hit or miss. The GM determines just how broadly the term "dragon" applies. Quirk: Speaks in Draconic, first just curses, but then more and more elements of speech.

Wondrous Items

You can attune multiple wondrous items. They don't fill up a chakra.

Default bonus: None.

Lore Bottle: A bottle of translucent glass, sealed with lead, with a ghastly face that peers out at you. When you ask it questions, it answers in the form of vague hunches. For tough questions, the face might fade out for a while, apparently searching somewhere for an answer. Owning the bottle gives you +2 bonus to Intelligence-based skill checks, if you have the time (and privacy) to consult the *lore bottle*. Chances are, your particular lore bottle has some sort of specialty or bias, which you will discover only through use. Unlike most magic items, *lore bottles* can often be found for sale, but you probably don't want those. Quirk: The connection formed with the face in the bottle can be compelling and unsettling, as the spirit literally "gets in your head." Each bottle has a different effect on its owner.



Dwarven Mug: One in four mugs of ale you drink from this mug will be magically transformed into the very finest nonmagical dwarven ale. If your relationship with the mug is good, the variety might even suit your current mood and the odds of getting a good brew might improve in your favor. But really, who's going to complain about putting down a second, or even third, mug for the chance to get a taste of the best stuff? When that excellent ale does show up, you can share a sip or two with a friend, but other attempts to capitalize on this mug's magic will just shut it down until it can find a more suitable owner. Quirk: Speaks in dwarven, especially while drunk, even if ordinarily unable to speak dwarven.

Rope of Entangling: Fifty feet of fine, spidersilk rope, woven so closely that it seems like a solid, flexible cable. Once you attune the rope during a full heal-up, you can make it entangle things with standard action commands. In combat, it's not that useful, because it's slow compared to a living thing. If the target is stationary, however, the rope excels at reaching, climbing, snaking, coiling, and entangling. You might be able to get the rope to bind a ferocious monster, but the rope is likely to get destroyed in the process. Quirk: Speaks in sentences for which "convoluted" is the only proper term.

Cursed Magic Items

Cursed items can be useful, though all of them have significant drawbacks. You can usually get a sense for what the item does by using it in battle.

GAMEMASTER

The point of cursed items, and especially cursed weapons, is that they provide a bonus that is superior to normal items at their tier. Some players adore that type of thing and willingly use cursed items because they think the math goes in their favor. Other players think those people are crazy. So this is an area where what players think is sometimes more important than what their characters think. If you prefer, treat cursed items as objects that can only be gotten rid of via complicated quests instead of relying on the power-greed of particular players.

Blade of Unerring Panache (+2 weapon): When you attack with this weapon and miss, you lose 4 hp (champion: 10 hp; epic: 25 hp). Quirk: Tells the same stories over and over.

Sword of Relentless Glory (+2 weapon): If you don't make a melee attack with this weapon during your turn, it shuts down and its default bonus becomes +0 until the end of the battle. Quirk: Spouts furious curses in battle.

Wand of the Bloodless Mage (+2 implement): When you attack using this wand, you lose 1 hp (champion: 3 hp; epic: 6 hp). Quirk: Laughs turn hollow or spectral.

Champion

Any adventurer cursed item bumped up, or . . .

Axe of Bloody Vengeance (+3 weapon): You cannot rally during a battle. Quirk: Carves patterns into own skin with fingernails.

Brazen Armor (+3 armor): When an attack against your AC crits you, the armor "goes quiet" and its default bonus becomes +0 until the end of the battle. Quirk: Becomes unreliable with forgettable tasks.

Epic

Any lower item bumped up, or . . .

Great Low Sickle (+5 weapon): This flint sickle was used to defeat and unman a High Druid of an earlier age, so it is as much a political symbol as a weapon. Although cursed for its impious use and stripped of its former powers, it remains a potent weapon. You deal +5 damage with missed attacks, but all of your defenses take a –3 penalty.

*Staff of Dark Karma (*3/day): When you hit with a spell attack, deal extra damage to one target. If the spell targets one enemy, deal +4d10 damage. Otherwise, deal +2d10 damage. In addition, the first time you take damage each battle, you lose 20 hp.

Creating Magic Items

We aren't providing rules for how your PCs can create magic items because we don't *use* rules for that. Your PC can make magic items the same way they make friends, allies, and plans—by roleplaying.

Your PC can make a magic item if the ability to do so is part of that character's story, if real effort is made to make the item, and if the GM judges that the value of the magic is about what a PC should expect to get as treasure for the efforts they make. If the GM thinks you're being greedy or silly, you'll have to wait until your skills are worthy.

If you want your PC to have a particular magic item, perhaps one of your own invention, create some story about how your character is fated to own such an item, and then suggest some horrible location where such an item might be found. Or maybe your PC has always heard stories about this type of special item because it symbolizes something mystical in your PC's heretical religion. Or maybe you saw such an item when you were young and would consider yourself a true hero if you got your hands on one. If your GM and your story are good, you might get what you want.



CHAPTER 10

BLOOD & LIGHTNING

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This introductory adventure introduces players to using icon relationships and the combat system as first and second level adventurers. You can run it for three to seven 1st level characters; if you go above or below these parameters, adjust the battles accordingly.

Part of the fun of GMing is being as surprised as the players by some of the game's events. This adventure contains open-plan possibilities that are meant to be filled in by events and antagonists suggested by the player characters' backgrounds and icon relationships.

Adventure summary: The PCs journey to a magical location under attack from one villainous icon from without and betrayed from within by an agent of the Three. Eventually they must cope with an insane mutating traitor and a crippled dragon.

THREE PILLARS

The central location of the adventure is a cunningly constructed magical tower garrisoned by magicians and warriors loyal to one of the icons. Ideally, one or more of the PCs will have a positive or conflicted relationship with that icon. Choose a version of Boltstrike Pillar that fits the player characters' stories and icon relationships or make up another version if none of these three suits your campaign.



***What the PCs know*:** Boltstrike Pillar is a rarity, a wizard-oriented community located in the wilderness. The wizards depend on soldiers, rangers, and other warriors to defend the tower while they concentrate on magical rituals there that are principally concerned with weather control. The tower's commander, Ameliefor, owes her position to martial skill rather than arcane talent.

Pillar's appearance: The silver flame atop the tower is no metaphor: it's an active magical flare visible for miles that draws all the lightning in the skies harmlessly down into the tower to power the Archmage's magical effects going on the area.



What the PCs know: Boltstrike Pillar is a rarity, a ritual-magic-centered community of high elf wizards and wood elf warriors. It's located somewhere north of Drakkenhall and south of the Court of Stars. Speculation suggests that its magic has something to do with suppressing the efforts of the Blue to extend her power north from Drakkenhall toward the Grey Towers.

Pillar's appearance: Beautiful trees native to elven forests grow from the sides of the tower. Its interior construction mixes stone and living wood. The twisting flame atop the tower is a sculpture—an artifact created by elven sorcery that draws on the power of the storm.



What the PCs know: Until recently, Boltstrike Pillar was part of the Archmage's weather-suppression warding system. But the Archmage pulled out of the tower, or was forced out, and forces friendly to the High Druid have moved in to take their place. Their eventual mission could be to release the energy the tower drained from the world back into the world a little at a time instead of as one giant explosion.

Pillar's appearance: The stone flame atop the sculpture is a leftover from the era of the Archmage. Its original colors are now hidden behind a layer of moss and twining vines, symbols of the growing power of the High Druid.

COMMON ELEMENTS

In whatever manner you cast the icon allegiance of the magicians at Boltstrike Pillar, each play-through of the adventure is likely to have some common elements. Some are relatively set, while others allow you to choose characters or icons as you wish. The following are most likely:

Rumors of an attack by the Three: The PCs probably travel to Boltstrike bearing rumors of an impending attack by agents of the Three.

***Enemy icon served by goblins*:** Goblin raiders burning areas around Boltstrike Pillar serve one of the villainous icons other than the Three.

A magic weapon named Glaezentorg: *Glaezentorg* is a fine but extremely violent +1 magic weapon that the magicians of Boltstrike Pillar want to pass on to someone else. The weapon might be disruptive to their rituals. Or it might have killed someone they suspect should not have been killed. Or it could simply be a case of a reward for past actions that is finally going to be carried through and delivered to a PC. In any case, the promise of receiving *Glaezentorg* is incentive for the PCs to get to Boltstrike Pillar. You can choose what type of melee weapon it is based on the weapons used by the PCs.

A traitor at the Pillar: One of the warriors at Boltstrike Pillar will turn out to be a traitor who will shut down the site's powerful magical defenses at a key moment, allowing agents of the Three to land atop the tower. Depending on how the social scenes of the adventure play out, the traitor could be someone the PCs meet and talk with at the tower, the named second-in-command at the Pillar, the warrior who is supposed to be trading away *Glaezentorg* to the PCs, and/or possibly a figure from one of the PC's background stories who is acting in haste before the PC has a chance to recognize and expose them.

