



Martin Killmann

DARK ALLEYS & TWISTED PATHS

13th Age Compatible

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A FANTASY ROLEPLAYING SUPPLEMENT
BY MARTIN KILLMANN

COMPATIBLE WITH THE 13TH AGE ROLEPLAYING GAME

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INTRODUCTION

DEAR FRIENDS,

This book has been a long time in the making. Even before *13th Age* was released, still during the playtest, I have been collecting ideas and creating ways to expand character options. Since then I've had many conversations and playtest sessions with members of the community, who have provided insight, feedback, and more ideas. Some of them are listed below. I hope I didn't forget anyone, but if I did I offer my apologies.

I hope the book your holding in your hands will inspire you to make new, fun characters, and enjoy this amazing game even more.

HAVE FUN!



NEW RULES, CLARIFICATIONS & VARIANTS

NEW KEYWORDS

This book introduces a few new keywords that are used with the new talents and powers. While they are new to *13th Age*, you may already be familiar with them from other roleplaying games.

ADVANTAGE / DISADVANTAGE

When you have “advantage” on a d20 roll, roll twice and choose the higher result. Only the higher roll counts for things like natural even / odd roll.

When you have “disadvantage” on a d20 roll, roll twice and choose the lower result instead. Only the lower roll counts for things like natural even / odd roll.

As in other RPGs you may be familiar with, advantage and disadvantage are binary, either you have them or you don't. Advantage / disadvantage from multiple sources doesn't stack. If you have both advantage and disadvantage, they cancel each other out.

If you use the advantage and disadvantage keywords in your game, you can treat any “roll twice and take the better result” in other *13th Age* publications as advantage, even if the rules do not use that keyword. Examples where *13th Age* already uses an advantage mechanic include Barbarian Rage, the human racial power, the Infernal Heritage sorcerer talent, and the Champion of Three Worlds monk talent.

CLOUD SPELLS

Cloud spells create a fog in the nearby area. These spells usually attack a number of nearby enemies and have some effect on allies engaged with these targets.

After the fog is created, non-engaged creatures can move out of it as a move action. Engaged creatures must succeed at a disengage check to do so.

At the start of your next turn after casting the spell, make a normal save (11+) to check whether the cloud persists. This is not an action. If it persists, any target that was hit and is still in the cloud suffers the effect again, and you make another save at the start of the following turn. If the save fails, the spell ends.

At the GM's discretion, clouds move naturally with the terrain. They will roll down slopes and disperse in strong winds.

CYCLE BONUS

This is a monk-specific keyword. You gain a cycle bonus for the duration of your current attack progression, that is, for your opening, flow, and finishing attack, until the start of your next turn after using a finishing attack. It also ends if anything breaks the current attack progression, such as the end of the battle, when you don't attack for a round, or when you start a new progression by using an opening attack.

EXPLODING DICE

An “exploding” die means that if you roll the highest number, say 6 on a d6, you add it to the total, then roll it again and add that too. If that result is also the maximum, add and roll again, and so on.

PRONE (CONDITION)

When you are prone, you are down on the floor, off balance, or have otherwise left yourself open to attacks.

Enemy melee attacks have advantage against you until you spend a move action to stand up or regain a defensive posture.

Unlike other conditions, there is no save against being prone.

INCREASING DICE BY ONE STEP

When an ability asks you increase or decrease dice by one step, use the table below

2D12	HIGHEST
2D10	↑
2D8	↑
2D6	↑
D12	↑
D10	↑
D8	↑
D6	↑
D4	↑
D3	↑
D2	↑

RULES CLARIFICATIONS

MELEE / RANGED ATTACK SPELLS

A number of spells in this book are listed as a “melee attack” or “ranged attack” type, such as Toxic Steel on the necromancer list or Exalted Shot of the Archery cleric domain. These spells count as both spells AND melee / ranged attacks. If something affects spells, such as the necromancer’s Wasting Away class feature, it applies to it, and if something affects melee / ranged attacks, like the occultist’s Fateful Confrontation spell, it also applies. Both an implement and true magic item weapon can give a bonus to attack and damage with the spell, but if you have both, only the higher bonus applies.

SAVE PENALTY STACKING (VARIANT RULE)

A number of talents and feats in this book allow player characters to increase the difficulty of saves against the effects of their spells and powers. This can lead to an unwanted effect where penalties are stacked to the point where enemies cannot resist these powers anymore. To prevent this from happening, I recommend using a variant rule that a save with a natural roll of 18+ always succeeds, regardless of how high the difficulty was stacked.

SUMMONING RULES

Summoning spells allow you to summon a creature to fight for you on the battlefield. Now, with five different sets of summoning rules in *13th Age* at the time of this writing, this requires some clarification. All summoning spells in this book use the *13 True Ways* summoning rules as the baseline, regardless of class.

For easy reference, I am providing these rules below.

Note that I have edited the rules for brevity. The mechanics are the same, but I merged some parts and removed the repeated mentions that specific rules of a feat, spell, talent, or similar can override these basic summoning rules. Consider it implied. In the language introduced in summoning rules after *13 True Ways*, all summoned creatures in this book are superior summoned creatures.

Standard action spells: Casting a summoning spell requires a standard action. The creature you summon appears next to you.

Duration: A summoned creature fights for you until the end of the battle, or until it drops to 0 hit points. At 0 hp, summoned creatures are slain and removed from the battle. You can dismiss your summoned creatures as a quick action.

DOUBLING DOUBLE DAMAGE (REMINDER)

As stated in the Core Book, if you double your damage from two different sources, such as scoring a critical hit with a sorcerer spell that was empowered with Gather Power, you triple the damage in total. If you manage to double your triple damage, bump it up to quadruple, and so on. In other words, each doubling adds the initial amount of damage again.

DOUBLING ONGOING DAMAGE

When you deal double damage with an ongoing damage effect, for example casting Breath of the Green with Gather Power, the ongoing damage is doubled the first time it is dealt, but not on subsequent rounds, if any.

Note that the Core Book only specifies this ruling for Gather Power, not other sources of double damage.

To keep the rules consistent, it is recommended that the GM applies this ruling to all doubled damage, including critical hits. As an alternative rule, the GM can also choose to always or never double ongoing damage.

One summoning spell at a time: Each spellcaster can have only a single summoning spell active at a time. If all the creatures from an earlier summoning spell have been slain or dismissed, you’re free to cast another.

Halfway there, fewer hit points, no nastier specials: Summoned versions of a creature either have their own stat block, with balance changes from the “standard” version of the creature, or they reference a stat block in the Bestiary or a similar source. Summoned creatures from the Bestiary will usually have fewer hit points as indicated by the spell entry. They will not have any nastier specials.

Actions: The turn you summon a creature, it takes its turn immediately after you in initiative order. During its turn, the summoned creature can take a standard, move, and quick action. The summoned creature continues to take its turn immediately after you until the end of the battle. (Note: This is more of a convention than a hard rule. GMs can allow a summoned creature to act before the summoner instead.)

Escalation die: Summoned creatures don’t benefit from the escalation die. If you use a quick action to give it orders or magical reinforcement, the summoned creature can add the escalation die to attacks, until the start of your next turn, including for opportunity attacks and other attacks that it gets to make during other creatures’ turns. If you’ve summoned a mob of mooks, a single quick action lets every member of the mob use the escalation die.

Allies?: Summoned creatures count as your allies.

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

Spell or creature?: When a summoning spell is cast, it's a spell. After casting the spell, a summoned creature is a creature.

Magic item bonuses: Creatures you summon gain the bonuses to attacks, damage, and defenses from magic items you are wearing. (NOTE: This rule is not found in *13 True Ways* but was added later as errata in *13th Sage*.)

Also consider the following feats if you'd like to specialize in summoning. You don't have to take them in order.

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

Adventurer Feat: When you summon a non-mook creature, it gains bonus hit points equal to 1d10 plus your highest ability modifier (5th level: 2d10 + 2x mod; 8th level: 3d10 + 3x mod).

Adventurer Feat: When a creature you summoned is granted the ability to heal using a recovery, it can use one of your recoveries and your recovery roll.

Champion Feat: You can cast your summoning spells as a 2d4-minute ritual outside of battle. This summons the creature until your next full heal-up (unless it is brought down to zero hit points).

Champion Feat: After you summon a creature, the first enemy attack against it has disadvantage.

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

LEVELING UP CRITTERS

If the creature you want to summon doesn't have higher level stats, say you want to summon a zombombie (see p. 141) at 5th instead of 3rd level, you can increase its attacks and defenses by 2 and its hit points and damage by 60% for each 2-level step.

WHICH CLASS IS WHERE?

This book references a number of 13th Age classes in other publications. Here is a quick list of which book these classes can be found in.

13th Age Core Rulebook (Pelgrane Press): *Barbarian, Bard, Cleric, Fighter, Paladin, Ranger, Rogue, Sorcerer, Wizard*

13 True Ways (Pelgrane Press): *Chaos Mage, Commander, Druid, Monk, Necromancer, Occultist*

Book of Demons (Pelgrane Press): *Demonologist*

Dark Pacts and Ancient Secrets (Kinoko Games): *Abomination, Fateweaver, Psion, Savage, Swordmage, Warlock (Note that there are several classes called Warlock for 13th Age. This book only refers to the one in Dark Pacts & Ancient Secrets.)*



VARIANT RULES

BASE 13 RANDOM STAT GENERATION

Players love rolling their stats at character creation, but the traditional method has the downside that it can create wide power differences in a party, giving one PC a big boost and hampering another for an entire campaign from just a few die rolls.

The following method avoids that issue, by using each rolled die twice—once positive and once negative. Here's how it works:

1. Roll six d6, line them up, and assign a letter to each: A B C D E F.
2. Calculate your stats using pairs of adjacent dice as follows:
 - * $13 + A - B$
 - * $13 + B - C$
 - * $13 + C - D$
 - * $13 + D - E$
 - * $13 + E - F$
 - * $13 + F - A$

The range of possible results is 8 to 18, the same as with the standard point buy. The stats always add up to a total of 78. This method creates a slightly higher stat total than you would get with the standard 28 point buy, but it offers less room for optimization. And just for comparison, the classic method of 4d6 drop lowest produces an average of 12.24 per roll, for an expected total of 73.44 in 6 rolls.

For a No-Risk-No-Fun variant that creates more high and low results, switch some (or all) of the dice with d8s. This extends the range of possible outcomes to 6 to 20, while still keeping the total at 78.

STAT BUMP EACH LEVEL

Instead of gaining a +1 to three different ability scores at 4th, 7th, and 10th level, PCs now gain a +1 bonus to any ability score at each level-up, with the restriction that each stat can only be chosen once per tier.

This house rule gives the same amount of stat advancements overall, it just distributes them evenly across levels. With this rule, PCs can now choose a +1 to a stat as an incremental advance. It is suggested for long, drawn-out campaigns, with more than the usual four sessions between each level-up.

ICON RELATIONSHIPS AS BACKGROUNDS

This rule gives players an additional way to use their icon relationships in the game.

Choose icon relationships as usual, but then define each icon relationship with an additional description similar to a background. For example, a positive relationship with the Crusader could be “Retired sergeant of a Crusader shock troop” or “Secretly the Crusader’s son.”

When making a skill check, you can use the icon relationship as a bonus to the roll, instead of one of your backgrounds. When you do, roll a d6 for each point of icon relationship, then add the highest roll to the check.

Using an icon relationship this way is bound to reveal some information—if you leverage your status as the Crusader’s son, that fact is no longer a secret.

Note that this mechanic is separate from using icon relationships for story benefits as described in the *Core Book*, and a campaign can use both.

