



# SORCERER SUMMONING

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Pelgrane Press





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# SORCERER SUMMONING

This month's mission: to provide sorcerers with interesting summoning spells.

By *interesting*, I mean that we're not duplicating the druidic elemental summoning handled in *13 True Ways* or the wizardly elemental and demon summoning in last year's *13AM Summoning Spells* issue. There will come a time when we work through the sorcerer's summoning possibilities methodically and pick the low-hanging fruit of the four-elemental-tree, but today we're aiming to open a couple new experiences for the *13th Age* table.

Even if you saw the earlier versions of the summoning rules, you'll want to see the updated summoning rules that start on page 13. They're about as technical as we get in *13th Age*, and we've opted not to muddy them by making them less dry.

Saving the technicalities for later, let's start with the good stuff.

## BUILDING ON HERITAGE

Instead of adding a batch of generally accessible spells to the sorcerer spell list, we're associating the new summoning spells with the existing heritage talents that play up connections with the magical influence of the sorcerous icons.

There are six heritage talents that start on page 136 of the *13th Age* core rulebook. For now, we're presenting summoning spells associated with four of the six. We'll do something cool for the other two talents later. . . .

**Feat and spell structure:** Each of the summoning spell packages below share a common structure.

- First, you need to have the relevant heritage talent, and all the rules appearing in the core rulebook still apply.
- Second, we've added a new champion-tier feat for each of the heritage talents. You don't have to have taken the adventurer-tier talent that appears in the core rulebook to take the new champion-tier talent. As you'll see, these new talents each add a summoning spell to your possible spell list.
- Third, the fact that the spell is open to you doesn't mean it's one of your chosen spells. This isn't a bonus spell added to the number of spells you can cast. Choose the spell at the start of the day like any other sorcerer spell. The good news is that these summoned creatures are powerful; you're paying a champion-tier feat and a spell for them, and they need to measure up.



## ARCANE HERITAGE TALENT

Your connection with the Archmage's brand of sorcery provides access to an elemental the High Druid hasn't been able to master yet, and may not even recognize as an elemental.

The flux elemental has no set form, and as it arrives in response to your summoning, and shifts or strengthens its form during the battle, its elemental transformations power it up and help it fight better.

**Champion Feat:** You can choose *summon flux elemental* as a 5<sup>th</sup> level, 7<sup>th</sup> level, or 9<sup>th</sup> level sorcerer spell.

**Epic Feat:** *Summon flux elemental* is now a recharge 16+ spell instead of a daily spell, and if this is the first time you have cast the spell in a day, you can add +1 to each of the flux elemental's independent summoned creature rolls.

### SUMMON FLUX ELEMENTAL

Ranged spell ♦ Daily

**Effect:** You summon a 5<sup>th</sup> level flux elemental. When you summon a flux elemental, roll a d4 to see which elemental form it occupies when summoned, and apply the shift bonus for that form immediately. It will use the attack for that form until it shifts again, which might even happen the round it is summoned, since it acts after its summoner's turn.

7<sup>th</sup> level spell    You summon a greater flux elemental.

9<sup>th</sup> level spell    You summon an epic flux elemental.



## FLUX ELEMENTAL

5<sup>th</sup> level troop [ELEMENTAL]

Initiative: +9 (probably irrelevant)

### Roll 1d4 when summoned and when the flux elemental shifts

1 *Shift to air*: When the flux elemental shifts to air, it gains flight until it shifts to a different form, and it also gains a +1 attack bonus (cumulative) until the end of the battle!

**Wind touch +10 vs. PD**—14 damage

*Miss*: 4 damage.

2 *Shift to earth*: When the flux elemental shifts to earth, it gains a +1 AC bonus (cumulative) until the end of the battle!

**Rocky fist +10 vs. AC**—18 damage

3 *Shift to fire*: When the flux elemental shifts to fire, it gains a +1d6 damage bonus when it hits with an attack (cumulative) until the end of the battle!

**Scorching hands +10 vs. PD**—10 fire damage, and 5 ongoing fire damage

*Miss*: 5 fire damage.

4 *Shift to water*: When the flux elemental shifts to water, it gains 2d6 additional hit points (cumulative) until the end of the battle!

**Whoosh and a slam +10 vs. PD**—10 damage

*Natural even hit*: If the target is staggered, it is dazed until the end of its next turn.

*Change has an endpoint*: When the flux elemental would shift when the escalation die is 6+, it is instead dispelled.