Glaezentorg the Bloody

Glaezentorg the Bloody (melee weapon – recharge 11+): When you hit with an attack using this weapon that staggers or drops an enemy, make another melee attack that turn as a free action. Quirk: Speaks in a low and unnatural growling voice.

ONE LIKELY PATH

What follows is one method of organizing the action in this adventure. Given possible complications from icon relationships, PC backgrounds, and stories that crop up in the middle of play, you don't have to be set on using every scene or rolling the scenes out in order. Individual scenes contain notes on alternative uses of the monsters and story elements in the scene.

Setup: Initial setup harnesses the PCs' icon relationships and backstories to motivate action near Boltstrike Pillar. The PCs might also receive warnings of threats from allies of the Three.

The goblin fight: The PCs arrival in the Boltstrike area is complicated by a run-in with goblins. They're not agents of the Three, however, and turn out to be related to a different villainous icon the PCs have reason to oppose.

At Boltstrike Pillar: Social interactions between the PCs and those at the tower begin. Armed with the identity of the goblins' sponsor, the tower magicians perform divinations and suggest a counter-strike against a nearby position held by the enemy icon.

Mission to Greenstand: When the PCs move against the goblins in the Greenstand ruins, they discover that the goblins have been eliminated recently by attackers who were too busy to loot them. Clues point to a great dragon.

Dragon attack: The PCs return to Boltstrike Pillar in time to see it being ravaged by a great dragon. As the tower's supposed defenders flee, the PCs have to choose between confronting the traitor and some invading lizardmen atop the tower, or fighting the now-crippled dragon where it is wreaking havoc at the tower's base.

Aftermath: Many possibilities, depending on the PCs' actions.

SETUP

You've already chosen the tone of your campaign and helped your players design their characters. Now start the first session by having the players roll their icon relationship dice. As the session begins, use the results of the icon relationship rolls to set the scene for the opening of the adventure as explained on page 179. Along with the usual options for information, magic, and story events, consider the following angles. . . .

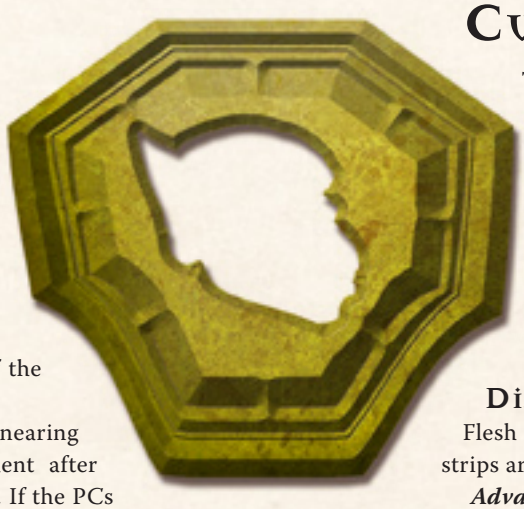
Treasure swap option: With a 5 result for an icon a PC has a positive relationship with, that icon may have loaned the PC an adventurer-tier magic item that is meant to be delivered to the magicians at Boltstrike Pillar. In return, the PC is supposed to receive the magic weapon named *Glaezentorg* from its present holder at the tower. This option gives the GM leverage for providing an interesting temporary item and building up expectations for the eventual transfer of *Glaezentorg*.

Magic for a mission: A success (5 or 6) for an icon related to Boltstrike Pillar could provide that PC with an adventurer-tier magic item supplied by allies of the icon in return for undertaking a mission against goblin raiders. Goblin raiders have been active in the area around Boltstrike, harassing travelers and attacking Boltstrike's defenders when they venture beyond the tower's wards. The goblins can't attack Boltstrike Pillar directly because of its powerful magical defenses, but they've become a nuisance that the current garrison isn't staffed to handle.

A PC getting information from such allies may learn that the warriors defending Boltstrike Pillar slack off more than they should because the tower's magical wards and protective spells are so strong.

The goblins' true master: Goblins are flexible. They're willing to serve all the villainous icons, any of whom could have reason to hate the Boltstrike's inhabitants. Feel free to use successful icon relationship rolls with negative or conflicted relations with villainous icons to sort out who the goblins' masters really are.

The Goblin Fight



Boltstrike Pillar is located somewhere in the wilderness away from the Midland Sea. You can treat the travel scene in as much detail as your players find interesting, OR you could start the session by rolling initiative for the fight with the goblins and handling the rest of the exposition as flashbacks.

The goblins are looking for travelers nearing Boltstrike Pillar and they're overconfident after slaying a trapper and a couple merchants. If the PCs decided to travel at night, they might be ambushed, otherwise the goblins' ambush skills aren't great.

For a first battle scene, you don't need to do much with terrain; use a mix of brush and small trees with a couple places to hide in shadows, unless you're feeling ambitious. If the PCs make canny use of backgrounds and skills to take the fight to the goblins, the battle could be in the goblins' cave hideout instead. Use the Goblin Fight chart below to determine how many goblins the PCs are facing.

Treasure: Use this battle to give away a magic item if that's how you want to interpret the session's icon relationship rolls. Otherwise, the goblins are carrying a mix of well-used coins worth around 1d6 gp (per goblin)—not much.

Incremental advance: If the PCs handle themselves at all well, give each of them an incremental advance. This isn't normally how you should handle incremental advances, but it's OK to push through first level more quickly.

Goblin Fight Chart

Number of PCs	Goblin Shamans	Goblin Grunts	Goblin Scum
3	1	2	2
4	1	2	3
5	1	3	4
6	2	3	4
7	2	4	6

Customization

The goblins carry themselves differently depending on which icon they serve. They also have a different advantage depending on their master. Skip the *advantages* if you think your players are already in over their heads; use them if your players are comfortable with d20-rolling games or generally play well as kick-ass heroes.

Diabolist

Flesh is torn off of the goblins' heads in long strips around tattoos of the Diabolist's symbol.

Advantage: At a dramatically appropriate time, immediately after a shaman or grunt gets damaged (or even killed) the wounded goblin bends over and coughs out a messenger imp (see stats on page 300). Even if the PCs are losing the battle, the messenger imp fights for one round while it warms up its wings and then flies away from the fight at top speed, first ascending, then disappearing from view if the PCs don't manage to shoot it down. There's no immediate consequence if the messenger imp escapes, but the PCs should be properly fearful of consequences later on . . . and it will be interesting to find out what they report at Boltstrike Pillar. Conversely, if the PCs manage to kill the messenger imp, that's a big deal and it should get them a lot of attention from those guarding the tower.

Lich King

The shaman's face is tattooed to look like a skull. Some limbs of the goblin grunts are withered and half-mummified, though that doesn't seem to slow them down.

Advantage: When a goblin grunt drops, there's a 50% chance that it rises and fights during its next turn as a *pathetic goblin zombie*. After the PCs have seen it happen once, they can use an attack that deals damage once the grunt is down to keep it down, at which point you can describe them interrupting the zombification.

Orc Lord

The goblins seem far more aggressive than they have any right to be. They talk to each other using orcish slang.

Advantage: The grunts are armed with wicked axes instead of clubs. They have the same attack bonus, but deal +1 damage.

Goblin Grunt

1st level troop [HUMANOID]
Initiative: +3

Club +6 vs. AC—6 damage if the goblins and their allies outnumber their enemies; 4 damage if they don't.

R: Shortbow +6 vs. AC—4 damage

Shifty bugger: Goblins gain a +5 bonus to disengage checks.

AC 16
PD 13 **HP 22**
MD 12

Goblin Scum

1st level mook [HUMANOID]
Initiative: +3

Club +6 vs. AC—4 damage

R: Shortbow, +6 vs. AC—3 damage

Shifty bugger: Goblins gain a +5 bonus to disengage checks.

AC 16
PD 14 **HP 5 (mook)**
MD 11

Mook: Kill one goblin scum mook for every 5 damage you deal to the mob.

Goblin Shaman

2nd level caster [HUMANOID]
Initiative: +6

Pointy spear +6 vs. AC—5 damage

R: Shaking curse +6 vs. PD—8 damage, and until the end of the shaman's next turn, the target takes 2 damage whenever an enemy engages it or disengages from it

Natural even hit or miss: Choose another nearby enemy; it also suffers from the engage/disengage effect until the end of the shaman's next turn.

Shifty bugger: Goblins gain a +5 bonus to disengage checks.

AC 17
PD 12 **HP 34**
MD 16

Messenger Imp

2nd level troop [DEMON]
Initiative: +9

Festering claws +7 vs. AC—2 damage, and 5 ongoing damage

Curse aura: Whenever a creature attacks the imp and rolls a natural 1–5, that creature takes 1d8 psychic damage.