FAMILIARS (THE PLUSHIE RULE)

Props are important for enhancing immersion at the game table, so here is a recommended house rule: If a player brings a stuffed toy to the game table to represent their PC’s familiar, that familiar gains a bonus ability from the class’ usual list.



TAKING RISKS

A core philosophy of *13th Age* is that the action should always drive the story forward, as expressed in the Fail Forward rule (*Core Book* p. 42). The Taking Risks rule presented here expands on that philosophy.

With Fail Forward, when a PC fails a check, they usually succeed at their goal if it drives the story forward, but suffer a bad consequence, or a new threat is introduced.

The Taking Risks rule allows players to double down on that. If they fail on a roll, they can announce they want to take a risk and reroll. If the reroll is successful, the check is a normal success and no consequence happens.

However, if the attempt fails, the PC suffers a setback that is a lot more grave than a Fail Forward. The consequence of a failed attempt at Taking a Risk should always be crippling, otherwise it wouldn't be worth calling it that way. The interpretation is up to the GM, but the table below provides some guidance. If in doubt, the GM can choose a result from this table, or have the player roll a d12.

Effects that you can save against during a quick rest always end on a full heal-up.

Essentially, Taking a Risk means that the player steps in to try and avoid a Fail Forward result that would be detrimental to the party.

Why would players want to take a risk when there is a guarantee that the story moves on despite the failure? The story moving on doesn't necessarily mean it continues in the PC's favor. If the campaign villain needs to collect three artifacts of doom to succeed at the ancient ritual to achieve godhood, the story still continues to its climax if the PCs fail to stop the villain from assembling these items before the big final confrontation. Even the death of a PC might still be a fail forward moment, when it leads to a heroic sacrifice and ultimate success of the rest of the party, or at least a clutch escape.

ROLL	SETBACK	CONSEQUENCE
1	Hand injury	Disadvantage on melee and ranged weapon attacks. You can roll a save during a quick rest to end the effect.
2	Lasting pain	Disadvantage on saves. You can roll a save during a quick rest (without disadvantage) to end the effect.
3	Injured pride	Disadvantage on Charisma-based checks. You can roll a save during a quick rest to end the effect.
4	Head injury	Disadvantage on Intelligence- and Wisdom-based checks. You can roll a save during a quick rest to end the effect.
5	Spellburn / power loss	Disadvantage on attack rolls when using magic spells or powers. You can roll a save during a quick rest to end the effect.
6	Karmic backlash	Lose any unspent 5 or 6 on icon relationship rolls.
7	Arcane conflux	All equipped magic items lose their powers except for the default bonus, and you suffer from all magic item quirks. You can roll a save during a quick rest to end the effect.
8	Can't cheat death	Suffer a failed death save.
9	Sickened	Heal only half damage from recoveries. You can roll a save during a quick rest to end the effect.
10	Drained vigor	Lose a recovery.
11	Terrible injury	Lose half your current hit points.
12	Luck out	Bad karma. The next time a PC in the group Takes a Risk, the reroll has disadvantage.

RACES

OVERVIEW

This chapter adds new optional races for your *13th Age* campaign. The races are ...

Elemental Soul: Humanoids infused with one of the four elements fire, earth, water and air

Half-Ogre: Big, green, friendly swamp-dwellers

Leomar: A proud warrior race of the feline variety

Nyama: Natural shapeshifters who can take the form of an animal

Orc: Savage harbingers of destruction

Pixie: Tiny winged mischief-makers

Ratkin: Smelly rodent-people and perennial underdogs

Shadowborn: Guardians of the Underworld

Star Child: Gifted children who descended from the stars

Vorhai: Heavily tattooed race bred for battle

RACE	STR	CON	DEX	INT	WIS	CHA
Firesoul			+2			+2
Rocksoul		+2		+2		
Stormsoul			+2	+2		
Watersoul		+2			+2	
Half-Ogre	+3	+3				
Leomar	+2		+2			
Nyama	+2	+2			+2	
Orc	+2		+2			
Pixie			+3			+3
Ratkin		+2	+2			
Shadowborn		+2			+2	
Star Child				+2	+2	+2
Vorhai	+2	+2				

ELEMENTAL SOUL

In a past age where there was no High Druid, the Four Elemental Lords channeled the magic of the deep seas, lofty mountains, spewing volcanoes and open skies. The chromatic dragons were not pleased with this encroachment upon their territory, as they believed the power inherent in these elemental nodes was theirs. For the first half of the age, the dragons slowly sowed fear and mistrust between the elemental lords. Through political machinations by the Blue and targeted assassinations by the Black, the Lords had already weakened each other to the point that when the dragons were ready to strike, a coordinated defense against the onslaught was no longer possible.

Defeated, the Lords had no other choice but to extract what was left of their own magical essence and infuse their followers with it, so that one day the chosen ones can bond with the dormant elemental nodes and rise again as lords. These newly created elemental souls fled to the edges of the empire, gathering in remote, barely inhabitable areas where the raw elements are strong.

FIRESOUL

Firesouls descended from the followers of the Elemental Lord of Fire. Like their element, their personality tends to be fiery and temperamental. They can easily be spotted in a crowd thanks to their skin tones of red and orange, and the literal gout of fire burning atop their head instead of hair.

Firesoul dwellings can be found at the base of volcanoes, where they grow grapes and vegetables on the fertile soils. Others live as nomads, traveling from oasis to oasis across hot, barren deserts, or as raiders attacking these caravans.

They are few and far between in the empire, occasionally acting as extra firepower in mercenary bands or showing off as gladiators in the arena. Some have accepted their defeat by the dragons and make a living among the hodge-podge of non-humans in Drakkenhall.

RACIAL BONUS

+2 Dexterity OR +2 Charisma

Adventurer Feat: Gain *resist fire* 16+.

BURNING VENGEANCE (RACIAL POWER)

Once per battle, when you take damage from an attack by a nearby enemy, deal 1d6 per level fire damage to your attacker as an interrupt action.

Champion Feat: Once per day, deal the Burning Vengeance damage to 1d3 additional nearby enemies.

ROCKSOUL

Rocksouls descended from the followers of the Elemental Lord of Earth. Their skin takes the colors of a variety of minerals, from white marble to red granite and black basalt. They don't have hair, but often have colorful crystals growing on the back of their heads. Their personality tends to be gruff, even stubborn, hard to anger but very much set in their ways.

Rocksoul communities inhabit mountain caves and old mines. Their natural habitat puts them in close contact with the dwarves, and the two races have a rocky relationship. In past ages, they were venerated among the dwarves as blessed creatures, but the current Dwarf King in his greed has taxed them to the point of servitude and slave labor. Many have fled the dwarf-controlled areas and spread across the empire in small bands of wandering craftsmen. Some have ventured deeper underground, taking advantage of the fact that they are less susceptible to the poisonous fumes coming up from below.

Those who have stayed are plotting rebellion—there's even talk of luring a living dungeon into a dwarven stronghold to break their control.

RACIAL BONUS

+2 Constitution OR +2 Intelligence

STONE HEART

Once per battle, when you take damage, reduce the damage by three times your level as an interrupt action. If you reduce the damage of an attack that would also cause you to pop free or get pushed, ignore that effect.

Champion Feat: The next time you take damage after using the power, reduce it by twice your level, and the next time after that by your level.

STORMSOUL

Stormsouls descended from the followers of the Elemental Lord of Air. Their skin can take all colors of the sky, from the light blues of a clear summer day to the dark greys of a cloudy day and even the yellows and reds of dusk and dawn. Many grow out their hair in long waves, and it crackles like lightning when they move. They are flighty and temperamental, often calm and collected on the outside, but with a storm brewing inside that can burst out any time.

Like the wind, stormsouls cannot stay in one place too long, and they feel stifled and caged when inside a building too long. Many spend the year wandering around the empire with a tent on their back, alone or with other traveling troupes like merchants or carnivals. They only meet their brethren on determined dates in places where the wind blows freely, like mountain peaks and cliffs by the sea. Like watersouls, they enjoy traveling the high seas and can often be found among ship crews.

RACIAL BONUS

+2 Dexterity OR +2 Intelligence

Adventurer Feat: Gain *resist lightning and thunder* 16+.

Feather Falling: Stormsouls can make themselves light as a feather and slowly descend from any height.

ZEPHYR STEP (RACIAL POWER)

Once per battle, when you are attacked by a nearby enemy, roll a d20 as a free action. If the roll is equal to the natural attack roll or higher, replace the natural attack roll with your roll and change the target to a nearby enemy of your choice.

Champion Feat: If the escalation die is 2+, gain advantage on your d20 roll for Zephyr Step.

WATERSOUL

Watersouls descended from the followers of the Elemental Lord of Water. On land, they often appear lost in deep thoughts, speaking in few words and staring at the horizon. But in the water, their mood lightens up, and they become playful like children and dolphins. Their skin shows all green and blue hues of the ocean, and it is always moist to the touch. Some are completely hairless, while others have long strands of kelp dangling from the top of their head.

Watersouls don't like to be far from rivers, lakes and the sea, and often make their dwelling there. Many live in stilt houses above a lake, or on boats. It's not an exaggeration that they learn to swim before they learn to walk.

Many are fishermen by trade, exchanging their catch for the goods they need to live. They also collect other treasures of the sea, like pearls and loot from sunken ships.

RACIAL BONUS

+2 Constitution OR +2 Wisdom

Adventurer Feat: Gain *resist acid* 16+.

Water breathing: Watersouls can breathe underwater.

RIPPLING WAVES (RACIAL POWER)

Once per battle, as a free action when you are attacked by a nearby enemy, keep a copy of the natural roll of that attack. Once before the end of your next turn, when you would roll a d20, you can use the copied roll instead of rolling a die.

Champion Feat: Instead of deciding before you roll, you can roll a d20 and decide to swap in the copied d20 if you don't like the result.

HALF-OGRE

Big and brutish in appearance, with shoulders twice as wide as the common human, half-ogres have a reputation as strong but dumb muscle. Unfortunately, many members of the race do little to dispel that reputation and show a dim-witted mind and boorish behavior. In civilized areas, they can often be found working as day laborers, farm hands, bouncers and strongmen. In the wild, they are thugs and bandits, roaming the countryside to take what they need.

Legend has it that the first half-ogre was created when an overzealous wizard tried to coerce a nymph into his service via magical means, and the magic backfired to turn him into the biggest, ugliest, dumbest creature he could imagine. True or not, it is widely believed that the origin of this race is rooted in foolish selfishness, and whatever fate befalls them is well deserved.

Smarter and more cultured half-ogres hate being stereotyped like that, but some use that to their advantage, since it's much easier to trick people when they are unsuspecting.

The Bestiary has more on ogres on p. 148, but your half-ogre PC could be something very different.

RACIAL BONUS

+3 Strength OR +3 Constitution

Special: When you assign a half-ogre player character's ability scores, both Strength and Constitution must appear in their top three ability scores. It's okay for one or both of these scores to be tied with a score that's out of your top three scores, but neither Strength nor Constitution can drop out of the top three at 1st level.

BRUTAL (RACIAL POWER)

Once per battle, before making an attack, you can choose to take disadvantage on the attack roll. If you still hit, you deal double damage. You cannot use this power if the attack already had disadvantage, and advantage cannot cancel this disadvantage.