*Independent summoned creature*

### Roll at the start of each turn:

- 1: The flux elemental moves in a random direction if not engaged. If engaged, it sputters and flares but does nothing.
- 2–3: If engaged, it uses its melee attack against an enemy engaged with it. Otherwise, it moves to engage a random nearby enemy and uses its melee attack against it.
- 4–6: Roll a d4 to see which form the flux elemental shifts into. It shifts and gets the bonus for the form you roll even if it already occupied that form. Then the flux elemental can act as you wish.

**AC 19**

**PD 18**

**MD 14**

**HP 42**

## GREATER FLUX ELEMENTAL

7<sup>th</sup> level troop [ELEMENTAL]

Initiative: +11 (probably irrelevant)

### Roll 1d4 when summoned and when the greater flux elemental shifts

1 *Shift to air*: When the greater flux elemental shifts to air, it gains flight until it shifts to a different form, and it also gains a +1 attack bonus (cumulative) until the end of the battle!

**Wind touch +12 vs. PD**—20 damage

*Miss*: 7 damage.

2 *Shift to earth*: When the greater flux elemental shifts to earth, it gains a +1 AC bonus (cumulative) until the end of the battle!

**Rocky fist +12 vs. AC**—26 damage

3 *Shift to fire*: When the greater flux elemental shifts to fire, it gains a +1d8 damage bonus when it hits with an attack (cumulative) until the end of the battle!

**Scorching hands +12 vs. PD**—15 fire damage, and 10 ongoing fire damage

*Miss*: 8 fire damage.

4 *Shift to water*: When the greater flux elemental shifts to water, it gains 2d10 additional hit points (cumulative) until the end of the battle!

**Whoosh and a slam +12 vs. PD**—15 damage

*Natural even hit*: If the target is staggered, it is dazed until the end of its next turn.

*Change has an endpoint*: When the greater flux elemental would shift when the escalation die is 6+, it is instead dispelled.

*Independent summoned creature*

### Roll at the start of each turn:

- 1: The greater flux elemental moves in a random direction if not engaged. If engaged, it sputters and flares but does nothing.
- 2–4: If engaged, it uses its melee attack against an enemy engaged with it. Otherwise, it moves to engage a random nearby enemy and uses its melee attack against it.
- 5–6: Roll a d4 to see which form the greater flux elemental shifts into. It shifts and gets the bonus for the form you roll even if it already occupied that form. Then the greater flux elemental can act as you wish.

**AC 21**

**PD 20**

**MD 16**

**HP 72**







## EPIC FLUX ELEMENTAL

9<sup>th</sup> level troop [ELEMENTAL]

Initiative: +13 (probably irrelevant)

**Roll 1d4 when summoned and when the epic flux elemental shifts**

1 *Shift to air*: When the epic flux elemental shifts to air, it gains flight until it shifts to a different form, and it also gains a +1 attack bonus (cumulative) until the end of the battle!

**Wind touch +14 vs. PD**—35 damage

*Miss*: 10 damage.

2 *Shift to earth*: When the epic flux elemental shifts to earth, it gains a +1 AC bonus (cumulative) until the end of the battle!

**Rocky fist +14 vs. AC**—42 damage

3 *Shift to fire*: When the epic flux elemental shifts to fire, it gains a +1d12 damage bonus when it hits with an attack (cumulative) until the end of the battle!

**Scorching hands +14 vs. PD**—24 fire damage, and 15 ongoing fire damage

*Miss*: 10 fire damage.

4 *Shift to water*: When the epic flux elemental shifts to water, it gains 6d6 additional hit points (cumulative) until the end of the battle!

**Whoosh and a slam +14 vs. PD**—24 damage

*Natural even hit*: If the target is staggered, it is dazed until the end of its next turn.

*Change has an endpoint*: When the epic flux elemental would shift when the escalation die is 6+, it is instead dispelled.

*Independent summoned creature*

**Roll at the start of each turn:**

- 1: The epic flux elemental moves in a random direction if not engaged. If engaged, it sputters and flares but does nothing.
- 2–4: If engaged, it uses its melee attack against an enemy engaged with it. Otherwise, it moves to engage a random nearby enemy and uses its melee attack against it.
- 5–6: Roll a d4 to see which form the epic flux elemental shifts into. It shifts and gets the bonus for the form you roll even if it already occupied that form. Then the epic flux elemental can act as you wish.

**AC** 23

**PD** 22

**MD** 18

**HP** 125



## CHROMATIC DESTROYER HERITAGE TALENT

This spell is a gift from the Blue, queen/governor of Drakkenhall and patron of the sorcerous arts.