Flight: Messenger imps fly high and fast, but it takes them a few seconds to get their wings buzzing fast enough to take off.

AC 19
PD 14 **HP 32**
MD 14

Pathetic Goblin Zombie

0 level mook [UNDEAD]
Initiative: –1
Vulnerability: holy

Withered limb +5 vs. AC—2 damage
Natural 16+: Both the zombie and its target take 1d4 damage.

Headshot: A critical hit against a pathetic goblin zombie deals triple damage instead of the normal double damage for a crit (probably not relevant in this fight, since goblin zombies are a separate mob from the goblin scum).

AC 13
PD 10 **HP 7 (mook)**
MD 7

Mook: Kill one pathetic goblin zombie mook for every 7 damage you deal to the mob (which ironically may not help if these zombies surface piecemeal).

At Boltstrike Pillar

Boltstrike Pillar is a massive stone column that twists and turns seven stories into the air. The tower has been a node of supernatural forces for ages. It may have started as a more-or-less natural formation, but over the centuries it has been partially hollowed out and carved into living spaces and magical workshops. Around the tower is a walled area with a few stone and timber dwellings and storage structures, a well, etc. Other features of the living space outside the wall depend on which icon holds power. Play off these areas as you like and be sure to include details of their destruction when the dragon attacks the tower later in the adventure.

Archmage: Herb gardens, small livestock pens for goats and sheep, and an archery range for the soldiers.

Elf Queen: A tamed stream, butterfly gardens, a symbolic palisade containing branches from the home forests of each of the wood elves at the tower, and roosts for the hunting falcons that cannot live within the tower itself because of its overwhelming magical energy.

High Druid: Caves for an allied dire animal or two, cook fires, tents, and hammocks.

First Impressions

As the PCs get close to Boltstrike Pillar, they'll probably be met by the leader of the guards and their second-in-command along with a couple of the warriors who help guard the tower in the few cases when its magical defenses aren't sufficient. The guards will be pleased to hear that the PCs caught lurking goblins. News that the goblin raiders are associated with an enemy icon will come as a small surprise and will lead to a request for further assistance after the PCs have had a chance to get settled in the buildings outside the tower.

The PCs will not be invited into the tower itself, at first, because its aetheric vibrations gradually harm those who have not been ritually prepared to endure its magic. Even from the outside, the PCs can tell that Boltstrike Pillar and everything in it is a notch above what they can usually handle. The massive doors, the impressive balconies, and even the way the tower dominates the landscape all give the PCs a clear impression that they've reached a site with true power. If your players are the type who want to know what's going on with the mechanics of the game, tell them that because the Boltstrike Pillar is a *champion* environment (the type of place 5th to 7th level characters are more accustomed to), the DCs for doors, traps, and everything else in the tower are 5 higher than what the characters would normally deal with.

NPCs at Boltstrike Pillar

Depending on the icon controlling Boltstrike Pillar, there are three possible NPC leaders of the guards. They are meant to be NPCs you roleplay rather than NPCs for which you need stats. These leaders are not the traitor, though their second-in-command might be. In each case, the warriors mentioned below are guarding around a dozen non-combatant magicians and three or four servants.

During initial greetings, assuming that one of the PCs is arriving to take ownership of *Glaezentorg*, the second-in-command guard will explain that the warrior presently holding *Glaezentorg* is finishing the rituals that will sever the tower's connection to the weapon, and that those rituals will be finished sometime past midnight.

Archmage: The Wizard Militant is a middle-aged half-elf female named Ameliefor who wears chain armor beneath her wizardly robes. She's all-business, with little time to chat about trivialities. She's served by four or five 1st level human and half-orc warriors armed with crossbows and pikes. They guard around a dozen non-combatant wizards and a few servants.

Her second-in-command, Varis, an apparently friendly male human wizard, will chat about weather control and ley lines and anything else the PCs might want to know about Boltstrike Pillar.

Elf Queen: Quellis is a female high elf wizard. She's extraordinarily beautiful, but if you look at her too long, you see lightning bolts dancing in her eyes. It's disconcerting, particularly because she tends to stare a bit too long herself so that you feel compelled to match her gaze until you're forced to look away. The guards under her command include a half-elf, three wood-elves, and a human, all rangers or fighters of some sort.

Her second-in-command is a personable male half-elf fighter named Zanj who clearly handles all the personal interactions that are uninteresting to Quellis.

High Druid: The present leader of the guards is a half-elf woman named Torrent, a druid who wears a tiger pelt cape that seems to be part of her body when someone gets a good look at it. She glides from point to point on winds that carry her along while merely mussing everyone else's hair. Her warriors are five human and half-elven fighters armed with spears and bows.

Torrent's second-in-command is a male human fighter named Sun, who has golden eyes.

Discussions & Deceptions

News of the goblins' presence is going to come as a surprise to the Boltstrike Pillar community. Somehow the goblins were masked from them. The tower's commander will call for immediate targeted divinations that will uncover a group of hobgoblins and goblins massing in some nearby ruins named Greenstand for the trees and shrubs that make the ruins appear to be a giant topiary.

Greenstand is a bit of a joke for the defenders of Boltstrike Pillar: as they explain, enemies preparing for an assault on the tower nearly always decide that Greenstand is a good place to hide and prepare for the attack. So the tower's defenders have seeded

the ruins with fireball and force blast spells that will erupt and target enemies within the walls of the ruins. All that's required is for a spellcaster touching the walls to speak the activation words as a quick action.

As a quick mission, the leaders at Boltstrike Pillar will ask the PCs to handle the problem; they should be able to slip into Greenstand as night begins to fall and use the seeded magic and their own powers to blast the hobgoblins and goblins in their hiding hole.

Ideally, the commander of Boltstrike Pillar wants to send the PCs to handle this attack while she tries to figure out why the tower's detection magic didn't notice enemies hiding in Greenstand sooner. The answer to her question, of course, is that Boltstrike Pillar holds a traitor who tampered with all the tower's detection magics, but that's not going to become clear until it's too late.

Mission to Greenstand

If the PCs turn down the mission to attack the goblins at Greenstand, they're given dirty stares and assigned quarters for the night outside the tower's warded areas. Once they bed down, however, their sleep will be interrupted.

The mission to attack Greenstand comes with immediate rewards that the commander will mention as she asks the PCs to deal with the hobgoblins: she will get the tower's defenders to loan the PCs one suit of adventurer-tier magic armor and one adventurer-tier magic implement or weapon. Both are items that have been waiting to be integrated into the tower's defenses. In addition, she'll give each PC a healing potion (one of which will be a champion-tier healing potion). It should be obvious to the PCs that this gift is a royal haul, and PCs who try to barter for more should be given the feeling that they've erred.

If the PCs insist on a guide or help from those at Boltstrike Pillar, or if the PCs seem untrustworthy, the second-in-command will accompany them and can be as helpful or as annoying as you wish.

Approaching the Ruins

Greenstand is an hour or two away, depending on how quickly the PCs can move in the darkness. When the PCs are fifteen or twenty minutes away from Greenstand, they start seeing flashes and hearing explosions from the direction of the ruins.

What's happened is that the traitor at Boltstrike Pillar has notified his contact with the Three that there is another enemy icon preparing to move on the tower. Armed with the knowledge of the booby-trap spells, a large blue dragon and a group of dragonic sorcerers and lizardmen have stopped by Greenstand on their way to Boltstrike Pillar to put an end to the competition.

Late to the Massacre

The PCs were given directions for a route to approach Greenstand through a hidden culvert. The hidden approach slows them down slightly, or they might find a way of getting eyes on the ruins faster. In either case, they're going to find a massacre zone. If you like, have a couple of goblin survivors attempting to escape in the darkness, but there's no true battle there. A great blue dragon strafed the ruins while its allied sorcerers activated the magical traps set up by the magicians of Boltstrike Pillar.

Use as many of the images and events in the short list that follows as you like, along with magical, warfare-related, or dragon-related DC 15 skill checks to figure out what happened at the ruins. Failed skill checks could *fail forward* in the sense that the PC figures out what happened but is hit by a lingering booby trap.