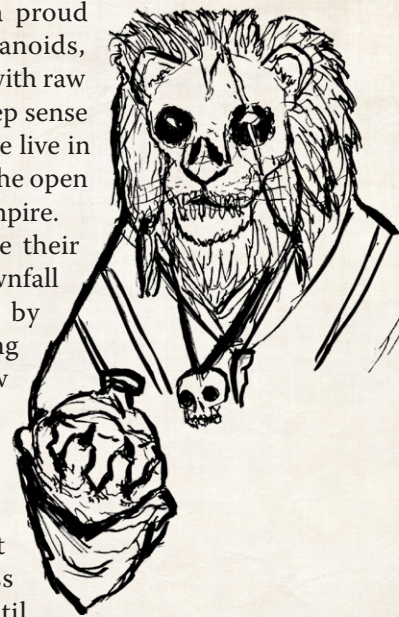


LEOMAR

The cat-like leomar are a proud race of lion-headed humanoids, who combine feline grace with raw physical strength and a deep sense of honor. Most of their race live in roving nomadic bands on the open plains to the west of the empire.

The leomar used to rule their own kingdom, until its downfall in a past age. Blinded by pride, they were unwilling and unable to see how their nobility was slowly being corrupted by the Diabolist of that age. They threw themselves into a futile attempt at conquest for territory and access to the Midland Sea, until their proudest warriors were annihilated in a valiant charge against what was then the still-active Great Gold Wurm.

Ashamed by betrayal and deceit, the survivors retreated to scattered camps and lonely monasteries in the far west to repent. These days, they can sometimes be seen in the empire, leading small bands of soldiers against demons and undead, the very enemies that caused their demise, to make up for their ancestors' folly. Many have pledged themselves to the Great Gold Wurm or the Crusader. Among the troops, they have earned a reputation as fierce warriors and loyal companions.



RACIAL BONUS

+2 Strength OR +2 Dexterity

Courage: Always use a leomar's maximum hit points, not their current hit points, to check if they are affected by a power or ability such as fear.

POUNCE (RACIAL POWER)

Once per battle, you can engage a nearby enemy as a free action, and gain advantage on the first attack roll against the target that turn.

Champion Feat: You gain a +2 bonus to AC and PD until the end of your next turn.

NYAMA

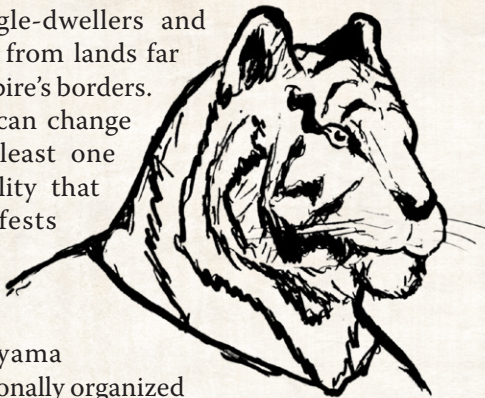
The nyama are dark-skinned, humanoid jungle-dwellers and shapechangers, from lands far south of the empire's borders.

Each nyama can change shape into at least one animal, an ability that usually manifests around puberty.

The form is generally hereditary. Nyama society is traditionally organized in large family clans, which all share one animal form. Occasionally, due to the unpredictability of magic, a child is gifted with a different first shape than their parents, and such a child is usually transferred to a clan that manifests that form.

In the current age, these clans have formed into secluded city states with a complex society of castes. The animal form determines a caste's role and status in society. Eagles are scouts and explorers, owls are scribes and administrators, while panthers are warriors. The lowly hyenas and rats are butchers and tanners. Some of these roles have shifted over generations, and the reason why, for example, the crocodile caste ended up as mechanics and clock makers has been lost to history.

The nyama haven't seen many visitors from the empire because maritime travel to the south is hindered by the many sea monsters that terrorize the coastline, and few of them have ever traveled north, but a good One Unique Thing can provide a motivation for this.



RACIAL BONUS

+2 Strength, +2 Dexterity OR +2 Wisdom

Gift of the Moon: If you are a druid of the Circle of the Moon (see p. 109), you gain one bonus aspect.

SHAPECHANGE (RACIAL POWER)

As a standard action, at-will, you can take the form of an animal of your choice, or change back to your humanoid form. In animal form, you can hunt other animals that are the natural prey of your form, but the form is not well-suited for combat. You can't speak, use weapons or other items, or cast spells in your animal form. If you take damage, you revert back to your humanoid form.

Adventurer Feat: Gain a second animal form of your choice.

Champion Feat: Gain a third animal form of your choice.

ORC

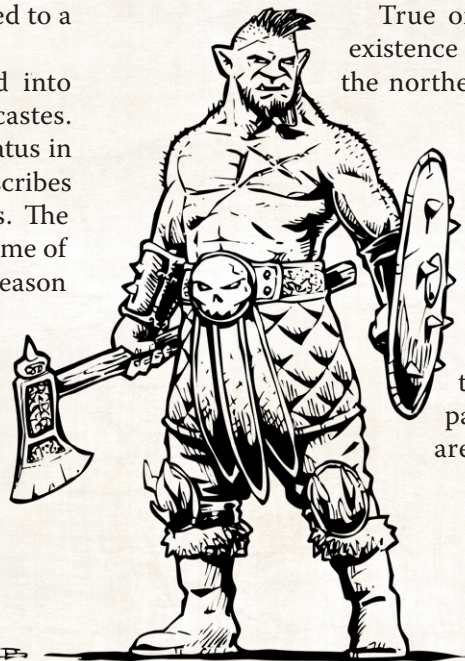
While humans show a wide variety of face shapes and skin colors, orcs beat them in that regard, with faces ranging from near-human with giant tusks to almost wolf- or pig-like snouts. Their skin colors range from grey to green to red and any shade in between. Like humans, orcs have shown the ability to mate and produce offspring with a wide variety of races, which could explain some of the variety.

Orc culture is tribal, warlike, hierarchical, and rough. Those who can prove the ability to lead through a combination of strength and cunning are followed and respected. Those who can't are challenged and removed.

Orcs see themselves as proud herders and warriors. They tend to their livestock and go on raids when the season is right. Where they have agriculture, it's usually enslaved races who do the work.

True orcs used to live a pitiful existence in bickering chiefdoms at the northern fringes of the empire, but the appearance of the Orc Lord changed everything. Whether the elves had a hand in his creation or not is a matter of speculation, but fact is that the orcs are now stronger than they have ever been in past ages. Even if the clans are far from fully united, this age might still be considered the Golden Age of the orcs.

For more on orcs and their role in this game, see the Bestiary p. 155.



RACIAL BONUS

+2 Strength OR +2 Dexterity

DANGEROUS (RACIAL POWER)

At the start of each battle, gain a +3 bonus to your critical threat range. The bonus ends when you score a critical hit, or when you are first staggered.

Champion Feat: If you are staggered for the first time in a battle and you have not scored a critical hit yet, you can make a basic melee attack as an interrupt action. The bonus from Dangerous applies to this attack.

PIXIE

Pixies, or sprites, as they are also known, are a tiny humanoid faerie race with insect-like wings with a wide range of shapes from butterfly to dragonfly. They are natural mischief-makers and pranksters, and thrive on mundane and magical practical jokes.

Many pixies prefer the safe environment of the deep faerie forest, and they seldom get involved in the bigger machinations of icons and ages unless their home is directly threatened. However, natural curiosity can sometimes lead a pixie to adventures in the big, scary world of the larger races. Some just tag along with a bunch of vagrants who happen to pass through the area. Others enjoy meeting new friends who can still be surprised with the classic pranks.

With their small frame, nobody expects a pixie to be worth much in direct combat, but like insects, they use maneuverable flight and poison to their advantage. They also have a penchant for spellcasting, especially when it's based on inner talent (or in game terms, Charisma).

You can find more information on pixies and fey in general in the fey chapter of the Bestiary 2 p. 62.

RACIAL BONUS

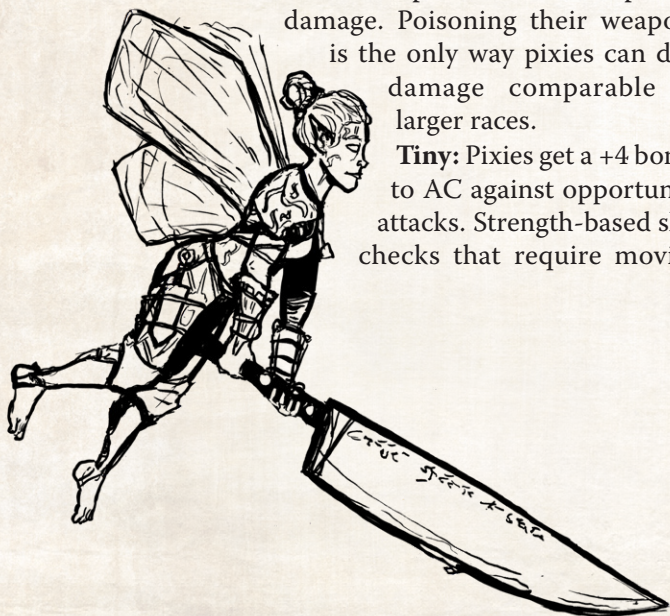
+3 Dexterity OR +3 Charisma

Special: When you assign a pixie's ability scores, both Dexterity and Charisma must appear in their top three ability scores. It's okay for one or both of these scores to be tied with a fourth score, but neither can drop out of the top three at 1st level.

Flight: Pixies can fly. They are very agile flyers, but rather slow. They can't carry much weight while flying. They prefer staying close to the ground to avoid issues such as strong winds and predatory birds.

Poison: Pixie weapon attacks deal poison damage. Poisoning their weapons is the only way pixies can deal damage comparable to larger races.

Tiny: Pixies get a +4 bonus to AC against opportunity attacks. Strength-based skill checks that require moving



heavy objects are one step more difficult for pixies (+5). Checks to squeeze into tiny spaces are one step easier (-5).

Adventurer Feat: You can use the Shrink cantrip at-will.

Shrink: You shrink one object from a size that normal humanoids can use to pixie size. You can have one object per level shrunk at the same time. The object stays shrunk while you keep it on your person. If you leave it behind, it returns to its normal size within a few minutes.

FLUTTER AWAY (RACIAL POWER)

Once per battle, when you roll a natural even failure with a disengage check, you can reroll the die and take the new result.

Champion Feat: If the reroll is successful, any enemy you disengaged from is dazed until the end of your next turn.

RATKIN

As the name suggests, ratkin are humanoids with rodent-like features, including small black eyes, a snout with whiskers, and a tail. It's unclear where they come from, or how many of them there are. The empire refuses to accept them as citizens, their history is not recorded, and their numbers are not counted.

All that is known is that they follow civilization, and attempts to root them out in any major city have failed. They survive off the scraps, eating from the garbage that others throw out, and living in the dark corners that are too damp or too smelly for others to live in comfortably. They can be found in sewers, in abandoned warehouses and in the cargo hold of ships. They earn their coin as rat catchers, manure collectors, day laborers, petty thieves and spies.

Ratkin form a tight-knit society where everyone is treated like family, both in love and utter disdain. It is said that they have kings and queens in every big city, who organize affairs and preside over personal disputes. Ratkin who live to the old age of twenty are highly revered, and often act as teachers and advisors to the younglings.

Ratkin share the old legend of Rodentia, a secluded valley where their people live in peace and prosperity. Rodentia may just be a myth.

RACIAL BONUS

+2 Dexterity OR +2 Constitution

STENCH (RACIAL POWER)

Once per battle, as a quick action, make a Constitution + level attack vs. PD against 1d3 nearby enemies in a group. On a hit, deal poison damage equal to your Constitution modifier (x2 at 5th level, x3 at 8th) + level, and the target is dazed until the end of your next turn.

Champion Feat: The target is weakened instead.