Lightning drakes aren't all that powerful, one at a time. But you summon them in batches of one to three, and since *summon lightning drakes* is a breath weapon spell, you might cast it multiple times in the battle.

Each drake takes its own separate turn after its summoner's turn. Each drake therefore makes its own independent action roll, so your turns will be colorful this battle.

**Champion Feat**: You can choose *summon lightning drakes* as a 5<sup>th</sup> level, 7<sup>th</sup> level, or 9<sup>th</sup> level sorcerer spell.

**Epic Feat**: You summon 1d4 drakes, not 1d3.

### SUMMON LIGHTNING DRAKES

Ranged spell ♦ 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 *summon lightning drakes* that turn if you wish.

**Effect**: You summon 1d3 lightning drakes.

7<sup>th</sup> level spell You summon 1d3 nastier lightning drakes.

9<sup>th</sup> level spell You summon 1d3 epic lightning drakes.



## SUMMONED LIGHTNING DRAKE

5<sup>th</sup> level wrecker [ELEMENTAL]

Initiative: +12 (but usually irrelevant)

**Sparkling jaws +10 vs. PD**—7 lightning damage, and an additional 3 damage for each other creature damaged by a lightning drake earlier this turn

**C: Tiny breath weapon +10 vs. PD (1d3 nearby enemies in a group)**—7 lightning damage

*Flight:* Lightning drakes fly like living lightning.

*Clutch death damage:* You don't take 5 damage when one of your summoned lightning drakes is dropped to 0 hit points; instead you only take 5 damage when the last summoned lightning drake you have in the battle is dropped to 0 hit points.

*Independent summoned creature*

Roll at the start of each lightning drake's turn:

- 1: This lightning drake isn't interested this turn. The GM can move it as they like, but no combat. They're inquisitive.
- 2–4: This lightning drake will move as you like and use its *sparkling jaws* attack this turn.
- 5–6: This lightning drake will move as you like and use either its *sparkling jaws* attack or its *tiny breath weapon* this turn.

AC 21  
PD 18                      HP 23  
MD 16

## SUMMONED PASTIER LIGHTNING DRAKE

7<sup>th</sup> level wrecker [ELEMENTAL]

Initiative: +14 (but usually irrelevant)

**Sparkling jaws +14 vs. PD**—10 lightning damage, and an additional 5 damage for each other creature damaged by a lightning drake earlier this turn

**C: Tiny breath weapon +14 vs. PD (1d3 nearby enemies in a group)**—10 lightning damage

*Flight:* Lightning drakes fly like living lightning.

*Clutch death damage:* You don't take 7 damage when one of your summoned lightning drakes is dropped to 0 hit points; instead you only take 7 damage when the last summoned lightning drake you have in the battle is dropped to 0 hit points.

*Independent summoned creature*

Roll at the start of each lightning drake's turn:

- 1: This lightning drake isn't interested this turn. The GM can move it as they like, but no combat. They're inquisitive.
- 2–4: This lightning drake will move as you like and use its *sparkling jaws* attack this turn.
- 5–6: This lightning drake will move as you like and use either its *sparkling jaws* attack or its *tiny breath weapon* this turn.

AC 23  
PD 20                      HP 38  
MD 18

## SUMMONED EPIC LIGHTNING DRAKE

9<sup>th</sup> level wrecker [ELEMENTAL]

Initiative: +16 (but usually irrelevant)

**Sparkling jaws +16 vs. PD**—18 lightning damage, and an additional 7 damage for each other creature damaged by a lightning drake earlier this turn

**C: Tiny breath weapon +16 vs. PD (1d3 nearby enemies in a group)**—18 lightning damage

*Flight:* Lightning drakes fly like living lightning.

*Clutch death damage:* You don't take 9 damage when one of your summoned lightning drakes is dropped to 0 hit points; instead you only take 9 damage when the last summoned lightning drake you have in the battle is dropped to 0 hit points.

*Independent summoned creature*

Roll at the start of each lightning drake's turn:

- 1: This lightning drake isn't interested this turn. The GM can move it as they like, but no combat. They're inquisitive.
- 2–4: This lightning drake will move as you like and use its *sparkling jaws* attack this turn.
- 5–6: This lightning drake will move as you like and use either its *sparkling jaws* attack or its *tiny breath weapon* this turn.