- *First booby trap:* A pea-sized ball of flame pops up from the eye of a dragon painted on the floor that was partly hidden by a corpse and explodes into a fireball; **+5 vs. PD (all nearby creatures)**—1d12 fire damage.
- *Second booby trap*: Converging lines of force flicker for a moment as a PC steps on a tile that failed to activate earlier; **+6 vs. PD (the PC tripping the trap)**—2d8 force damage.
- Everyone sees that the ruins are littered with hobgoblin corpses that have sizzled and fried flesh.
- Lightning bolts shredded the trees from above.
- Fire and acid scoured the bodies inside the ruins. It looks like the ruins' booby traps were triggered already. Experimentation with the trigger phrase would verify that; the magic is expended.
- Claw marks of a very large dragon imprint the mud beside the hidden culvert where the dragon landed on a goblin shaman. Those reports of attacks by servants of the Three? Potentially correct.
- Whoever did this is already gone and they didn't even stop to search the bodies: one of the hobgoblin warmages was carrying a *+1 magic dagger of spell recovery*: The magic bonus also applies to your attempts to recharge spells. *Quirk:* When you get the chance, you want to dip your fingers into blood and fingerpaint with it.
- A few hobgoblins who managed to run out of the ruins were dropped by crude heavy spears, the kind of weapons wielded by lizardmen, because they're too stubborn to learn how to use better weapons.
- Depending on whether the PCs figure out what the danger is going to be, you may end up giving them a push by describing how the sky in the direction of Boltstrike Pillar is exploding with lightning and magical spells.

Grim Wisdom

At some point during or after the exploration of Greenstand, the PCs may realize that they have been drawn out of position while their enemies move on Boltstrike Pillar. It could come as a moment of cold wisdom, when hearts sink, teeth clench, and resolve pushes heroes onward. If the PCs muster any type of resolve or courage, give them an incremental advance on the spot.

It's not an incremental advance they've earned. It's an advance they *need*. If you use music to set the tone of your games, this is the moment for something grim that promises trouble.



Notifications

The PCs may realize that warning Boltstrike Pillar is a good idea, but they're going to have a hard time of it. Whether they use spells, flying familiars, or other cunning methods, succeeding with a message requires a DC 25 check (champion tier opposition, hard task). Magic interference hurts spells, sudden lightning storms drive away flying familiars, the weather is suddenly a terrible stormy mess, etc.

If a message does get through, the defenders of the tower succeed in not being wiped out completely, but treachery and the dragon's overwhelming attack will probably still eliminate most of Boltstrike Pillar's ability to defend itself.

Dragon Attack

Handle the timing of the following scenes however you like if the PCs head back to Boltstrike Pillar.

The first scene, *Dragon vs. Pillar*, is something the PCs either witness from a distance or hear about from a Boltstrike survivor running away from the battle.

The second and third scenes are battles you can play in the order that works best. The PCs will face the first battle as 1st level characters (assuming that's how they began) with a couple incremental advances.

Leveling up after the first battle: Whether the PCs confront the traitor or the crippled dragon, they'll have earned second level. Yes, it's a break in the action, but it's the type of break players usually accept.

If the PCs don't go back to Boltstrike: Cowards? Or do they have some cunning plan? The Three take Boltstrike easily, the traitor achieves monstrous levels of power, and the PCs risk blame for everything, including running away with magic items that belonged to the Pillar when the Pillar was being conquered by its enemies.



Dragon vs. Pillar: A Narrative

After a traitor inside Boltstrike Pillar shut down the tower's main defenses, a large blue dragon named Krovikir landed on top and blasted the magical flame atop the tower again and again with its lightning breath. Sorcerers and warriors allied with the dragon swarmed off its back and descended into the tower, slaying any they could find.

The commander of the tower used her spells to drive the dragon off the tower and to strike off one of its wings, but the commander was then struck down by the traitor, who can now be given a name. Having the traitor use *Glaezentorg* to strike down the commander feels right here.

The traitor is conducting a ritual at the top of the tower with the warriors of the Three that survived the fight with the commander. The crippled blue dragon is either rampaging near the tower's base, slaying any it can find, or trying to escape, whichever option you prefer.

Boltstrike Pillar's original defenders are slain, routed, or captured and about to be sacrificed in a ritual. Now it's up to the PCs.

Fighting the Dragon

Normally, an 8th level large blue dragon is over the PCs' punching weight, even if they already fought the traitor and have leveled up to second. But if that dragon gets spell-blasted by the tower's commander and crashes to the ground with one wing destroyed, unable to fly away? That's a fight the PCs might live through as well as enjoy. The dragon's injuries are obvious to the PCs when they see it.

You can now treat what started as an 8th level monster as a 4th level enemy, tough but not impossible. The crippled blue dragon is about right as a fight for four or five 2nd level PCs; if there's more than five PCs, you should give it an ally or two.

This battle could play out while the traitor is still trying to assume control of the tower. Or it could come after the PCs have fought the traitor, if the PCs decide to track down and eliminate (or interrogate?) the blue dragon, since it can no longer escape to the skies and is moving on land.

If the PCs are still 1st level, say that the dragon is even more messed up: subtract 2 from all its attacks and defenses (and don't worry, its *crippled escalator* ability will still make the dragon a lethal threat).

Crippled Blue Dragon

Large 4th level caster [DRAGON]
Initiative: +7
Vulnerability: force

Double claws +8 vs. AC (2 attacks)—7 damage
Natural even hit or miss: The dragon can make a *bite* attack as a free action.

[Special trigger] **Bite +8 vs. AC**—10 damage, and 1d10 lightning damage

C: Lightning breath +8 vs. PD (1d3 nearby or far away enemies)—15 lightning damage
Natural even hit: The target is also dazed (save ends).

Already staggered: This dragon is so badly hurt that it counts as being staggered. One wing is destroyed and the dragon cannot fly.

Crippled escalator: When the escalation die is even, the dragon adds the escalation die to its attack rolls.

Wheezing breath: The dragon can use *lightning breath* 1d2 times per battle, but never two turns in a row.

[vs. 2nd level PCs only] *Faltering counter-spell:* When an enemy targets this dragon with a spell, the dragon might be able to roll a save; success means the spell has no effect on the dragon. If the level of the spell is lower than the dragon's level, it's a hard save (16+). If the spell is equal to its level or higher, it doesn't get to roll a save.

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.

AC 20
PD 18 **HP 120**
MD 18

The Name of the Traitor

If you haven't settled on one of the named NPCs or a character from a PC's backstory as the traitor, you could use the name Zvegdar, the name of the traitor in our earlier playtest drafts. To players familiar with those drafts, using the name Zvegdar is foreshadowing.

Fighting the Traitor

Aided by lizardmen that flew in on the dragon's back, the traitor is attempting to conduct a ritual in the new slightly lower-down top layer of the tower to take control of the tower's magic for the Three. If the PCs don't stop him, he'll eventually succeed.

The ritual involves the ritualistic slaying and consumption of the captured non-combatant magicians of Boltstrike Pillar, so the sooner the PCs deal with the traitor, the more survivors they save.

Rather than letting the PCs get all the way to the top of the tower to fight the traitor right away, treat a battle up the winding stairs against the lizardman allies as part of the fun. With combat adrenaline going, it probably takes four or five move actions to reach the ritual at the top of the winding stairs. Remember that any DCs for stunts inside the tower are champion tier, starting at DC 20 instead of 15. The lizardmen will get in the PCs' way, blocking the stairs, firing spells down on enemies beneath them, and attacking anyone who gets by them to fight the traitor.

Fighting the traitor may seem simple at first. He'll rant and rave about the Three and probably use *Glaezentorg's* power, and the escalation die should be high from the fight up the stairs, so the PCs may take him down quickly. But there's a surprise! On his third turn in combat, or when the PCs drop the traitor's normal humanoid form to 0 hp (or otherwise take him out), the traitor transforms into a hideous dragon-man mutant (see the art!) and keeps fighting, ignoring any conditions that had affected him before the transformation. It's a horror-movie moment. And this is officially now a very tough fight.

The traitor won't fight to the death if he can help it. If it looks like he is going to lose, he'll try to run for the edge of the tower and throw himself into the sky . . . and fly away. The PCs will have gained both a victory and an ongoing villain.

Use the apppropriate *Traitor Fight* chart below based on the PCs' level to see how many enemies the PCs should face.

Traitor Fight Chart: 1st level PCs

Number of PCs	Traitor	Lizardman Magician	Lizardman Savage
3	1	1	1
4	1	2	1
5	1	2	2
6	1	3	2
7	1	3	3

Traitor Fight Chart: 2nd level PCs

Number of PCs	Traitor	Lizardman Magician	Lizardman Savage
3	1	2	1
4	1	2	2
5	1	3	2
6	1	4	2
7	1	4	3



Lizardman Magician



1st level caster [HUMANOID]
Initiative: +5

Stone dagger +5 vs. AC—4 damage

R: Acid spray spell +6 vs. PD (1d2 nearby enemies)—3 acid damage
Natural even hit or miss: The target also takes 3 ongoing acid damage.

AC 15
PD 11 **HP 30**
MD 15

Lizardman Savage

2nd level wrecker [HUMANOID]
Initiative: +6

Stone-tip spear (or club) +7 vs. AC—7 damage
Natural 16+: The lizardman savage can make a *bite* attack against the target or another creature engaged with it as a free action.