SHADOWBORN

Shadowborn are humanoid natives of the Underworld. Their skin tones range from a light alabaster to dark grey, sometimes with a shade of pink or lavender. Their hair colors range from indigo to raven black. Their eyes are either pitch black, down to the iris, or show a cat-like shape that is well-accustomed to darkness.

Shadowborn traditionally use scarring, piercings and tattoos to give themselves a more warlike appearance. Some seem to literally absorb light, especially when angry.

Shadowborn prefer the cover of darkness, and any profession that thrives in it, be it on the side of the law in the night watch, or in a shadier capacity. Despite this affinity for darkness, however, they are not criminals by nature.

Shadowborn legends tell of an age where the border between the surface world and the Underworld was more fluid, and they wandered freely between them. However, after the fall of the Wizard King and his return as the Lich King, the gates were sealed to fuel his power. The shadowborn were stuck in the Underworld, with the exception of a few who agreed to serve the Lich King. Their descendants can be found in various positions as some of the few living inhabitants of Necropolis. Those who remained in the Underworld have been working to find and preserve the gates that the Lich King could not corrupt, and unseal the ones he did.

Outside of Necropolis, their most sizeable presence is in Shadow Port. As with anything related to the Shadow Prince, their relationship with him and what role they play in his plans is anyone's guess.

RACIAL BONUS

+2 Constitution OR +2 Wisdom

SHADOW JAUNT (RACIAL POWER)

As a quick action once per battle, gain *resist all* 16+ and +5 bonus to disengage checks until the end of your next turn.

Champion Feat: Once per day, also grant the benefit to a nearby ally.

STAR CHILD

Most PCs are unremarkable at birth, but develop uniqueness as they grow. Star children, however, are born unique. They are foundlings, discovered by desperate mothers who wish for a child. It is said that they fall from the stars, are a gift from a deity, or are the last survivor of a race sent through a dimensional rift... but who can tell for sure?

While their outer appearance often resembles their adopted race, there is an unnatural air about them, be it an otherworldly twinkling in their eyes, or skin and hair of a single, pure color.

The path star children take in life is as diverse as their upbringing. While a few lead perfectly ordinary lives as farmers or craftsmen, their unusual aura often makes common people suspicious. Many leave their homes to find their true calling, driven by a destiny that they have yet to discover. A life of adventuring comes naturally to them.

Some even suffer so badly in a world that does not understand them that they find themselves walking the path of villainy.

RACIAL BONUS

+2 Intelligence, +2 Wisdom OR +2 Charisma

STRANGE GIFT (RACIAL POWER)

Choose an at-will spell of up to your level of any spellcasting class. You can use this spell once per battle. You can switch one ability score in the spell's description to your highest ability score. You can swap the spell for a different spell at each full heal-up.



VORHAI / GREYSKIN

The vorhai, or greyskins as the common folk call them, are a race of magically created warriors who were bred by command of the Emperor to serve in one of the many battles of a past age. Originally created entirely identical, infertile and limited to a lifespan of only 10 years, a merciful icon, maybe an earlier incarnation of the Priestess, granted a chosen few of them the ability to produce offspring and to die peacefully of old age. Rumor has it that they were the prototypes of the first Orc Lord, or his clones, which implicates the Elf Queen in their creation. A particularly nasty rumor claims that they are part of a long con by the Diabolist, empty vessels created to be claimed by demonic possession once the giant dragon that seals the Abyss is no longer holding the hellspawn at bay.

Since greyskins were not given individual appearances by their creator, they cover their bodies in colorful tattoos to distinguish themselves from others of their kind.

Even today, their origin as soldiers shows in their culture. Their communities resemble war camps, with a strict hierarchy but equality among those of the same rank. They eat, tend their crops, and even raise their children as a unit.

RACIAL BONUS

+2 Strength OR +2 Constitution

BRED FOR BATTLE (RACIAL POWER)

Receive a free adventurer-tier talent from the fighter list.

Note: If you are unsure what to pick, **Tough as Iron** is a good default choice.



MIXED RACE PCs

Here are quick and dirty rules for making a character that is a mix between two races.

Gain +1 in one of the ability scores of each race. As usual, you cannot pick one where you already get a bonus from your class.

For example, a half-dark-elf half-human sorcerer with a +2 bonus to Charisma from their class would get +1 to Dexterity from their dark elf side and +1 to any stat but Charisma from their human side.

You get both classes' racial powers, but you can only use one each battle. For example, a half-human half-dark elf could use their Quick to Fight to roll initiative twice, or they could roll for initiative normally and then use Cruel once that battle.

You don't get any other features of the races, such as the human bonus feat.

NEW FEATS

GENERAL FEATS

AMBUSH LEADER

Adventurer: When you succeed on a skill check to avoid getting noticed, your allies gain a +3 bonus to the same skill check this scene.

ATHLETIC

Adventurer: When you make a skill check based on Strength, Dexterity, or Constitution, you can reroll a natural 2 on the d20 roll and take the second result instead.

BRIBERY

Adventurer: Everybody has a price, and you know it intuitively. Before making a skill check to influence an NPC, you can check with the GM what sum of money, item, service or favor that NPC would take to be more favorable. If you can offer it, reduce the difficulty of the check by one step (-5).

CHARGE

Adventurer: Once per battle, you can move to engage a nearby enemy as part of a melee attack. When you do, enemies other than the target of your attack have advantage on attack rolls against you until the start of your next turn.

Champion: You gain a +1 bonus to attack against the target of your charge.

Epic: When you charge, you cannot be intercepted.

CLING TO LIFE

Champion: When you roll a death save, on an 11 to 15, you remain unconscious, but the save does not count as a failed death save. Only a 10 or less brings you closer to dying.

DILIGENT

Adventurer: When you make a skill check based on Intelligence, Wisdom, or Charisma, you can reroll a natural 2 on the d20 roll and take the second result instead.

EXPERTISE

Adventurer: When you beat a skill check by 5 points or more, you get a result as if you had beaten a skill check that is a difficulty step harder. The GM should allow you to narrate that additional effect accordingly. For example, if you are picking a lock, you not only open it, you leave no traces, and you avoid the trap that you initially forgot to check for. Or if you roll to cure an illness, you create a medicine that can be used to cure others.

EXPLORATION LEADER

Adventurer: When you succeed on a skill check to overcome a physical obstacle, like climbing a wall, jumping across a chasm, or swimming across a river, your allies gain a +3 bonus to their checks to overcome the same obstacle this scene.

FAVORED BY THE ICONS

Adventurer: Once per session, reroll an icon relationship die.

Champion: When you roll your icon relationships at the start or end of a session, and you don't get a 5 or 6 from your rolls, gain a 5 with a random icon.

FAVORITE SPELL

Adventurer: Choose one of your spells that is not an at-will spell. You can use multiple spell slots on it, instead of only one.

FONT OF MAGIC

Champion: You gain a +1 bonus to recharge rolls for recharge after battle spells.

FONT OF POWER

Champion: You gain a +1 bonus to recharge rolls for recharge after battle powers.

FULL DEFENSE

Adventurer: As a standard action, you can grant yourself a +4 bonus to all defenses until the end of your next turn.

HEIRLOOM

Adventurer: You are the rightful owner of a magic item that has been passed down in your family (your religion, your martial tradition) from generation to generation. Choose an adventurer-level true magic item from any chakra (with the GM's approval). It does not count against your limit of magic items for quirk effects. At 5th level, upgrade the item to champion tier, and at 8th level, to epic tier.

ICON LORE

Adventurer: When you make a skill check related to an icon, for example regarding its history, followers, or organization, gain a +1 bonus for each icon relationship point with it.

IMPROVED RESISTANCE

Adventurer: Choose one of your resistances (if any), and increase it by 2, up to a maximum of 18+.

IMPROVED TWO-WEAPON FIGHTING

Epic: When wielding two weapons, you can reroll your attack on a natural 3.

IMPROVISED WEAPON PROFICIENCY

Adventurer: No matter what situation you're in, you can pretty much always grab something to fight with. Tell the GM about an item nearby that makes sense for the location you are in. It is there. The GM decides the appropriate weapon category. For example, a barstool would be a two-handed simple weapon (d6), a hot fire poker a one-handed martial weapon (d8), and so on. You fight with the item as if it was a proper weapon of that type, using the attack penalty (if any) as per your class.

MINOR MAGIC

Adventurer: Learn one cantrip from the wizard list (*Core Book* p. 147) per point of Intelligence, Wisdom, or Charisma modifier (whichever is highest). You can cast one cantrip per battle, or once every 5 minutes.

MONSTER LORE

Adventurer: Once per battle, you can ask the GM one question about a creature's mechanics that they will answer truthfully, such as "Is its PD or MD higher?", "Does it have resistances or vulnerabilities?", or "What type of element are its attacks?" The GM can provide a rough description instead of specific numbers.

NEGOTIATION LEADER

Adventurer: When you succeed on a skill check to interact with an NPC, your allies gain a +3 bonus to skill checks regarding that NPC this scene.

NIMBLE FEET

Adventurer: You gain a +1 bonus to disengage checks.
Champion: If you roll a natural 20 on a disengage check, you can move to a far away location as part of that action.

PARAGON OF YOUR PEOPLE

Epic: You can use your racial power twice per battle (if it can normally be used once per battle).

PERCEPTIVE

Adventurer: You have advantage on skill checks to notice something with any of your senses.

POKER FACE

Adventurer: When you roll a natural even failure on a skill check to bluff, lie, deceive, or bend the truth, you can reroll the check once.

RAW MUSCLE

Adventurer: You have advantage on skill checks that require raw muscle strength, such as bending metal bars or lifting heavy gates.

SHIELD PROFICIENCY

Adventurer: You don't take the attack penalty from your class when wielding a shield.

SPELL FOCUS

Adventurer: Choose one of your spells that is not an at-will spell. Gain a +1 bonus to attack rolls with it.

THRILL OF THE KILL

Requires: Icon relationship with the Lich King

Adventurer: When you kill a non-mook enemy, you gain temporary hit points equal to the enemy's level.

UNUSUAL IMPLEMENT

Requires: Spellcaster

Adventurer: Choose a magic item chakra that your class normally can't use as an implement. For example, if your bard casts their spells through dancing, you might pick boots. You can use that type of item as a spellcasting implement, i.e. you gain a +1 bonus to attack and damage with your spells per tier. You can still only get that bonus from one implement at a time.

UNUSUAL TRAINING

Requires: A class feature or talent that gives you access to spells or powers of a class other than your own

Adventurer: Replace all mentions of the secondary class with another class. For example, swap a sorcerer's Access to Wizardry from wizard to necromancer.

WEAPON FOCUS

Adventurer: Choose one weapon category, such as one-handed light melee weapons, that you can use without attack penalty. You deal extra damage with this type of weapon equal to half your level, rounded up.

WELL-TRAVELED

Adventurer: You have advantage on skill checks regarding the lore, culture, and traditions of any region or culture.

Some GMs enjoy very detailed world building, and the Well-Traveled feat can give an opportunity to share this lore with players. Others prefer improvisation and collaboration, and might allow the player of the PC with the feat to add their own ideas and details to a region.

ZOMBIE SLAYER

Adventurer: You have a +2 bonus to your critical threat range against zombies, and +1 against other undead.

RACIAL FEATS

The following feats require your PC to be of a certain race, either because they tie directly into a racial ability or because they represent the archetype of that race. Of course, the 13th Age philosophy is that each PC is unique, and if you feel that Stonecunning perfectly fits the concept you have in mind for your pixie, talk to your GM.

AFFINITY FOR ARTIFACTS

Requires: Dwarf or dwarf-forged

Adventurer: You can wield one extra magic item without suffering item quirks.

Champion: You gain a +1 bonus to recharge rolls for magic item powers.