AC 25  
PD 22                      HP 65  
MD 20









## INFERNAL HERITAGE TALENT

The elemental summoning spell the Diabolist's magic encourages isn't technically a demon summoning spell. It just summons an elemental that wreaks demon-style havoc.

The Infernal Heritage talent provides the sorcerer with a spell frenzy ability. This burnout elemental helps spell frenzy by using the elemental as the creature which takes spell frenzy damage.

**Champion Feat:** You can choose *summon burnout elemental* as a 5<sup>th</sup> level, 7<sup>th</sup> level, or 9<sup>th</sup> level sorcerer spell.

**Epic Feat:** Add triple your Charisma modifier added to triple your Constitution modifier to the hit points of your summoned burnout elementals.

### SUMMON BURNOUT ELEMENTAL

Ranged spell ♦ Daily

**Effect:** You summon a 5<sup>th</sup> level burnout elemental.

7<sup>th</sup> level spell You summon a 7<sup>th</sup> level bigger burnout elemental.

9<sup>th</sup> level spell You summon a 9<sup>th</sup> level epic burnout elemental.

## SUMMONED BIGGER BURNOUT ELEMENTAL

5<sup>th</sup> level wrecker [ELEMENTAL]

Initiative: +10 (but usually irrelevant)

**Burnination +11 vs. PD—16** fire damage, and deal 1d4 damage to the burnout elemental and each other nearby enemy

**Miss:** The burnout elemental takes damage equal to double the level of the target.

**Frenzied presence:** While the burnout elemental is in play, you are in spell frenzy, as described for the base effect of the Infernal Heritage talent on page 138 of the core rulebook. So long as the burnout elemental is nearby when you miss with a spell, it takes the damage (double the target's level) instead of you. This use of spell frenzy does not count against your normal number of uses of spell frenzy.

*Independent summoned creature*

### Roll at the start of the burnout elemental's turn:

- 1–3: If engaged, the burnout elemental uses *burnination* against a random enemy it is engaged with. If not engaged, it moves to engage and attack a random enemy.
- 4–5: As above, and deal 1d6 fire damage to each enemy the burnout elemental ends its turn engaged with.
- 6: Move and attack with the burnout elemental as you choose.

AC 20

PD 15

MD 15

HP 60

## SUMMONED BIGGER BURNOUT ELEMENTAL

7<sup>th</sup> level wrecker [ELEMENTAL]

Initiative: +12 (but usually irrelevant)

**Burnination +13 vs. PD—22** fire damage, and deal 1d8 damage to the bigger burnout elemental and each other nearby enemy

**Miss:** The burnout elemental takes damage equal to double the level of the target.

**Frenzied presence:** While the bigger burnout elemental is in play, you are in spell frenzy, as described for the base effect of the Infernal Heritage talent on page 138 of the core rulebook. So long as the burnout elemental is nearby when you miss with a spell, it takes the damage (double the target's level) instead of you. This use of spell frenzy does not count against your normal number of uses of spell frenzy.

*Independent summoned creature*

### Roll at the start of the bigger burnout elemental's turn:

- 1–3: If engaged, the burnout elemental uses *burnination* against a random enemy it is engaged with. If not engaged, it moves to engage and attack a random enemy.
- 4–5: As above, and deal 1d10 fire damage to each enemy the burnout elemental ends its turn engaged with.
- 6: Move and attack with the burnout elemental as you choose.

AC 22

PD 17

MD 17

HP 86



## SUMMONED EPIC BURNOUT ELEMENTAL

9<sup>th</sup> level wrecker [ELEMENTAL]

Initiative: +14 (but usually irrelevant)

**Burnination +15 vs. PD**—30 fire damage, and deal 1d12 damage to the epic burnout elemental and each other nearby enemy  
*Miss:* The burnout elemental takes damage equal to double the level of the target.

*Frenzied presence:* While the epic burnout elemental is in play, you are in spell frenzy, as described for the base effect of the Infernal Heritage talent on page 138 of the core rulebook. So long as the burnout elemental is nearby when you miss with a spell, it takes the damage (double the target's level) instead of you. This use of spell frenzy does not count against your normal number of uses of spell frenzy.

*Independent summoned creature*

### Roll at the start of the epic burnout elemental's turn:

- 1–3: If engaged, the burnout elemental uses *burnination* against a random enemy it is engaged with. If not engaged, it moves to engage and attack a random enemy.
- 4–5: As above, and deal 2d6 fire damage to each enemy the burnout elemental ends its turn engaged with.
- 6: Move and attack with the burnout elemental as you choose.