[Special trigger] **Bite +7 vs. AC**—5 damage, and the lizardman savage can make a *ripping frenzy* attack against the target as a standard action during its next turn if it's engaged with that target

[Special trigger] **Ripping frenzy +9 vs. AC (3 attacks)**—5 damage

R: Thrown spear +6 vs. AC—5 damage

AC 17
PD 16 **HP 32**
MD 12

The Traitor



1st level troop [HUMANOID]
Initiative: +6

Glaezentorg +7 vs. AC—6 damage
Glaezentorg's thirst: Once per battle, when a creature wielding Glaezentorg hits with an attack that staggers or drops an enemy, it can make another melee attack that turn as a free action.

Dirty trick: Once per battle after missing with an attack, the traitor can make a *dirty trick* attack against the enemy it missed as a free action.
Dirty trick +6 vs. MD (one missed enemy)—The target is dazed until the end of the traitor's next turn.

AC 16
PD 12 **HP 28**
MD 15

Transformed Dragon-Thing

Large 3rd level wrecker [HUMANOID]
Initiative: +8

Glaezentorg dropped: Once transformed, the traitor drops the weapon and ignores it.

Fangs & claws & spikes +8 vs. AC—11 damage
Unexpected attack: The dragon-thing rolls 3d20 for this attack and uses the highest roll—lots of crits!

Dragonblooded mutant: Once per battle, the dragon-thing can entirely negate the effects of one attack against it.

Flight: Although the traitor didn't have dragon wings, the dragon-thing sure does, and given the chance, it will fly away to attack again another night.

AC 19
PD 16 **HP 90**
MD 15

Aftermath

If the PCs defeat the traitor first but can't face the dragon, the devastation the dragon will wreak outside could be considered a form of acceptable losses. Maybe the PCs hunt the dragon down afterward.

Or perhaps this situation will be a case where the PCs' future adventures are spurred by an initial failure.

If the traitor escaped, plots of the Three will now certainly target the PCs. Or perhaps they'll be proactive and track the traitor immediately toward Drakkenhall.

Depending on how kind you wish to be, victory against the Three's attack could certainly be repaid with the permanent gifting of the magic items that were originally on loan. It's not like the defenders of the tower are presently in a position to argue. But such selfishness should have consequences later in the campaign. . . .

Name _____ Race _____

Class _____ Level _____

STR	CON	DEX	INT	WIS	CHA
MODIFIER					
MODIFIER+LEVEL					
		INITIATIVE			

			NOW	MAX
Armor Class	AC		Hit Points	
Physical Defense	PD		Recoveries	
Mental Defense	MD		Recovery Roll	D +

One Unique Thing

Racial Power

Powers & Spells

Icon Relationships

Backgrounds

	ATTACK	HIT	MISS
MELEE			
RANGED			

BASIC ATTACKS

Magic Items

Talents

1. _____
2. _____
3. _____
4. _____
5. _____

Class Features (if any)

Feats

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____

Equipment GP _____

Incremental Advances

- Ability Score Bonus ☐ — 4th/7th/10th level (+1 to 3 abilities)
- Icon Relationship Point ☐ — 5th/8th level
- Feat ☐
- Hit Points ☐
- Skills (+1) ☐
- Extra Magic Item ☐
- Power/Spell ☐☐☐☐

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Appendix B: Stat Arrays

If you'd rather not fiddle with the math of the point-buy system of choosing your ability scores, grab one of these arrays of the six ability scores. Of course you get to arrange the ability scores in the order you'd like them. (All arrays built with 28 points.)

18	16	10	8	8	8
18	15	10	10	8	8
18	14	12	10	8	8
18	14	10	10	10	8
18	13	12	10	9	8
18	12	12	12	8	8
18	12	10	10	10	10
17	17	10	8	8	8

17	16	12	9	8	8
17	16	10	10	9	8
17	15	12	10	9	8
17	14	14	10	9	8
16	16	14	10	8	8
16	16	10	10	10	10
16	15	14	10	10	8
16	14	14	12	10	8

16	14	12	12	10	10
16	12	12	12	12	10
15	15	15	10	10	8
15	15	14	12	10	8
15	14	14	12	10	10
15	12	12	12	12	12
14	14	14	14	12	8
14	14	14	14	10	10

Index & Glossary

Most class talents, spells, and powers are not included in this index. The feat list in chapter 2 (pages 45-55) points toward many of the talents and spells. Monsters are also not included in this index—you can find the alphabetical monster list and page numbers on page 204. Icons are covered thoroughly in sub-indices starting on page 314.

ability: One of six character traits usually referred to as ability scores that figure into attacks, defenses, hit points, damage, skill checks, and other elements of play. Monsters don't have ability scores unless they really need them for some reason. 30

ability scores (rolling & point-buy) 30

  point-buy arrays see above

Abyss, the 20, 260

AC, Armor Class: A defense stat, the number that an attacker must roll to hit a target when using regular weapons. Technically it should be your "Armor Defense," but we love "Armor Class." 31, 160

actions (usually combat actions) 162

advance: See incremental advance. 189

adventurer: The adventurer tier comprises levels 1 through 4. This tier is the kobolds and ogres phase of your career. A more general usage is that we sometimes call all PCs adventurers, but that refers to characters in general, not adventurer-tier PCs. 183

ally: One of your character's friends; or leaving friendship and affection out of the equation, one of the other members of your party or an NPC on your side. You are not your own ally; make of that what you will. 164

ambush and surprise 164

Anvil 260

Archmage 314, 314

armor 56

attacks (melee, spell, ranged) 167

attack bonus: Your level, plus your ability bonus, plus your weapon's magic bonus, plus any other bonuses you can scrounge up, added to your attack roll. Player characters also add the escalation die bonus. 159

attack roll: A 20-sided die roll, to which you add an attack bonus. If the total is at least as high as the target's defense, the attack is a hit. If it's a natural 20, it's a critical hit. 159

at-will: You can reuse an at-will power freely. It never runs out.

Axis, city of swords 261

background: A broad term or concept describing a character's suite of skills, talents, knowledge, and experience. You, the player, define your character's backgrounds in free-form game-world terms. 40

  background points 40

  choosing backgrounds 40-42

  examples 42

barbarian 77-81

  barbarian feats 46

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basic attack: One of a character's baseline attacks, as defined by class. Each class has a basic melee attack and a basic ranged attack, usually made with weapons. Opportunity attacks are basic melee attacks. Some classes deal miss damage when their basic attacks miss; other less combat-skilled classes don't.

battle: Many spells and powers last for one battle, a single fight scene. If you need to count the minutes, five or so should do. The important thing is that abilities that last for a battle are meant to force a choice: use the spell now; or use it in a later battle? 168, 186

behind 162

Bloodwood, the 261

building battles 186

burrow 200

cast for broad effect/power 95

Cathedral, the 262-263

chakra: A location on the body for a magic item. You can use only one magic item associated with a particular chakra. 285

Cha, Charisma: An ability, your force of personality and social grace. Hard to define, hard to miss when it walks by. 30

champion: The champion tier comprises levels 5 through 7. Your adventures in this tier take you far afield and to the halls of power. 183

character creation steps 29

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class talents: Characteristics/powers that

make a class special. Choose three talents out of several available to your class to help define your character compared to other PCs from your class. 76
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close-quarters spell: A spell that you can cast while engaged in battle, without drawing the usual opportunity attacks. 167
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Con, Constitution: An ability score, your toughness and endurance. It's the one ability that every class needs. 30
Concord, city of spires 264
conditions 172
confused: A confused creature can't make opportunity attacks or use any of its powers on its turn. Instead, it makes a basic or at-will attack against a random nearby ally. 172
coup de grace 172
The Court, Court of Stars 66, 264
crit, critical hit: If the 20-sided die comes up 20 on an attack roll, the attack is a crit and deals double damage. Some attacks and class talents do fun things with crits. If you get lucky and you manage to double the damage again, triple it instead. If you manage to double your triple damage, bump it up to quadruple, and so on. 167
crit range: If you can score critical hits on natural rolls other than 20, you have an expanded crit range. We're not the type of game that employs a shrunken crit range. 167
Crusader 15, 314

daily: Some class talents and powers are usable once per day. For better play balance, a day is defined loosely, and you get your used daily talents back when you heal up (see **full heal-up**).
damage: Attacks and special traits deal damage, which reduces the defender's hit points. Characters and stories are great and all, but it's also fun to reduce the bad guys' hit points. 159
miss damage 167
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dazed: Dazed creatures take a –4 penalty to attacks. 172
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death and dying; death save 169
meaningful death optional rule 170
defense: Armor Class, Mental Defense, and Physical Defense are defenses that define how hard you are to hit with various sorts of attacks. 31, 160
delay an action 161
Dex, Dexterity: An ability, your agility, reflexes, and handiness. It factors into Armor Class, Physical Defense, and Initiative, making it generally useful. 30
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disengage/disengaging: You have a chance to get away from enemies you're engaged with in battle without risking opportunity attacks. 163
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Dwarf King 17, 314
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dwarven mines 265