Epic: You treat adventurer tier magic items as champion tier, and champion tier magic items as epic tier.

ANCIENT GRUDGES

Requires: Dwarf

Adventurer: You have a +1 bonus to attacks against elves, orcs, and dragons.

BLOOD HARVEST

Requires: Dark Elf

Adventurer: When you would deal damage equal to your level on a miss, deal twice your level instead.

BORN TO FIGHT

Requires: Vorhai

Adventurer: Reduce any attack penalties from your class for using certain armor, weapons, or shields by 1.

DARK OMEN

Requires: Tiefling

Adventurer: Whenever you are reduced to zero hit points or fail a death save, choose a nearby enemy. That enemy has disadvantage on their next attack roll or save, whichever comes first.

DIVINE BALANCE

Requires: Holy One / Aasimar

Adventurer: Whenever you make a skill check, you can choose to roll 3d6 instead of 1d20. Treat the result as if you had rolled the same number on 1d20.

DIVINE ENMITY

Requires: Holy One / Aasimar

Adventurer: You have a +1 bonus to attacks against demons and devils.

DIVINE TOUCH

Requires: Holy One / Aasimar

Adventurer: Once per battle, you can touch an adjacent ally as a quick action to let them use a recovery to heal.

DODGE GIANTS

Requires: Halfling, gnome, or pixie

Adventurer: You gain a +1 bonus to AC and PD against attacks from large and huge creatures.

DWARVEN RESILIENCE

Requires: Dwarf

Adventurer: When you use the rally action in battle, you gain a +2 bonus to all defenses until the end of your next turn.

DWARVEN WEAPON MASTERY

Requires: Dwarf

Adventurer: If you have an attack penalty with any type of axe or hammer from your class, remove that penalty. When you wield an axe or a hammer you can already use without attack penalty from your class, you can reroll natural 1s on WEAPON damage dice.

Champion Feat: When you wield an axe or a hammer, enemies can't use resistances against your attacks with that weapon.

ELEMENTAL CHARGE

Requires: Genasi (any element)

Adventurer: Whenever you use a daily spell, the next spell you cast that battle deals extra damage equal to the previous spell's level.

ELVEN ARCHERY

Requires: Elf (any)

Adventurer: You can use bows without attack penalty. When you wield a bow that you can already use without attack penalty from your class, you can reroll any natural 2s on attack rolls with it.

Champion: You don't provoke opportunity attacks when making a ranged attack with a bow.

ENGINEER'S AIM

Requires: Dwarf or dwarf-forged

Adventurer: You have a +1 bonus to attacks against constructs.

HALF-ELVEN MULTICLASS MASTERY

Requires: Half-elf

Adventurer: You ignore the key ability score modifier rules for multiclassing. Calculate the modifiers for each class individually.



HALFLING SLINGER

Requires: Halfling

Adventurer: If you can use slings (a weapon in the light / simple bow category) without penalty from your class, you gain a +1 bonus to your critical threat range with them. Otherwise, you can now use them without penalty.

HIGH ELVEN MAGIC APTITUDE

Requires: High Elf

Adventurer: Choose one of your at-will spells. Gain a +1 bonus to attack rolls with it.

HUMAN INGENUITY

Requires: Human

Adventurer Feat: You gain a +1 bonus to any skill check where the difficulty is hard or higher.

HUNTER'S AIM

Requires: Nyama, Wood Elf

Adventurer: You have a +1 bonus to attacks against beasts.

IMPROVED ILLUSION

Requires: Gnome

Champion: Choose a spell from the wizard's Illusion school (see p. 212), four or more levels below your class level. Gain that spell as a bonus spell.

INFERNAL SKIN

Requires: Tiefling

Adventurer: You gain *resist fire* 16+. You have advantage on saving throws against ongoing fire damage.

INTIMIDATING PRESENCE

Requires: Half-Ogre

Adventurer: Mooks have a -1 penalty to attacks against you.

LIQUID BODY

Requires: Watersoul

Adventurer: You have advantage on skill checks to escape grabs or handcuffs, squeeze through narrow spaces, or perform similar acts that require you to contort your body.

LUCKY BREAK

Requires: Halfling

Adventurer: When you roll a save, including checks to disengage and death saves, you can reroll a natural 2 and take the second result instead.

MIGHT OF FLAMES

Requires: Firesoul

Adventurer: When you make an attack that deals fire damage, reroll all 1s on the damage dice.



MIGHTY BREATH

Requires: Dragonic

Adventurer: You gain a +2 bonus to attack with your breath weapon racial power, and you deal half damage on a miss.

NASTY BRUTE

Requires: Half-ogre

Adventurer: When you miss with an attack, deal additional damage equal to your level.

NOXIOUS BREATH

Requires: Dragonic

Champion: When you hit with your breath weapon racial power, the target is weakened (-4 to attacks and defenses) until the end of your next turn. If the target is staggered, the effect is "save ends".

PIXIE DUST

Requires: Pixie

Adventurer: When you hit an enemy with a weapon attack, you can choose to deal half damage and make the target dazed until the end of your next turn. Against each enemy, you can only use this feat once per battle.

POISONER'S AIM

Requires: Dark Elf

Adventurer: You have a +1 bonus to attacks against enemies that are taking ongoing damage.

PRIDE PROTECTOR

Requires: Leomar

Adventurer: While you are not staggered, enemies you are engaged with take a -1 penalty to attack rolls against your allies.

REASSEMBLE

Requires: Dwarf-forged

Adventurer: When you use a recovery during a quick rest, add your level to the hit points healed.

RETURN TO DUSK

Requires: Shadowborn

Adventurer: When you fail your first death save in a battle, you gain a +1 bonus to all defenses and *resist negative energy* 12+ until the end of the battle. For each additional failed death save, increase the defense bonus by 1 and the resistance by 2.

SCAVENGER

Requires: Ratkin

Adventurer: You gain *resist poison* 16+. You have advantage on saving throws against ongoing poison damage.

SEARING HALO

Requires: Holy One / Aasimar

Adventurer: While your Halo racial power is active, deal holy damage equal to the higher of your Wisdom or Charisma modifier (x2 at 5th level; x3 at 8th) to any enemy that hits you with an attack.



SLAUGHTER

Requires: Orc or Half-orc

Adventurer: When you score a critical hit with an attack, deal 1d10 extra damage (5th level: 2d10; 8th level: 4d10). This bonus damage is not doubled.

SMUG SUPERIORITY

Requires: High Elf

Adventurer: You have a +1 bonus to attacks against humans, goblins, and kobolds.

STAR SPARK

Requires: Star Child

Adventurer: Whenever you use a recovery to heal, you also gain a +1 bonus to all saves you roll that turn.

STEADFAST

Requires: Rocksoul

Adventurer: When an enemy attack would force you to pop free or move, you can immediately roll a normal save (11+) to avoid the effect.

STONECUNNING

Requires: Dwarf

Adventurer: You have advantage on skill checks regarding mining, masonry, and architecture.

STORMWALK

Requires: Stormsoul

Adventurer: When you succeed on a save to disengage, deal damage to all enemies you disengage from equal to your Constitution or Intelligence modifier (x2 at 5th level; x3 at 8th).

SUCCUBUS BLOOD

Requires: Tiefling

Adventurer: You have advantage on Charisma-based skill checks when using seduction to get what you want. However, a failure with both rolls being odd means that you now have to deal with unwanted attention.

UNTAMED INSTINCT

Requires: Nyama, Wood Elf

Adventurer: You have advantage on all skill checks regarding wild animals.



BARBARIAN

BARBARIAN

The talents in this chapter provide new options to the Core Book barbarian class.

ADVENTURER TIER TALENTS

A good first step when building your character is to think about the combat style you want them to use. If you want to carry a massive sword, **Giant Blood** is for you. If you'd rather carry two blades, choose **Deadly Twins**. For Viking-style axe and shield, go for **Bulwark**. Finally, if you just want to punch things with your fists, go for **Bouncer**.

A number of talents tie into your Barbarian Rage class feature and make it stronger. These are the **Primal War Dance** for a more athletic fighting style and **Red Mist** for additional rages. Since the Rage class feature gives a big boost to your chance of landing a critical hit, there is also synergy with the **Deadly Twins** talent that gives an extra attack after each one.

The **Spirit Guardian** and **Tribal War Chief** talents allow you to play up your PC's origin in a tribal society outside of so-called civilization, in tune with the natural world and following its own customs.

The **Raging Revenant** talent is different. You can't start your adventuring career with it; it is meant to bring a character back after they have died.

BOUNCER

You're the tough guy they call to break up a fight or rough someone up.

Your unarmed attacks take no attack penalty, use d8 damage dice, and benefit from two-weapon fighting (reroll natural 2 on the attack). You can use true magic item bracers like a monk to improve your unarmed attacks.

Once per battle, when you hit with an unarmed melee attack, you can declare a wrestling stunt. Choose one of the effects below:

- * The target is dazed: -4 to attacks; save ends.
- * Force the target off guard: -4 to AC and PD; save ends.
- * Choke (or twist) the target: deal 1d6 per level extra damage; this damage is not doubled on a critical hit.
- * Throw the target: normal size or smaller only; attacks against it have advantage until it takes a move action; you can choose to pop free from it.
- * Restrain the target: normal size or smaller only; the target has disadvantage on disengage checks and attack rolls (save ends); also ends when you or the target disengages. While restraining an enemy, the only attacks you can make are unarmed melee attacks against that target.

- * Hold on to the target (large or huge enemies only): when the target moves, you stay engaged with it even if it disengages from other combatants; it can shake you off if it succeeds at an attack against you (this is a different effect from a grab).

Adventurer Feat: When you use your wrestling stunt on a critical hit, you can choose two of the effects.

Champion Feat: When you rally during a battle, you gain a second use of a wrestling stunt.

Epic Feat: When the escalation die is 2+, increase your unarmed damage dice to d10s.

BULWARK

Shields up and into the fray.

When you wield a shield, reduce the damage you take from enemy attacks by your level.

Adventurer Feat: When you intercept an enemy or an enemy intercepts you, make a basic melee attack against them as a free action.

Champion Feat: While wielding a shield, you gain a +1 bonus to PD.

Epic Feat: Increase the damage reduction to twice your level.

DEADLY TWINS

You unleash a deadly tornado with your blades.

When you fight with two melee weapons and you score a critical hit, make a second melee attack against the target. You can use this talent once per round.

Adventurer Feat: You can pop free and engage a different target to make the second Deadly Twins attack. If you do so, you gain a +2 bonus to the attack roll.

Champion Feat: The first time you miss with a Deadly Twins attack in a battle, you can reroll the attack.

Epic Feat: When you hit with a Deadly Twins attack, deal 25 ongoing damage to the target.

GIANT BLOOD

You stand a full head taller than the other members of your race. In your huge hands, normal weapons feel like toothpicks, and you prefer giant swords and axes that puny townfolk can't even lift.

Once per battle or scene, as a standard action, you can perform a stunt that uses your massive reserves of brute strength. Smash a hole in a wall, lift a giant monolith, or wrestle an iron golem. While this usually won't require a

skill check, the GM can still call for an attack roll if you try to wrestle down an unwilling target or bury them under something very heavy.

Adventurer Feat: You can wield heavy two-handed (d10) melee weapons in one hand, or wield an oversized heavy two-handed (d12) weapon with both hands.

Champion Feat: You have advantage on all Strength-based skill checks.

Epic Feat: Add four times your Strength modifier to melee weapon damage (instead of three times).

PRIMAL WAR DANCE

Your battle rage is a ferocious dance of stomping feet, slashing blades and screaming anger. The erratic movements make it harder for your enemies to land an attack.