AC 24  
PD 19  
MD 19

HP 150

## UNDEAD REMNANT HERITAGE TALENT



The summoning spell available through the talent associated with the Lich King is a bit different than the other summoning spells. For starters, the feat that makes the spell accessible is an adventurer-tier feat and the spell can be cast at 3<sup>rd</sup> level.

The Lich King's power gets used all the time for necromantic summoning. The paths of power that enable sorcerous summoning turn out to be easier to tap into than for some of the other icons.

But that doesn't mean that the Undead Remnant Heritage talent has the "best" of the summoning spells. The Lich King has noticed that a portion of his power is being siphoned off by necromancers who fight his control. Sorcerers are even more likely than necromancers to oppose his will using his own weapons.

So as a form of "screw you" to sorcerers, the Lich King has arranged that the most common of the undead summoning spells available to them summons one of his innumerable former court flunkies. Sometimes the spirit is from the days of the Wizard King, other times the spirit is from the ages of the Lich King's would-be rule.

Unlike most undead spirits programmed only for terror, the undead toady has two tracks. Track A is the standard fear/woe/death/terror litany. Track B is sycophantic praise for the spirit's master, the One-eyed Lord, the Rightful Liege, the King of All.

GMs, this is your chance to alternate freakily between typical undead fear-monstering and prattling propaganda of a flunky who has managed to remain obsequious in undeath. As the summoned creatures rise in level, they rise in arrogance and verbal scorn for those who don't properly serve their master. The undead toady fights for its summoner well enough whether it's rattling chains or prattling propaganda, but PCs with little tolerance for political lich-pucky may find themselves wishing the spell summoned a "normal" undead.

**Adventurer Feat:** You can choose *summon undead toady* as a 3<sup>rd</sup> level, 5<sup>th</sup> level, 7<sup>th</sup> level, or 9<sup>th</sup> level sorcerer spell.

**Champion Feat:** Add double your Charisma modifier to your undead toady/steward/majordomo/seneschal's hit points.

**Epic Feat:** Add two additional dice to the damage the creature deals with its "do not ignore me!" ability.



## SUMMON UNDEAD TOADY

Ranged spell ♦ Daily

**Effect:** You summon a 3<sup>rd</sup> level undead toady.

- 5<sup>th</sup> level spell You summon a 5<sup>th</sup> level undead steward.  
 7<sup>th</sup> level spell You summon a 7<sup>th</sup> level undead majordomo.  
 9<sup>th</sup> level spell You summon a 9<sup>th</sup> level undead seneschal.

## UNDEAD TOADY

3<sup>rd</sup> level spoiler [UNDEAD]

Initiative: +4 (probably irrelevant)

**Courtier's slap** +7 vs. PD—8 negative energy damage

**C: Prattling discourse** +9 vs MD (1d3 nearby enemies)  
 —8 psychic damage

*"Do not ignore me!"*: When an enemy engaged with the undead toady attacks without attacking the undead toady, the undead toady can use an interrupt action to deal 2d6 negative energy damage to the enemy.

*Ghostly*: This creature has resist damage 16+ to all damage (yes, even holy damage) except force damage, which damages it normally.

The undead toady can move through solid objects, but it can't end its movement inside them.

*Flight*: The undead toady flies in a joyless and regretful fashion.

*Independent summoned creature*

**Roll at the start of each turn:**

- 1: The undead toady attempts to disengage, if engaged, and otherwise wastes its turn advancing further arguments it may have forgotten to mention earlier. Or not.
- 2–4: If engaged, it uses its melee attack against an enemy engaged with it. Otherwise, it moves to engage a random nearby enemy and uses its melee attack against it.
- 5–6: *Prattling discourse* is the attack of the moment, certainly. And the toady moves as you wish.

AC 18  
 PD 13 HP 15  
 MD 16

## UNDEAD STEWARD

5<sup>th</sup> level spoiler [UNDEAD]

Initiative: +6 (probably irrelevant)

**Courtier's slap** +9 vs. PD  
 —13 negative energy damage

**C: Prattling discourse** +11 vs MD (1d3 nearby enemies)  
 —13 psychic damage

*"Your insolence will be punished!"*:

When an enemy engaged with the undead steward attacks without attacking the undead steward, the undead steward can use an interrupt action to deal 4d6 negative energy damage to the enemy.

*Ghostly*: This creature has resist damage 16+ to all damage (yes, even holy damage) except force damage, which damages it normally.

The undead steward can move through solid objects, but it can't end its movement inside them.