Elf Queen 18, 314
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engaged/engaging: Locked in battle. Engaged characters might draw opportunity attacks if they use ranged attacks or spells. If they move away from enemies they are engaged with, they draw opportunity attacks unless they successfully disengage first. If you are using miniatures, push the miniatures together to show they are engaged. 163
environment: The difficulty level of the location/setting where the characters are adventuring. There are three levels of environment: adventurer-level, champion-level, and epic-level. More often than not, characters fight in environments of their own tier. The exceptions, higher or lower, tend to be interesting. 183
environment chart by level 184
epic: The epic tier comprises levels 8 through 10. Characters in this tier are dealing with icons and battling really nasty critters. 183
equipment (see gear)
escalation die: Starting on the second round of combat, the PCs get an attack bonus. It starts at +1 and increases by +1 each round until it maxes out at +6. This bonus offsets the fact that all the monsters have defenses 1 higher than they should be. The party starts each fight in the hole and fights its way up. 162
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far away: Distant enough from a battle that you won't get caught in fireballs that hit the front rank. Also, enemies must spend a round closing with you before they can engage you. The opposite of nearby. 163
fear: A creature under the effects of fear is dazed and can't use the escalation die (in the case of characters). 172, 200
feats: Characters gain one each level. They let you hand-pick your own bonuses and the boosts to your powers and talents. Make your favorite attack better, master your favorite spell. Feats are ranked adventurer, champion, and epic. 43
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fleeing: Sure you're heroes, but sometimes you have to survive to be heroic another day. Unlike some games that force you to fight to the last hit point, you can opt to run away. You just have to pay the price. . . . 166
flexible attack: Instead of deciding which attack to use and then rolling, characters with flexible attacks roll first, then select an attack that the natural unmodified result of their attack roll can trigger. It suits the bard because the bard gets to tell the story properly after seeing their roll; it suits the fighter because of the fighter's many combat tricks. 167
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free: When speaking of combat, a free character/monster is not engaged by an enemy. When speaking of recoveries, a

free recovery doesn't subtract from the number of recoveries you have to use that day. 163/168
free action: An action that takes almost no time, like speaking, dropping an item in hand, or activating some powers. 162
Frost Range, the 268
full heal-up: Your hit points rise to maximum. You also get back all the spells cast, powers used up, recoveries used, and other daily or limited-use features. 171, 187
fumble: When you roll a natural 1 on an attack or skill check. A fumbled attack has no effect, not even miss damage. If you're shooting into a battle or doing something else risky, it might be bad for you. For skill checks, the check fails, usually in some particularly bad way. 167

gather power: A flashy sorcerer schtick in which the sorcerer spends their turn setting themselves up for a double-strength spell next turn while still getting a small random benefit as the power whirls about them. 135
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Gorogan's Maw 269
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group, in a group: Spells and effects that target a number of enemies who are close together instead of being in opposite directions say that they target enemies who are in a group. It's a loose distinction from targeting anyone you like without skipping over enemies. If you are not playing with minis, wing it. 164
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hampered: Hampered creatures can only make basic attacks, but can still move normally. Being hampered also limits things like flexible attacks and monster special abilities. 172
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helpless: Unconscious and sleeping creatures are helpless. A helpless creature takes a –4 penalty to all defenses. 172
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hit: Succeed with an attack. 159
hit points, HP: A measure of how not dead you are. Damage reduces hit points. At 0 or lower, you're pretty close to dead. Hit points measure more than your physical capacity to suffer wounds; they also represent intangibles like your will to fight. Use your recoveries to get back hit points lost to damage. 31, 168
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huge monster: Bigger than large. Three times as much trouble as a regular monster, in hit points, damage per round, that sort of thing. 200
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icon: Each character is related to one to five of the world's thirteen mightiest heroes and villains, who are known as icons. Ultimately, the icons and their followers drive the action in the campaign, especially when the followers are player characters. 12-27
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implement: A class of items used by spellcasters to improve their spells (staff, symbol, wand). 286
impromptu damage 185-186
incremental advance: In advance of your next level, you can gain some of that level's benefits. At the end of most sessions, you can choose one upcoming benefit and start using it during your next session. Pick the advancement that you think you need for upcoming challenges. 189
information transparency 164
initiative: Highest initiative goes first, and so on. 31, 159
cyclic initiative 161
Int, Intelligence: An ability, your capacity for analytical and abstract thought. It is not the same as bookishness, just correlated. 30
intercept: Blocking an enemy from racing past you, especially when they're trying to get to an ally behind you. Since the characters in the battle are not actually toy soldiers on a table, they can move to intercept enemies when it's not their turn, within reason. 163
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Isle of Fire, the 272

Jedna's Folly 272

Kneedeep, the 272
Koru behemoths 272
Koru Straights 273

land, the 257
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large monster: Twice the threat of a regular monster. Some normal-size monsters are double-strength, earning them large-style stats. 200
last gasp save 200
lasting-wound (optional rule) 170
level: How extraordinary you are, from 1, promising beginner, to 10, world-renowned hero. Monsters go up to level 14.
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lose: When you lose hit points, it's different than taking damage. You can't prevent hit point loss, but if you have temporary hit points, remove those first.
Lost River, the 273

magic items: Special items that give characters advantages and bonus powers. True magic items are alive, with their own distinct personality quirks that are communicated to their users. 189, 283
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Magma Keeps, the 273
MD, Mental Defense: A defense stat, the number that an attacker must roll to hit a target with mental manipulation, psychic attacks, stealth, trickery, obfuscation, and the like. 31, 160
Midland Sea, the 274
miss: When your attack roll isn't high enough, you don't get a hit, but you usually get miss damage or some other effect. An attack on the *13th Age*-scale is a serious threat, whether with a sword or a lightning bolt, so even a "miss" can deal some damage (but not if you fumble).
miss damage: Damage dealt on a miss. Big daily attacks often deal half damage. A player-character's at-will attacks typically deal miss damage equal to that character's level. It sucks to miss, but at least you move the battle forward. 167
mob: A group of identical mooks. 199
mod, modifier: Many d20 rolls add the modifier from one of your character's ability scores to the roll. The modifier for an ability score equals your ability score minus 10, divided by 2, rounded down. All the character attacks that say they add an ability to the attack or damage roll are actually adding the modifier from that ability, but we decided we didn't want to write mod or modifier thousands of times so we're explaining it as the default. 30
momentum: Many rogue powers depend on having momentum. The rogue gains the momentum by hitting with an attack and loses the momentum by getting hit. 127
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mook: The lowest scale of monster, equivalent to a fifth of a regular monster's threat, except at low levels, where they're a third. GMs use them by the dozen. The horde of mooks has a single pool of hit points, letting powerful attacks cleave through them in twos and threes. (See mob.) 199
Moonwreck 274
move action: Usually moving to engage a nearby enemy, to get away from an enemy engaging you, to climb, or to do whatever you need to do short of attacking. 162-164
movement 163
multiclassing 30

natural: When talking of attack rolls or other checks with a d20, the natural result is what you get with the roll itself, before adding any modifiers.
Necropolis, the 274
nearby: By default, all the participants in a battle are nearby each other. That means that they can get to each other with a move action, if they can navigate any obstacles in the way. If there's a reason for someone to be farther out, they are far away. 162
New Port, city of opportunity 274
next to: A few spells and powers require creatures to be next to each other. Use your best judgment for positioning if you're not using miniatures. Generally, allies engaged with the same enemy are next to each other. 162
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obstacles and traps 185
oil: Oils are special items that confer a magic bonus to a weapon, spellcasting implement, or piece of armor. The bonus lasts for one battle. 284
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one unique thing: You invent a characteristic or story element specialized to your character, some advantageous trait that sets him or her apart. 31
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opportunity attack: An attack you make when an enemy gives you a chance to hit it, usually by moving away from you without disengaging or by casting a spell when engaged with you. It's a free action. 164
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PD, Physical Defense: A defense stat, the number that an attacker must roll to hit a target with poison, a bull rush, a fireball, or other physical attacks without weapons. 31, 160
per day: See daily and full heal-up.
per battle: Some character talents, powers, and spells can be used one time per battle, while others can be used a limited number of times. After using a per battle feature, you get it back with a quick rest or full heal-up.
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pop free: When you pop free from an enemy, you're no longer engaged with them. Unlike disengage actions, this isn't an action, it's a change in your situation. When you pop an enemy free of you, they're no longer engaged with you.
position, positioning 162
potion: Potions are special items that provide a magic effect to their drinker, especially healing. 283
power: Powers are things a character can do or abilities that a character has, often attacks of some sort.
Priestess 24, 315
Prince of Shadows 25, 315
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Queen's Wood 67, 277
quick action: A quick action you can do once on your turn, like draw a sword, open a door, reload a crossbow, etc. 162
quick rest: A short break after a battle allows you to regain your used per-battle talents, powers, and spells. You also roll to recharge each used, rechargeable power. You can use recoveries to regain hit points as many times as you like, though a staggered character *must* use at least one recovery. 170