When you fight with one-handed melee weapons, you can use Dexterity instead of Strength for attack and damage.

While raging, you gain a +2 bonus to AC, PD and disengage checks.

Adventurer Feat: While raging, you take no damage from missed enemy attacks.

Champion Feat: When an enemy misses you with a melee attack while you rage, deal damage to them equal to twice your Dexterity modifier (x3 at 8th level).

Epic Feat: Increase the bonuses to +3.

RAGING REVENANT

They've betrayed you and left you for dead, but you have returned from the Underworld by the sheer power of your rage and your thirst for vengeance. Now you will make them pay.

Special: You cannot take this talent at character creation. Instead, when your PC dies, resurrect him or her and swap out one barbarian talent for this one.

Whenever you face those who killed you, you can rage for free.

However, you left a part of your soul down below. You are now Sorta Dead, as per the necromancer talent. If you get killed again, you can return without taking the talent another time. You travel for 1d6 days as you make your way back from the Underworld. Each time you die, you lose a recovery permanently, until you have none left and your soul is trapped in the afterlife eternally. Let's hope you have found peace by then.

Adventurer Feat: You suck the life out of your surroundings to sustain yourself. When you make a recovery roll to heal, and a die comes up as the maximum, deal negative energy damage equal to that die to each enemy engaged with you.

Champion Feat: When you are reduced to zero hit points or below while raging, your Rage ends, but you no longer fall unconscious. You can still die after failing death saves, or when you reach negative hit points equal to half your maximum hit points, but until that point, you can act normally.

Epic Feat: As per the champion-tier feat, but you keep raging even when at negative hit points.

RED MIST

As the pain flows through you, your rage breaks free, unbound.

If you are staggered at the start of your turn, you can start raging for free. (It doesn't count against your normal usage.)

Adventurer Feat: While raging, you are immune to fear effects.

Champion Feat: While raging, you are immune to the dazed condition.

Epic Feat: While raging, you are immune to the weakened condition.

SPIRIT GUARDIAN

You've bonded with a spirit animal that watches over you and protects you. It's a privilege that is awarded only to the most honorable warriors of your tribe.

You gain a 4-point background that represents the spiritual connection to your spirit guide. You can use it on skill checks to perceive supernatural dangers.

You also gain the two special abilities below. Once per day, you can activate one of the abilities as a quick action.

- * Infuse your body with the power of your spirit. Choose the beast aspect from the druid's shifter talent that is closest to your spirit animal, and gain its initiate benefit until the end of the battle.
- * Spend a recovery without healing as a quick action to manifest your spirit. Until the end of the battle, your spirit companion joins the battle as your ally. Create an Animal Companion as per the ranger talent in the core book. As a spirit creature, your companion gains *resist physical damage 16+*.

Adventurer Feat: If you are raging while your spirit companion is manifested, it can make one attack with the benefit of raging that battle.

Champion Feat: You can use both the infuse and the manifest ability once per day.

Epic Feat: Once per battle, you or your manifested spirit companion can reroll a save with a +4 bonus.

TRIBAL WAR CHIEF

Whether by birth, merit, or duel, you were a chosen leader of your tribe. Now a higher calling made you venture into the core of the Empire.

You gain three points in a background that represents your past or your destiny as a tribal leader. In addition, choose one of the benefits below:

- * You inherited a treasured set of armor as a sign of your status. You take no penalty for wearing heavy armor.
- * Your voice rallies the troops. Choose a battle cry of your level or lower from the bard's list.
- * You inherited the gift of leadership from your ancestors. Choose a tactic of your level or lower from the commander list.
- * The icons have taken special interest in the destiny of you and your clan. You gain an additional icon relationship die.
- * With you in the lead, others expect victory. Once per day, when you score a critical hit, increase the escalation die by 1.

Adventurer Feat: Choose a second benefit from the list.

Champion Feat: Choose a third benefit from the list.

Epic Feat: Choose a fourth benefit from the list.

CHAMPION TIER TALENTS

If you are looking to boost your damage output further, **Raging Storm** gives you a reliable source of extra damage, while **Awaken the Fury** gives you an extra attack. If you are rather worried about surviving the onslaught of champion-tier enemies, **Tenacious Grit** makes you better at shaking off the nasty effects they'll throw at you, while **Blood-Soaked Resurgence** allows you to come back from death's door immediately. **Rallying Cry** benefits from the many critical hits you gain with your rage to inspire your allies.

AWAKEN THE FURY

Screaming is good, but slashing spills more blood.

Once per battle, when you enter Barbarian Rage, you can engage a nearby enemy and make a melee attack as a free action.

Champion Feat: Also gain 5 times the escalation die in temporary hit points (8th level: 10 times).

Epic Feat: If you hit with the melee attack granted by this talent, deal 10 times the escalation die in ongoing damage.

BLOOD-SOAKED RESURGENCE

They thought they killed you, but they just awakened the beast.

The first time you are reduced to zero hit points in a battle, you can immediately spend a recovery to heal. If you use this talent while raging, deal three times your level in psychic damage to each enemy you are engaged with.

Champion Feat: After using this talent, deal 1d12 (8th level: 2d12) extra psychic damage when you hit with a melee attack, until the end of the battle.

Epic Feat: Heal additional hit points equal to 20 x the escalation die with the recovery.

RAGING STORM

You are the storm that ushers in a new age.

When you hit with a melee attack, deal 1d8 extra lightning damage (7th level: 1d12; 9th level: 1d20) to the target.

Champion Feat: While raging, deal the extra damage to all nearby enemies.

Epic Feat: You gain *resist lightning and thunder* 16+.

RALLYING CRY

Crom, grant me revenge! And if you do not listen, then to HELL with you!

When you score a critical hit, all nearby allies gain a +2 bonus to melee attack rolls and saves against effects until the end of your next turn.

Champion Feat: You grant the bonus to all saves, including saves to disengage and death saves.

Epic Feat: You grant the bonus to all attack rolls, including ranged and spell attacks.

TENACIOUS GRIT

They'll have to bring more than just a few petty spells to take you down.

You gain a +1 bonus to all saving throws, including death saves. While raging, the bonus is equal to your Constitution modifier instead.

Champion Feat: When you start raging, you can make a saving throw against all effects.

Epic Feat: You take half damage from ongoing damage.

EPIC TIER TALENTS

As an epic-level barbarian, you can punish any enemy for getting too close, either lowering their defenses with **Axe-Crazy Intimidation** or punishing missed attacks with **Meat Grinder**. You can also double down on effects triggered by critical hits, with the **Killing Frenzy** talent for triple damage or **Blood Rage** for a free recovery. If you like big, splashy powers, go with **Fury of the North Wind**. Finally, if you like a straightforward character that rolls big numbers, **Might of the Demigod** is for you.

AXE-CRAZY INTIMIDATION

With a bloodthirsty maniac like you in their face, enemies can't focus on their defenses.

While you are engaged with an enemy, they take a -2 penalty to all defenses.

Epic Feat: Enemies must always succeed at a disengage check if they want to disengage from you, even if they use abilities that pop free or teleport. If the check fails, the enemy stays engaged.

BLOOD RAGE

Rage until Ragnarök.

When you score a critical hit, you can heal using a free recovery.

Epic Feat: After you score a critical hit, the next time you are hit by an attack, you take half damage. Multiple half-damage effects don't stack.

FURY OF THE NORTH WIND

You hail from the far north, where summers are short, and freezing winds cover the land in a thick layer of ice and snow for the rest of the year. You worship the gods of the North Wind, and their breath carries you into battle.

In battle, you can call on the Fury of the North Wind as a standard action. Until the end of your next turn, you gain a +2 bonus to all defenses and *resist cold* 16+.

On your next turn, you can pop free from all enemies and make a giant leap, carried by the icy winds, to engage a nearby or far away enemy as a move action. Your next melee attack that turn deals double damage, and you always count as raging when making the attack.

Epic Feat: When you activate Fury of the North Wind, enemies engaged with you must succeed at a save or take 25 cold damage and be dazed until the end of your next turn.

KILLING FRENZY

No enemy is too big to chop their head off in a clean swipe.

Your critical hits deal triple damage.

Epic Feat: When you are not raging, increase your critical threat range by 1.

MEAT GRINDER

Attacking you is like poking a whirling wall of sharpened spikes.

When an enemy misses with a melee attack against you, you can make a melee attack against them as an interrupt action.

Epic Feat: Once per battle, use this talent as a free action (ignoring the limit of one interrupt action between your turns).

MIGHT OF THE DEMIGOD

Your true divine heritage has come to light.

Special: You can only choose this talent as a single-class barbarian.

Increase your Strength and Constitution scores by 4.

Epic Feat: You gain a +1 bonus to all saves, including saves to disengage and death saves.





BARD

BARD

The bard options in this book expand the class with new talents, spells, songs, and battle cries.

BARD TALENTS

If you'd like to play up the happy-go-lucky side of bards, take a look at the **Jack of All Trades**, **Luck Be a Lady** and **Silver Tongue** talents.

If you envision your bard as more of a physical performer and fencer, consider the **Acrobat** and **Blade** talents. Melee combat is also connected to battle cries, which are boosted by the **Resounding Battle Cry** talent. If battle cries are too heroic and you'd like to go more shady, try **Never Trust a Bard**. Consider combining that with **Bardic Familiar** for a partner in crime.

Elves might want to look at the **Bowstring Harmony** and **Fey Friend** talents, while **Echo of the Tunnels** fits a dark elf or a dwarf.

If you want to play up the support role, the **Gift of Inspiration** and **Soothing Song** talents help you achieve that.

Finally, for something completely different, consider the **Living Melody** talent. This talent allows your character to leave and return to the party as needed, which helps if real life tends to interfere with your gaming schedule.

ACROBAT

On the stage, your specialty is impressive athletic performance. You somersault, walk tightropes and perform breathtaking jumps.

You gain a +3 bonus to disengage checks, a +1 bonus to PD, and 3 points towards a background to show off your acrobatic skills.

Adventurer Feat: Increase your base AC to 13 in light or no armor.

Champion Feat: You no longer take damage from missed attacks.

Epic Feat: Increase the PD bonus to +2.

BARDIC FAMILIAR

"For my next trick, watch this rabbit jump through a burning hoop!"

You have enchanted a small animal to become your familiar, as in the wizard's familiar talent. Like other familiars, it doesn't join fights and stays somewhere safe. Bards prefer animals that can sing like a bird, dance like a snake, or perform small tricks like a monkey. Your familiar gains two abilities, which you can pick from the wizard list or the bard abilities below.

Hypnotic Gaze: Enemies that can see your familiar take a -1 penalty to saves against your spells.

Little Rascal: You gain a +2 bonus to checks to pick pockets and steal what's not nailed down, either because your familiar nicks the item while you're the distraction, or the other way around.

Performer: You gain a +2 bonus to Charisma checks, usually through your familiar aiding your performances.

Songbird: Your familiar can keep up the tune of your bard songs, giving you a +1 bonus to sustain checks.

Sound of Music: You and your familiar can communicate over distance, with the wind carrying along the music. This also gives your familiar the Scout ability.

Adventurer Feat: Your familiar gains a third ability.

Champion Feat: Your familiar gains a fourth ability.

Epic Feat: Your familiar gains a fifth ability.

BLADE

You are a master of stage combat, knife-throwing and other displays of martial arts. While your skills are tested in real battle, you always retain an air of showmanship, even if your opponent is truly out for your blood. Fancy footwork and dashing displays are your lifeblood.

Gain three background points in a stage combat background, such as stage fencing, knife-throwing or gladiatorial show combat.