*Flight*: The undead steward flies in a joyless and regretful fashion.

*Independent summoned creature*

**Roll at the start of each turn:**

- 1: The undead steward attempts to disengage, if engaged, and otherwise wastes its turn advancing further arguments it may have forgotten to mention earlier. Or not.
- 2–4: If engaged, it uses its melee attack against an enemy engaged with it. Otherwise, it moves to engage a random nearby enemy and uses its melee attack against it.
- 5–6: *Prattling discourse* is the attack of the moment, certainly. And the steward moves as you wish.

AC 20  
 PD 15 HP 27  
 MD 18





## UNDEAD MAJORDOMO

7<sup>th</sup> level spoiler [UNDEAD]

Initiative: +8 (probably irrelevant)

**Courtier's slap +11 vs. PD**—20 negative energy damage

**C: Prattling discourse +13 vs MD (1d3 nearby enemies)**  
—20 psychic damage

*"You are mistaken, sadly mistaken!"*: When an enemy engaged with the undead majordomo attacks without attacking the undead majordomo, the undead majordomo can use an interrupt action to deal 3d12 negative energy damage to the enemy.

*Ghostly*: This creature has resist damage 16+ to all damage (yes, even holy damage) except force damage, which damages it normally.

The undead majordomo can move through solid objects, but it can't end its movement inside them.

*Flight*: The undead majordomo flies in a joyless and regretful fashion.

*Independent summoned creature*

### Roll at the start of each turn:

- 1: The undead majordomo attempts to disengage, if engaged, and otherwise wastes its turn advancing further arguments it may have forgotten to mention earlier. Or not.
- 2–4: If engaged, it uses its melee attack against an enemy engaged with it. Otherwise, it moves to engage a random nearby enemy and uses its melee attack against it.
- 5–6: *Prattling discourse* is the attack of the moment, certainly. And the majordomo moves as you wish.

AC	22	
PD	17	HP 45
MD	20	

## UNDEAD SENESCHAL

9<sup>th</sup> level spoiler [UNDEAD]

Initiative: +10 (probably irrelevant)

**Courtier's slap +13 vs. PD**—35 negative energy damage

**C: Prattling discourse +15 vs MD (1d3 nearby enemies)**  
—35 psychic damage

*"Riff-raff!"*: When an enemy engaged with the undead seneschal attacks without attacking the undead seneschal, the undead seneschal can use an interrupt action to deal 5d12 negative energy damage to the enemy.

*Ghostly*: This creature has resist damage 16+ to all damage (yes, even holy damage) except force damage, which damages it normally.

The undead seneschal can move through solid objects, but it can't end its movement inside them.

*Flight*: The undead seneschal flies in a joyless and regretful fashion.

*Independent summoned creature*

### Roll at the start of each turn:

- 1: The undead seneschal attempts to disengage, if engaged, and otherwise wastes its turn advancing further arguments it may have forgotten to mention earlier. Or not.
- 2–4: If engaged, it uses its melee attack against an enemy engaged with it. Otherwise, it moves to engage a random nearby enemy and uses its melee attack against it.
- 5–6: *Prattling discourse* is the attack of the moment, certainly. And the seneschal moves as you wish.

AC	24	
PD	19	HP 80
MD	22	



# SUMMONING METAGAME

Summoning seems like a simple effect to add to the game: your spellcaster brings a warrior or devil or zombie into play to fight for them. Simple!

But it's not simple because summoned creatures magnify the power of an adventuring party out of all proportion to the space they occupy on a spell list. A creature that can attack at the same time as its caster uses worthwhile attacks doubles that character's firepower. Every hit point a summoned creature loses is a hit point the player characters didn't have to lose. We understood the difficulty of the topic and chose to avoid it entirely in the *13<sup>th</sup> Age* core rulebook.

We didn't necessarily get summoning "right" in *13 True Ways* for the necromancer and the druid. You'll notice that both those characters had strict limits on how many summoning spells they were able to cast a day . . . though the necromancer had some hacks that let them break the limit.

The reason for those limits was that the necromancer and the druid both summon what we now call superior creatures: creatures that can operate independently without any control.

The summoning rules that follow are an updated version of what has appeared earlier. Note that these new summoning rules are *not* meant to be used with the druid and necromancer class from *13 True Ways*. These rules also include mechanics for things like minor summoned creatures that don't exist yet in core *13<sup>th</sup> Age*, but are instead part of the upcoming *13<sup>th</sup> Age in Glorantha*, where we have an at-will summoner class, the earth priestess. We'll use the same rules in core *13<sup>th</sup> Age* so we're mentioning them now.