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racial powers 63
rally, rallying: You can rally during a battle to regain a few hit points. It usually takes the place of an attack and it usually costs you one of your recoveries. 166
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ready an action 161
recharge: After each battle, when you get a quick rest, you can roll for each of your used, rechargeable powers, including those used in a previous battle, to see if they recharge. They all recharge when you get a full heal-up. 171
recovery: Your ability to regain lost hit points. When you take a recovery, roll 1 die per level and add your Con modifier (x2 Con mod at champion level, x3 at epic). That's how many hit points you regain. You can do that 8 times per day, more often if you're exceptional even for a player character hero. 168
recovery dice: Determines how many hit points you can regain when you spend a recovery. Depending on your class, your recovery dice are d6s, d8s, or d10s. 76, 168
Red Wastes, the 277
relationship: Each player character has relationships with one or more icons. At the start of most sessions, and as the GM requests, you roll one, two, or three d6s (sometimes even four d6s or more), depending on the relationship's overall usefulness. If you get any 6s, you gain an advantage of some type. If you roll any 5s, you gain an advantage but also suffer interesting consequences. 35
reloading ranged weapons 56
resting (see quick rest, full heal-up) 170
resistance: If your target has resistance against your type of attack, you deal half damage unless your natural attack roll equals or beats its resistance. Resistance is rated 12+, 16+, or 18+. 173
resurrection 101
ritual magic: The ability for a practiced ritualist to use magic in a free-form way, if given time to concentrate and improvise. 192
roads 277
rogue 124
rogue feats 52-53
round: A unit of time that's something between three and seven seconds, long enough for everyone to get to take a turn in initiative order. We're flexible thinking about how long each round might take because dramatic pacing fluctuates and we're not being precise about measuring distances. 161
rune: Magic glyphs that grant a magic bonus to a weapon, spellcasting implement, or piece of armor. In addition, a rune provides a random magic ability. The effect lasts for one battle. 284

Santa Cora, city of temples 279
save: A roll to avoid some bad effect or to get out from under one that's already affecting you, usually made at the end of your turn. You have to roll 6+ (easy save), 11+ (normal), or 16+ (hard) with a d20 roll. If a save doesn't specify its type it's a normal save. 173
Sea Wall, the 279
seven cities, the 260
Shadow Port 279
shooting into melee 172
skill check: A d20 roll made to see how successful you are using a skill. Roll a d20 and add your level, the modifier bonus for the relevant ability, and a bonus for any background that applies. The same background can be used with different abilities. Your "bodyguard" background, for example, can be used with your Wisdom to size up a dangerous situation or with Charisma to give effective orders to people you're protecting. 41
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failing forward 42
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special initiative actions 161
speed: Usually you move fast enough to get where you want to go in a battle. By default, any character is fast enough to close with anyone nearby, unless there are obstacles. If there's some real doubt as to whether you can cover a distance, instead of counting squares, the GM will call for a roll of some type, possibly a skill check (such as with an athlete, warrior, or acrobat background) or maybe just a save. 160
spell: A magical attack or other effect. Spellcasting draws opportunity attacks from engaged opponents, unless it's a close-quarters spell. Some powers and class features are magical without being spells. 75, 167
bard spells 83, 88
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sorcerer spells 139
wizard spells 150
stabilized: PCs at 0 hp or below are unconscious and dying, but if they've been stabilized by an ally, they won't die as a consequence of failed death saves. Another hit from a battle axe could do them in, surely, but not a failed death save. 169
stacking rules 161
staggered: Reduced to half maximum hit points. Sometimes you can only use a particular power when your *target is staggered*. Sometimes it's only if you yourself are staggered. 169
standard action: An action you can do once per round, up to and including making an attack. 162
Starport 279
story-guide dice 179
Str, Strength: An ability, your bodily power and capacity for force. It's good for more than hurting things (as if hurting things weren't enough). 30
stuck: Creatures that are stuck can't move, disengage, pop free, change position, or be moved by another without teleporting. 172
stunned: Stunned creatures take a –4 penalty to defenses and can't take any actions. 172
surprise (ambush) 164

talents (see class talents) 76
targeting 164
teleport: Magically move from one spot to another without crossing the intervening space. Usually you have to see where you want to go. 175
temporary hit points: Bonus hit points that are not added to your normal hit point total but are the first hit points you'll lose when you take damage. They also don't stack with each other. Temporary hit points always go away at the end of a battle. 175
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tieflings, aka demontouched 72
tier: There are three tiers of play: adventurer (level 1–4); champion (level 5–7); and epic (level 8–10). The tier defines the difficulty of challenges that the characters will face, with champion tier harder than adventurer, and epic harder than champion. 183
traps & obstacles 185
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turn: Each creature gets its own turn in initiative order during a round, its chance to shine or fumble. 161
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vulnerable: A condition that expands the crit range of attacks against you by 2 (normally 18+). 172
vulnerable [damage type]: Some monsters (and occasionally PCs) are vulnerable to a type of damage, expanding the crit range of any attack by 2 that deals that type of damage against the vulnerable creature. 172

Wake Islands 281
weakened: Creatures that are weakened take a –4 penalty to attacks and to defenses. 172
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weapons 56
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Wild Wood 281
Wis, Wisdom: An ability, your intuition, insight, and perceptiveness. Unfortunately, this trait seems to serve unholiness as well as it serves holiness—maybe even better. 30
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Hopefully this sub-index will aid GMs and players searching for story-hooks. We excluded a few passing references, all the monster tile associations, and most of the monster-related notes from chapter 7.

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The Archmage

has preserved the Empire for centuries and created astonishing new lands. He has also threatened the fabric of reality with experiments you'd have to be brilliant or hugely arrogant to attempt.



The Crusader

is the armored fist of the Dark Gods. So long as followers of the Gods of Light stay the hell out of his way, the Crusader turns his wrath against the demons that would destroy the world his own gods want to rule. Follow the Crusader if you must win at any cost.



The Diabolist

controls fiends and tampers with forces even the Archmage avoids. She likes her victims screaming and her chaos pure while claiming that the demons she summons would otherwise overwhelm the Great Gold Wyrm who seals the Abyss. There are two differences between her and her demons: First, she likes keeping destruction personal rather than universal. Second, she's capable of kindness, so long as it comes as a great surprise.



The Dwarf King

is lord of Forge, the dwarves' new homeland beneath the mountains. He'd love to reclaim the dwarven Underhome lost to war against the dark elves and the creatures of the deeps. But now that the Empire is stumbling, the dwarves find themselves manning the mountain walls that shield the Empire from the orcs and monsters of the north.



The Elf Queen

rules the Court of Stars, the one place where wood elves, dark elves, and high elves come together as peers and allies instead of as rivals or enemies. Honed by centuries of experience, the Queen's innate magic at least equals the Archmage's spells.



The Emperor

rules the world's greatest human kingdom, known as the Dragon Empire for the mounts of its mightiest warriors. All the signs suggest that the age is turning, but will the Empire fall or shift to a new balance?



The Great Gold Wyrm

is the world's protector and the inspiration for holy orders of paladins and independent heroes. Although the Gold Wyrm's physical form seals the gap that prevents the Abyss from erupting into the world, his dreams and the agents he employs still move through the world, helping those who will fight and even die for what's right.



The High Druid

is the champion of the resurgent Wild, and the spiritual and magical leader of spirits of nature and the elements that were chained by the Empire but are now working themselves free. She might be the great force that shakes the Empire to pieces or the hero who destroys the destroyers and points to a new way to live.



The Lich King

is the lord of the undead, a fallen tyrant who intends to conquer the Dragon Empire and restore his ancient kingdom. He's not entirely insane and mostly understands that ruling a kingdom is not the same as destroying it.



The Orc Lord

is a figure of legend. The last time he walked the land the Lich King fell, in part because of the Orc Lord's attack. Who will fall before his hordes this time? Who won't?



The Priestess

hears all the Gods of Light and speaks for those who please her. She is part oracle, part mystic, and part metaphysical engineer, since she created the Cathedral, an ever-expanding temple with rooms or entire wings for each of the faiths she favors.