When you make a melee or thrown weapon attack with a bladed weapon, you can reroll a natural 2 on the attack roll. If you are fighting with two weapons, you can also reroll a natural 3.

You can trigger your bard battle cries with thrown weapon attacks.

Adventurer Feat: When you hit with an attack, you can forgo the damage and do a stage-worthy stunt instead, such as carving a letter into someone's shirt, or fling their hat on your head.

Champion Feat: Gain a fighter maneuver of up to your class level -2 as a bonus power. You can trigger it with your bard basic attacks, like a battle cry.

Epic Feat: When fighting with a bladed weapon, you gain a +1 bonus to your critical threat range.



BOWSTRING HARMONY

No wild elf is considered an adult before they have fletched their first arrow. For their bards, the bow is not just an instrument of war, it is an instrument of music, and each shot creates a fine harmony.

You don't take a penalty to attack with bows, and you can use your battle cries as flexible ranged attacks as the harmony of your bow inspires your allies.

Adventurer Feat: Your ranged attacks deal miss damage equal to your level.

Champion Feat: While you successfully sustain a bardic song, you gain a +1 bonus to ranged attacks with your bow.

Epic Feat: Once per battle, while you have a bardic song active, you can reroll a ranged attack with a bow.

ECHO OF THE TUNNELS

The bards of the subterranean races, especially dwarves, have learned to use the echo of the caverns to strengthen their bardic magic.

When your music can echo off stone, such as in a castle or underground, you have advantage on sustain checks for your bardic songs.

Adventurer Feat: While underground or within a stone building, you can sustain a bardic song for 1d4 rounds, even if you are knocked unconscious, stunned or silenced, or otherwise unable to use an action to do it.

Champion Feat: While underground or within a stone building, any daily bard song or spell becomes recharge 16+ for you.

Epic Feat: While underground or within a stone building, you gain a +1 bonus to attack with bard spells.

FEY-TOUCHED

Your past is connected to the fey—maybe it was a satyr who taught you how to play the flute, or maybe you're a changeling kid that was raised by the fey.

You gain a one-point icon relationship with the Elf Queen. This represents your strong connection to the fey realm and its inhabitants over civilized elven society in the mortal realm. Elves notice this connection and treat you with added respect.

Starting from 3rd level, choose either sorcerer spells with the Fey keyword, or druid spells from the Circle of the Feysong. You can switch out a bard spell for a spell of the chosen type at a -2 level penalty.

Adventurer Feat: You can switch out one bard spell without the level penalty. This allows you to switch out a spell before 3rd level.

Champion Feat: When you disengage from an enemy or teleport away from it, you deal psychic damage equal to twice your level to it.

Epic Feat: You can switch out a second spell at no level penalty. In addition, you can now take spells of both types.

GIFT OF INSPIRATION

"Your mother never loved you! ... Wait, no, let me rethink that."

Once per day per Charisma modifier, you can gift a d4 inspiration die to an ally as a quick action. Before the end of the battle or scene, the ally can add the die to one d20 roll, such as an attack, save or skill check. The ally can decide to add the die after making the roll. You cannot target allies that currently have an unused inspiration die.

You sing an inspiring tune using this talent, so the ally has to be able to hear your voice, and you can't do it stealthily.

Adventurer Feat: You gift a d6.

Champion Feat: You gift a d8, or a d4 to two allies.

Epic Feat: You gift a d12, or a d6 to two allies.

JACK OF ALL TRADES

You are crafty and well-traveled, and picked up a few tricks here and there.

Whenever you make a skill check where none of your backgrounds apply, gain a +1d4 bonus to the roll.

Adventurer Feat: When you attempt a skill check to do something that an ally just tried and failed, you gain advantage on the roll. Note that in some situations, such as diplomacy, a failed check will increase the difficulty of all subsequent checks.

Champion Feat: Once per scene, you can grab the exact tool you need that moment from a pocket or your surroundings. Usually, these are mundane tools like a crowbar, but if you are willing to invest an icon relationship roll, you can produce unique items, such as official documents. Explain how you got the item with a flashback scene. These items have one use, so that wand of fireballs will have one charge and that's it.

Epic Feat: No skill check ever has a higher DC than 30 for you. Explain it as fool's luck or a form of supernatural ability.

LIVING MELODY

Your being is infused with the essence of the spherical melodies that traverse the ethereal plane. It's possible that you were born from the idea of music itself.

As a standard action, you can dissolve your current physical manifestation and transfer your essence and your equipment into the ethereal plane to merge with the great Song of the Spheres. You can stay in this state as long as you like.

When you choose to return, you can go to either the spot where you left, or anywhere in the world where someone plays your melody. In combat, you reappear at the start of your turn.

If your physical form is killed, your essence returns to the ethereal plane, but it can take days, and sometimes

months to gather the strength to create a new body. The only way to permanently end your existence is to make every mortal forget the melody to call you, or end music itself (but no villain would ever attempt anything that cruel—right, GM?)

Adventurer Feat: Even when your essence is on the ethereal plane, you can interact with your friends through music. You can fight in spirit, and you can play or sustain bard songs, but not interfere in other ways.

Champion Feat: When you take an action to play or sustain a bard song, you heal hit points equal to your level.

Epic Feat: Once per day, you can whisk yourself away to the ethereal plane as an interrupt action to avoid taking damage and effects from an attack.

LUCK BE A LADY

You're a bard. Getting out of trouble you have no business getting out of is a Tuesday.

You gain a number of luck points equal to your Charisma modifier. You can use a luck point as a free action to reroll any of your d20 rolls once. You regain all luck points during a full heal-up.

Adventurer Feat: If your luck reroll is a natural 20, regain all luck points you spent that day.

Champion Feat: When you spend a luck point and the reroll is equal to the escalation die or lower, immediately regain that luck point.

Epic Feat: When you spend your last luck point for the day, make the reroll with advantage.

NEVER TRUST A BARD

The fancy notes from your lute cannot hide what a bastard you are.

Instead of battle cries, you gain the same number of rogue powers, plus one. If you have at least one rogue power that requires momentum, you gain the Momentum class feature.

In addition, increase your damage die with small and light one-handed weapons, such as daggers and wicked knives, to d8.

Special: You cannot take this talent together with the Battle Skald or Spellsinger talents.

Adventurer Feat: Once per battle, you can Sneak Attack as a rogue of the same level.

Champion Feat: Gain an additional rogue power at two levels below your class level.

Epic Feat: You gain a +2 bonus to hit with melee attacks against enemies that are confused, dazed, stunned, vulnerable to your attack, or weakened.

RESOUNDING BATTLE CRY

"I said, 'Pull It Together!!!' You, too!"

Once per battle, when you use a battle cry that affects only one target, you can affect multiple allies instead, equal to your Charisma modifier or the escalation die, whichever is lower.

Adventurer Feat: You can include yourself as a target of the battle cry when you use this talent.

Champion Feat: The number of targets is no longer limited by the escalation die, only your Charisma modifier.

Epic Feat: You gain a second use of this talent per battle, but you can only affect two allies with the second use.

SILVER TONGUE

"... true story."

Bards have a reputation as sweet talkers, but you take it to a whole new level. Once per session, you can captivate your audience with a story that is so outrageous, so overwhelming, that it becomes the truth because your audience simply wants it to become true, at least in their minds. This is essentially a stunt, and this talent creates a success without the usual hard skill check. If your audience is not willing to listen, like a bunch of cannibals hungry for some gnome stew, your GM can still require a check.

You also gain 3 points towards an appropriate background.

Adventurer Feat: Once per session, you can reroll a failed skill check in a social interaction.

Champion Feat: You can intervene and reroll the failed skill check of an ally instead, replacing your own skill check with his or hers.

Epic Feat: You can use Silver Tongue twice per session.

SOOTHING MELODY

The sound of a flute can heal the mind, and if you are an arcane spellcaster, also the body.

When you grant an ally or yourself a recovery roll to heal with a song, spell or battle cry, add your Charisma modifier to the amount of hit points healed (x2 at 5th level, x3 at 8th).

Adventurer Feat: The target can decide to spend two recoveries instead of one.

Champion Feat: The target can also roll a save against a save ends effect.

Epic Feat: The first time you grant a recovery in a battle, you and all allies other than the target heal hit points equal to three times your Charisma modifier.



BARD SONGS, SPELLS AND BATTLE CRIES

The battle cries in this book are a bit different from the ones found in the *Core Book*. The *Core Book* bard is a support character, with most battle cries helping other PCs in the party in some way or another. Most battle cries in this book are aimed more at the trickster types, who help themselves or mess with their enemies before they think of others.

For spells, you'll find that they mostly focus on illusions and enchantment spells, which are classic bard areas of expertise.

1ST LEVEL BATTLE CRIES

CAN'T TOUCH THIS!

Flexible melee attack

Triggering Roll: Natural even roll

Effect: You gain a +1 bonus to AC and PD until the end of your next turn.

Adventurer Feat: You also take no damage or effects from missed attacks until the end of your next turn.

Champion Feat: Increase the bonus to +2.

Epic Feat: Increase the bonus to +3.

FOLLOW THE BEAT!

Flexible melee attack

Triggering Roll: Natural even roll

Effect: You gain a +2 bonus to your next check to sustain a bard song this turn.

Adventurer Feat: The bonus is equal to your Dexterity modifier instead.

READY TO ROCK!

Flexible melee attack

Triggering Roll: Natural odd roll

Effect: You gain temporary hit points equal to your Charisma modifier (x2 at 5th level; x3 at 8th).

Adventurer Feat: Add your level to the temporary hit points gained.

YOU DON'T DANCE!

Flexible melee attack

Triggering Roll: Natural odd hit

Effect: The target takes a penalty on its next attack roll equal to your Charisma modifier.

Champion Feat: If the target is a mook, the entire group takes the penalty.

Epic Feat: The attack penalty is "save ends". A group of mooks makes one save for the group.

1ST LEVEL SPELLS & SONGS

ADVANCED ACROBATICS

Close-quarters spell; Daily; Quick action

Target: You or a nearby ally

Effect: Until the next quick rest, the target has advantage on Dexterity-based skill checks.

Adventurer Feat: The target also has advantage on disengage checks.

Champion Feat: The target also gains a +1 bonus to AC and PD.

Epic Feat: The target also gains a +1 bonus to Dexterity-based attack rolls.

ANIMATED BETRAYAL

Ranged spell; At-will

Target: Two nearby enemies

Attack: Charisma + Level vs. MD

Hit: Psychic damage equal to the other target's normal attack damage (without effects)

Miss: Damage equal to the other target's level

BIRDSONG

Close-quarters spell; Daily

Effect: Until the next quick rest, you speak the language of birds. You can imitate their songs and communicate with them, within the limits of a bird's intelligence and understanding of the world.

Adventurer Feat: You can extend the effect to a nearby ally.

CUTTING WORDS

Close-quarters spell; At-will

Target: One nearby enemy

Attack: Charisma + Level vs. MD

Hit: 1d6 + Charisma psychic damage, and the target takes a 1d6 penalty to its next attack roll.

Miss: The target gains a 1d6 bonus to its next attack roll against you.

3rd level spell: 3d6 damage

5th level spell: 5d6 damage

7th level spell: 7d6 damage

9th level spell: 10d6 damage

DITTY OF THE BUMBLING FOOLS

Bardic song; Recharge 6+ after battle; Quick action each turn; 11+ to sustain; automatic sustain if a natural 1 was rolled during or after your last turn

Opening & Sustained Effect: If an ally rolls a natural 1 on a d20 roll, they gain temporary hit points equal to your Charisma + Level. If an opponent rolls a natural 1 on a d20 roll, they take psychic damage equal to your Charisma + Level.