The new rules cover four types of summoned creatures. All the summoned creatures in this article are independent summoned creatures, so that's the only type you need to track for these spells.

## SUMMONING SPELLS

The rules that follow are written using the singular word "creature." Most spells summon a single creature at a time, and it's convenient to use the singular, but as you'll have noticed, a sorcerer with the Chromatic Destroyer Heritage talent can summon multiple creatures using the same spell, and there will be other such exceptions. We'll spell out odd cases where the rules are slightly different when you have multiple creatures summoned at the same time.

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

**Four types (CHANGED):** There are four types of summoned creature. Unless otherwise indicated, these rules apply to all four types. The four types are:

- *Superior* creatures that take their turns like any other creature.



- *Ordinary* creatures that fight better when controlled, but remain in the battle even if their summoner ignores them.
- *Independent* creatures that take their turns randomly, but usually to their summoner's advantage.
- *Minor* creatures that must be controlled by the summoner or else they vanish from the battlefield.

**Duration & death damage (CHANGED):** A summoned creature fights for you until the end of the battle, until it is dismissed, or until it drops to 0 hit points. At 0 hp, summoned creatures are slain and removed from the battle. Except for minor creatures, when a summoned non-mook creature is slain, deal psychic damage equal to the creature's level to the summoner. For summoned mooks, only deal that damage to the summoner when the last mook is dropped to 0 hp.

**Minor creature hit point cost:** Instead of costing the summoner hit points when dropped to 0 hit points, minor creatures cost the summoner hit points when they are summoned. This damage can never drop you to 0 hit points; if it would, you instead go down to 1 hit point remaining. The number of hit points required depends on the level of the minor creature you've summoned. (If you don't want to roll for damage against yourself with your lucky dice, the trickster or the GM will be happy to help.)

1 <sup>st</sup> level minor creature	1d6 damage.
3 <sup>rd</sup> level minor creature	2d6 damage.
5 <sup>th</sup> level minor creature	3d6 damage.
7 <sup>th</sup> level minor creature	4d6 damage.
9 <sup>th</sup> level minor creature	5d6 damage.



**Action economy (CHANGED):** The differences between the four types of summoned creatures hinge on how active and self-directed they are.

The turn you summon them, all four types of creature take their turn directly after the summoner's turn in initiative order. The summoned creature continues to take its turn immediately after you (even if your initiative order changes) until the end of the battle.

**Simpler timing (NEW):** Having summoned creatures take their turn immediately after their summoner is the mechanically correct way to handle the timing. But in practice, we notice that hardly anyone wants to play that way. Most players want to mix their summoned creature's actions in during their character's turn. If you want to fudge the timing and allow this, it's almost always fine. So our simpler rule is that you can mix the actions together if you want, but if the GM decides it's confusing or the rules are starting to have conflicts, the GM can enforce the "proper" turn order.

**Superior creatures' actions:** During its turn, a superior creature can act like any other creature, taking a standard, move, and quick action. The druidic and necromantic summoning in *13 True Ways* summoned creatures that we would now refer to as superior summonings. Earth priestess, storm voice, and hell mother summoning? Not so much.

**Ordinary creatures' actions:** An ordinary summoned creature only takes a standard, move, and quick action on its turn if its summoner used a standard action on their own turn to summon or control the lesser creature. If the summoner did not use a standard action to summon or control the creature, the summoner will roll a d6 on the creature's Default Action Table to find out what the options are for the lesser creature's turn. The default tables vary between creatures, but the general pattern is that rolling low gets you little or no effect and rolling high gets you closer to the summoned creature taking a full turn.

The wording for when an ordinary summoned creature can take a full turn is carefully set up to allow it to take all three actions the turn it is summoned. On the other hand, if you have two ordinary summoned creatures in play at the same time, each requires a different standard action to control. The rare spells that summon mobs of mooks are the exception: consider the entire mob to be a single creature; one standard action controls the entire mob.

Ordinary summoned creatures can intercept if their summoner used a standard action to summon or control the creature on their last turn. If the summoned creature rolled on its Default Action Table on its last turn, it can't intercept.

For the record, the corner case in which a summoner is hampered prevents them from using their standard action to control their summoned creature, just as it prevents them from casting a new summoning spell.

Earth priestesses and hell mothers generally summon ordinary summoned creatures, at least with their summoning spells that count for something.