The Prince of Shadows

is part thief, part trickster, and part assassin. To some he is a hero; to others a villain. He has squandered the riches of the dwarves, murdered the hopes of a dragon, and plundered the dreams of a god. His exploits have changed the world, but none can tell you his ultimate goals or motives.



The Three

were among the first dragons to walk the world. The Red is a living engine of destruction. The Blue is a sorceress, perhaps even the original mother of all sorcery. The Black is queen of shadows and assassins. Unlike the Great Gold Wyrm, who must fight alone, the Three have learned to join forces.

Engagement Chart (what you can do)

When you are engaged:	When you are unengaged:
You draw opportunity attacks if you move	You move freely
You can make melee attacks against enemies engaged with you	You can't make melee attacks
Your ranged attacks draw opportunity attacks from enemies engaged with you that you don't target	You make ranged attacks normally
Your spells draw opportunity attacks (except close-quarters spells)	You can cast spells freely
You can disengage safely as a move action by making a normal save (11+)	You can engage enemies by moving into melee with them
You can't intercept enemies	You can engage an enemy moving past you
You're considered nearby other combatants by default	You're considered nearby other combatants by default, but you can usually move far away if you want

Environment Chart by Level

Level	Type of Environment
1–3	Always adventurer
4	Mostly adventurer, some champion
5	Half adventurer, half champion
6	Mostly champion, some adventurer
7	Mostly champion, some epic
8	Half champion, half epic
9	Mostly epic, some champion
10	Always epic

Conditions

13th Age uses the following conditions. You can only be affected by the same condition once at a time; for example, if two effects would daze you, the worst one affects you and you ignore the daze portion of the lesser effect. Similarly, penalties from these conditions don't stack. If you're both weakened and stunned you only take a –4 penalty to your defenses (plus other different effects).

Confused: You can't make opportunity attacks or use your limited powers. Your next attack action will be a basic or at-will attack against at least one of your nearby allies, usually determined randomly. If you don't have any nearby allies, you either do nothing much or, at the GM's option, act in a strange confused manner that suits the story.

Dazed: You take a –4 penalty to attacks.

Fear: Fear dazes you and prevents you from using the escalation die.

Hampered: You can only make basic attacks, no frills. You can still move normally. (Fighters and bards, that also means no flexible attacks. Monsters, that means no triggering special abilities for specific attack rolls.)

Helpless: If you're unconscious or asleep, you're helpless and a lot easier to hit. While helpless, you take a –4 penalty to all defenses and you can be the target of a *coup de grace*.

Stuck: You can't move, disengage, pop free, change your position, or let anyone else move you without teleporting. You're not otherwise penalized, necessarily.

Stunned: You take a –4 penalty to defenses and can't take any actions.

Vulnerable: Attacks against you have their crit range expanded by 2 (normally 18+).

Weakened: You take a –4 penalty to attacks and to defenses.

Environment DCs for Skill Checks

Adventurer-tier Skill Check DCs

Normal task: DC 15
Hard task: DC 20
Ridiculously hard task: DC 25

Champion-tier Skill Check DCs

Normal task: DC 20
Hard task: DC 25
Ridiculously hard task: DC 30

Epic-tier Skill Check DCs

Normal task: DC 25
Hard task: DC 30
Ridiculously hard task: DC 35

Skill Check DCs, Trap/Obstacle Attacks & Impromptu Damage by Environment

Tier	Degree of Challenge	Skill Check DC	Trap or Obstacle Attack Roll vs. AC/PD/MD	Impromptu Damage (Single Target)	Impromptu Damage (Multiple Targets)
Adventurer	Normal	**15**	+5	2d6 or 3d6	1d10 or 1d12
Adventurer	Hard	**20**	+10	3d6	1d12
Adventurer	Ridiculously hard	**25**	+15	3d6 or 4d6	1d12 or 2d8
Champion	Normal	**20**	+10	4d6 or 4d8	2d10 or 2d12
Champion	Hard	**25**	+15	4d8	2d12
Champion	Ridiculously hard	**30**	+20	4d8 or 2d20	2d12 or 3d10
Epic	Normal	**25**	+15	2d20 or 3d20	3d12 or 4d10
Epic	Hard	**30**	+20	3d20	4d10
Epic	Ridiculously hard	**35**	+25	3d20 or 4d20	4d10 or 4d12

Monster Equivalents

Monster Level compared to party level	Adventurer Battle	Champion Battle	Epic Battle	Normal counts as...	Mook counts as...	Large counts as...	Huge counts as...
	2 levels lower	1 level lower	Same level	0.5	0.1	1	1.5
	1 level lower	Same level	1 level higher	0.7	0.15	1.5	2
	same level	**1 level higher**	**2 levels higher**	**1**	**.2**	**2**	**3**
	1 level higher	2 levels higher	3 levels higher	1.5	.3	3	4
	2 levels higher	3 levels higher	4 levels higher	2	.4	4	6
	3 levels higher	4 levels higher	5 levels higher	3	.6	6	8
	4 levels higher	5 levels higher	6 levels higher	4	.8	8	

GP Per Full Heal-Up

1st Level PCs: 100 gp per character
2nd Level PCs: 125 gp per character
3rd Level PCs: 175 gp per character
4th Level PCs: 210 gp per character
5th Level PCs: 250 gp per character
6th Level PCs: 325 gp per character
7th Level PCs: 425 gp per character
8th Level PCs: 500 gp per character
9th Level PCs: 650 gp per character
10th Level PCs: 850 gp per character

Optional No Math System

Loot per Heal-Up

1–2: Useless stuff, fake potions, costume jewelry, nothing gained.
3–4: One *healing potion*, lower tier.
5–10: One *healing potion* from PC's tier.
11–15: Two *potions/oils/runes* of PC's choice from PC's tier.
16–20: Three *potions/oils/runes* of PC's choice from PC's tier.

Healing Potion Costs

Tier	Cost	Effect	HP Cap
Adventurer	50 gp	Recovery +1d8 hp	30
Champion	100 gp	Recovery +2d8 hp	60
Epic	200 gp	Recovery +3d8 hp	100
Iconic	300 gp	Recovery +4d8 hp	130

Resistance Potion Costs

Tier	Resistance	Cost
Adventurer	Resist 16+	100 gp
Champion	Resist 16+	200 gp
Epic	Resist 16+	400 gp

Oil Costs

Tier	Bonus	Cost
Adventurer	+1 Oil	100 gp
Champion	+2 Oil	200 gp
Epic	+3 Oil	400 gp

Rune Costs

Tier	Bonus	Cost
Adventurer	+1 Rune	150 gp
Champion	+2 Rune	300 gp
Epic	+3 Rune	600 gp

Random Rune Effect on Armor

01–20 The bonus also applies to PD
21–40 The bonus also applies to MD
41–60 The bonus also applies to both PD and MD
61–80 As 41–60, and you can reroll one failed save while the rune is active
81–100 You can take your first rally this battle with a quick action (if you can already rally with a quick action, the action is free)

Random Rune Effect on Weapon

01–20 +4 bonus to opportunity attacks
21–40 Weapon gains an energy damage type such as fire, cold, etc., and deals +1d4 damage (champion: +2d6; epic: +5d6)
41–60 +4 attack bonus on first round of combat
61–80 Weapon deals +1d10 damage while escalation die is 3+ (champion: +4d6; epic: +3d20)
81–100 Reroll one missed attack roll with weapon

Random Rune Effect on Spellcasting Implement

01–20 +1 additional attack bonus if spell has only one target
21–40 Implement gains an energy damage type such as fire, negative energy, etc., and deals +1d4 damage (champion: +2d6; epic: +5d6)
41–60 +1 additional attack bonus with daily spells
61–80 +1 additional attack bonus if spell has more than one target
81–100 Reroll one missed attack roll with implement

Name _____ Race _____

Class _____ Level _____

STR	CON	DEX	INT	WIS	CHA
MODIFIER					
MODIFIER+LEVEL					
		INITIATIVE			

			Now	Max
Armor Class	AC		Hit Points	
Physical Defense	PD		Recoveries	
Mental Defense	MD		Recovery Roll	D +

One Unique Thing

Racial Power

Powers & Spells

Icon Relationships

Backgrounds

Basic Attacks	Attack	Hit	Miss
Melee			
Ranged			

Magic Items

Talents

1.
2.
3.
4.
5.

Feats

1.
2.
3.
4.
5.
6.
7.
8.
9.
10.
11.

Class Features (if any)

Equipment

GP

Incremental Advances

- Ability Score Bonus ☐ — 4th/7th/10th level *(+1 to 3 abilities)*
- Icon Relationship Point ☐ — 5th/8th level
- Feat ☐
- Hit Points ☐
- Skills *(+1)* ☐
- Extra Magic Item ☐
- Power/Spell ☐☐☐☐

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