**Independent creature's actions:** Sorcerers don't have as many summoning spells, but their spells generally summon independent creatures that don't require further actions to control. Independent creatures can't be controlled much at

all—they always roll a die on an action table that's part of that independent creature's stat block and act accordingly. An independent creature that made an attack on its last turn can intercept. An independent creature that failed to make an attack on its previous turn can't intercept.

**Minor creature's actions:** If you already have a minor creature summoned and don't use a standard action to control it, remove the minor creature from play at the end of your turn, before it gets to take its turn after your turn in the initiative order. If you do use your standard action to control the minor creature, it gets a full three complement of standard/move/quick action, like any other summoned creature.

**Dismissal (CHANGED):** A summoner who wants to avoid taking damage later when their summoned creature is slain can dismiss their own summoned creature as a quick action. It doesn't make any sense to dismiss a minor creature for this reason, but there is a good reason to use dismissal on one of your minor creatures: to allow you to summon another minor creature (see the end of the next section).

**Multiple summoning spells at the same time (CHANGED):** Druids and necromancers can only have one summoning spell active at a time, mostly because their superior creatures are powerful and time-consuming at the table because they don't use up the caster's actions. Most of the summoning spells for other classes don't have this one-at-a-time limitation.

The exception is that you cannot summon a minor creature while you have another summoned creature in play. If you already have a summoned creature and want to summon a minor creature, use a quick action and dismiss your first creature.

Summoning a non-minor creature while you have a minor creature in play is slightly different. You can do it, but that generally means you won't have used a standard action to control your minor creature, so it's going to go poof at the end of your turn anyway. But maybe that's all the time you need. And if you get an extra standard action on your turn and use it to control the minor creature to keep them both around for a turn, well, all power to you.

**Halfway there:** Summoned creatures are not the same as real creatures. Even superior summoned creatures are only partly real, partly magical. Their abilities don't always match the capabilities of the creatures that the adventurers encounter *for real*. Sometimes this is reflected in a summoned creature's attacks or abilities. It's most often reflected in a summoned creature's hit points. However you slice it, the stats for summoned creatures are not meant to be used as stats for standard monsters. The math for fighting PCs and monsters is different, and what works for one doesn't work well for the other.

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

**Escalation die (CHANGED):** Summoned creatures can use the escalation die, but only at the value it was during the turn they were summoned. In other words, if you summon a creature before the escalation die increases to 1, it won't gain any bonus from the escalation die, no matter how high the escalation die



risers. If you wait until the escalation die is 2, your summoned creature will use the escalation die as if it was capped at 2 the rest of the battle.

**Allies? (CHANGED after the Summoning Spells article):** Summoned creatures generally count as your allies, but you can choose to treat them as non-allies when that's better for you. For example, when a monster's attack chooses one of its random enemies, it's good for you to have your summoned creature count as an ally of yours and an enemy of the monster. But when you have a spell that's going to heal a random ally, you probably want to exclude the summoned creatures from being a possible target, and that's fine.

A corollary to this is that if PCs have spells or effects that count the *number* of allies, count all creatures summoned by a single PC as a single additional ally. This isn't a hugely important rule, but if it comes up in some weird corner cases, it's sitting here in case the GM wants to prevent tacky abuses.

**No recoveries, bad healing (CHANGED):** Summoned creatures don't have recoveries. If you cast a healing spell on a summoned creature that requires the use of a recovery, the summoned creature heals hit points equal to your level. If you use an effect that would heal a summoned creature without using a recovery, the summoned creature only heals half the normal hit points of the effect.

This problem doesn't apply to a summoned creature's own ability that lets it heal a bit. Such innate abilities work fine.

For simplicity sake, we're using this rule for all summoned creatures, even undead summoned by *summon undead toady* and the necromancer's summoning spells.

Temporary hit points, on the other hand, still work normally for summoned creatures.

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

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

**Gathering power when you have summoned creatures:** Sorcerers, take note: non-attack spells generally don't improve when cast after you have gathered power, though there is a small exception when you use your next standard action to cast a summoning spell. If you use your empowered spell to summon a creature, that creature's first attack roll this round will deal double damage. You don't double all the creature's damage rolls this round, the way you would double the damage rolls if you cast a normal attack spell, but you're getting *some* benefit from having empowered the spell.

Note that if you already have an independent summoned creature in play, gathering power won't matter to your summoned creature. It will roll a d6 at the start of its turn and act accordingly. On your next turn, the first spell you cast is empowered, dealing double damage, but that won't affect the summoned creature you already have in play.