BAR

Final Verse: Choose an enemy. That enemy must immediately make a save or its next attack roll is a natural 1.

Adventurer Feat: Target 1d3 enemies with the final verse.

Champion Feat: Double the temporary hit points and damage.

Epic Feat: Also grant temporary hit points on natural 2.

DRINKING BUDDIES

Ranged spell; Daily

Effect: Until the end of the scene, you gain a 1d6 bonus to skill checks against NPCs who have shared a drink with you.

Adventurer Feat: Also grant the bonus to all nearby allies.

ENCHANT INSTRUMENT

It's also a great party trick.

Close-quarters spell; Daily; Quick action

Target: A musical instrument

Effect: You imbue the target item with the ability to play itself until the end of the battle or scene, which provides a +1 bonus to perform checks and sustain checks for bard songs. It acts as an implement for your bard spells, with a +1 bonus to attack and damage rolls.

5th level spell: Increase the bonuses to +2.

9th level spell: Increase the bonuses to +3.

Adventurer Feat: The spell becomes recharge 11+.

Champion Feat: Enemies take a penalty to saving throws against your spells equal to the enchantment bonus.

Epic Feat: Gain advantage on the first spell attack roll you make with the enchanted instrument.

POUNDING VOICE

Close-quarters spell; Once per battle

Target: One nearby enemy

Attack: Charisma + Level vs. PD

Hit: 3d6 + Charisma thunder damage. Until the end of the battle, whenever you use a battlecry, the target takes 1d6 psychic damage.

Miss: Half damage

3rd level spell: 5d6 damage; 2d6 on battlecry

5th level spell: 8d6 damage; 3d6 on battlecry

7th level spell: 12d6 damage; 4d6 on battlecry

9th level spell: 2d6 x 10 damage; 6d6 on battlecry

Champion Feat: You regain the spell when you rally.

POWER CHORD

Close-quarters spell; Once per battle

Target: 1d3 nearby enemies in a group

Attack: Charisma + Level vs. MD

Hit: 1d12 + Charisma psychic damage, and an ally engaged with the target gains advantage on their next attack against it.

Miss: Damage equal to your level

3rd level spell: 2d12 damage

5th level spell: 3d12 damage

7th level spell: 4d12 damage

9th level spell: 6d12 damage

Adventurer Feat: If you currently have a bard song active, gain a +1 bonus to the attack roll.

Champion Feat: On a natural even hit, grant advantage to a second nearby ally. The ally does not need to be engaged with the target.

Epic Feat: Attack 1d4 nearby enemies.

RIDING INTO BATTLE

Ranged spell; Daily; Quick action

Effect: You and all nearby allies gain 2d10 temporary hit points.

3rd level song: 3d10 temporary hit points

5th level song: 4d10 temporary hit points

7th level song: 5d10 temporary hit points

9th level song: 7d10 temporary hit points

Champion Feat: You can use this song twice per day.

WILD DANCE

Bardic song; Recharge 11+ after battle; Quick action each turn; 11+ to sustain

Opening & Sustained Effect: You or a nearby ally can immediately pop free from all enemies or engage a nearby enemy as a free action.

Final Verse: You or a nearby ally can immediately make a melee basic attack against a nearby enemy as a free action.

Adventurer Feat: Target both yourself and one nearby ally with opening, sustain and final verse. Gain this feat for free if you have a positive icon relationship with the High Druid.

Champion Feat: The target of the final verse effect can trigger flexible attacks like fighter maneuvers and bard battle cries with the attack, if they have any.



3RD LEVEL BATTLE CRIES

HAMMER TIME!

Flexible melee attack

Triggering Roll: Natural odd hit

Effect: Your attack deals 1d6 extra thunder damage (5th level: 2d6; 8th level: 3d6).

Champion Feat: Increase the extra damage dice to d8.

LET'S SMACK THEM!

Flexible melee attack; Once per battle

Triggering Roll: Natural even hit

Effect: All nearby allies deal one additional WEAPON damage die on hit or miss with melee attacks until the end of your next turn.

5th level battle cry: 2 weapon dice

9th level battle cry: 3 weapon dice

Adventurer Feat: Grant the bonus die to damage with all attacks. If the attack uses no WEAPON die, add 1d6.

THIS WILL BLOW YOUR MIND!

Flexible melee attack

Triggering Roll: Natural even hit

Effect: The next attack against the target's MD has advantage.

Champion Feat: Also deal extra psychic damage equal to your level.

3RD LEVEL SPELLS & SONGS

ANIMATED THEATER

Ranged spell; Recharge 11+

Effect: You create a three-dimensional, animated visual illusion, roughly the size of a chest, for up to an hour. You can use the illusion to recreate events, entertain an audience, or add visuals to your music. You must concentrate on the spell to keep the illusion going.

5th level spell: You can now create an illusion the size of a wardrobe.

7th level spell: The illusion is now the size of a stage.

Adventurer Feat: The illusion can create sounds and smells too.

HIGH TIDE SEA SHANTY

Ranged spell; Daily

Effect: You rouse the crew of a ship to work in unison. The difficulty of all seafaring-related checks for the scene is lowered one step (by 5).

INCITE RAGE

Ranged spell; Daily

Target: A nearby creature

Attack: Charisma + Level vs. MD

Hit: The target gains a +4 bonus to their critical threat range with melee attacks, but takes a -4 penalty to all defenses (save ends). If the target does not attack on its turn, it takes psychic damage equal to twice its level at the end of that turn.

Miss: If you have a positive relationship with the Orc Lord, regain this spell at the end of the battle.

Special: When you target an ally with this spell, you don't require an attack roll, and the target can choose to remain under the effect, without saving against it.

Adventurer Feat: The target also takes a -2 penalty to melee attack rolls. If you target an ally, they gain a +2 bonus instead.

LUCKY BREAK

Ranged spell; Daily; Quick action

Target: You or a nearby ally. If you have a positive icon relationship with the Shadow Prince, target both.

Effect: Until the end of the battle or scene, the target increases the natural roll of all its d20 rolls by 1. A natural 20 remains a natural 20. A natural 1 ends the spell.

Adventurer Feat: If the target rolls a natural 20, it can heal using a recovery as a free action.

Champion Feat: The recovery granted by the natural 20 is free.

MARCH OF THE EMPEROR

Bardic song; Daily; Quick action each turn; 16+ to sustain (11+ if you have a positive icon relationship with the Emperor)

Opening & Sustained Effect: Each nearby group of mooks must succeed at a normal save. If they fail, you control them during their next turn. Undead are immune to the effect unless you have a positive icon relationship with the Lich King.

Final Verse: Every mook that you have successfully controlled with this spell at least once is stunned until the end of your next turn.

ODE TO HEROISM

Bardic song; Recharge 16+ after battle; Quick action each turn; 11+ to sustain (6+ if you have a positive icon relationship with the Great Gold Wyrn)

Opening & Sustained Effect: Choose an enemy. You and all nearby allies are immune to its fear aura (if any), and gain a +2 bonus to saves against any save ends effects it imposes.

Final Verse: You and all nearby allies can save against a save-ends effect imposed by the target.

Adventurer Feat: You can choose two enemies for the song's effects.

Champion Feat: You and all nearby allies are immune to the fear aura until the end of the battle, even after the song ends.

PHANTOM CROWD

Ranged spell; Daily

Effect: You create the illusion of a group of 2d6 people. You can decide the appearance of the crowd freely, from playing children to a band of roving orcs. The illusion is both visual and auditory. However, anything physical passes through the crowd.

5th level spell: 1d4 x 10 people

7th level spell: 2d6 x 10 people

9th level spell: 3d6 x 10 people

SONG OF CLASHING SWORDS

Bardic song; Daily

Quick action each turn; 16+ to sustain

Opening & Sustained Effect: All nearby allies gain a +2 bonus to their AC against melee attacks.

Final Verse: Nearby allies have advantage on their next melee attack roll.

Champion Feat: On the final verse, enemies are also vulnerable to your allies' next melee attack.

5TH LEVEL BATTLE CRIES

FEAR THE DARK!

Flexible melee attack

Triggering Roll: Natural odd hit

Effect: Mark the target. At the start of any turn this battle, if the target is hiding or has moved to a far away location, you can end the mark and make a melee attack against the target as a standard action as if you were engaged with it. The attack targets MD and deals psychic damage.

Champion Feat: The attack above is a free action. If you have a positive icon relationship with the Shadow Prince, you gain this feat for free.

I'M JUST MESSING WITH YOU!

Flexible melee attack

Triggering Roll: Natural even miss

Effect: Your next melee attack against this enemy targets the lower of their AC and MD.

Champion Feat: You can use this battle cry on an odd miss once per battle.

STOP MESSING AROUND!

Flexible melee attack

Triggering Roll: Natural even hit

Effect: The next ally who misses an attack before the end of your next turn can reroll it once.

Champion Feat: If no ally misses an attack roll before the end of your next turn, increase the escalation die by 1.

THAT'S THE SOUND OF VICTORY!

Flexible melee attack

Triggering Roll: Natural even hit

Effect: Make a sustain check for a bard song as a free action.

Champion Feat: Add your Charisma modifier to the roll.

TIME TO DANCE!

Flexible melee attack

Triggering Roll: Natural 5, 6, 7, 8

Effect: You pop free from the target, and a nearby ally pops free from all enemies and engages the target.

Champion Feat: A second nearby ally can also pop free and engage the target.

5TH LEVEL SONGS & SPELLS

CAPTIVATING STORY

Close-quarters spell; Daily

Target: A group of people you are telling a story to

Attack: Charisma + Level vs. the highest MD

Hit: You captivate your audience with a story that is so outrageous, so overwhelming that it becomes the truth in their minds.

Miss: Your audience loses interest and disperses.

Champion Feat: You can use an appropriate skill as a bonus to the "attack" roll.

ETHEREAL DANCERS

You summon a group of ghostly dancers who surround your enemies and invite them to dance.

Bardic song; Daily

Standard action each turn; 11+ to sustain

Opening & Sustained Effect: Make the following attack against the nearby enemy with the lowest hit points. If it's a mook, target the entire group. Skip targets that are already under the effect of the song.

Attack: Charisma + Level vs. MD

Hit: The target enters a wild dance (save ends). It can move, but it cannot take other actions. If the target takes damage, the effect ends.

Natural even hit: Repeat the attack against the next nearby enemy with the lowest hit points that is not currently under the spell.



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

Final Verse: All targets currently under the effect of the spell are stunned until the end of your next turn, then the effect ends.

Champion Feat: Gain a +1 bonus to your sustain check for each target currently under the effect.

Epic Feat: Allies can give you advantage on your next attack roll with the song if they spend a standard action joining the dance instead of attacking.

GLAMOR SHIELD

Close-quarters spell; Daily (Recharge 16+ if you have a positive icon relationship with the Elf Queen); Quick action

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: Charisma + Level vs. MD

Natural Even Hit: Teleport yourself to somewhere you can see. The attack has no effect as the enemy attacks an illusory image of you.

Natural Odd Hit: 5d6 + Charisma damage, and the target is dazed until the end of your next turn.

Miss: --

7th level spell: 7d6 damage

9th level spell: 10d6 damage

Champion Feat: You can place the shield on a nearby ally instead.

Epic Feat: On a natural even miss, you take half damage from the target's attacks until the end of the turn.

SONG OF THE MOCKINGBIRD

Bardic song; Daily

Quick action each turn; 6+ to sustain

Opening & Sustained Effect: All nearby enemies take a -2 penalty to their saving throws. If an enemy fails a saving throw, it takes psychic damage equal to your level (but note that a natural 18+ on a saving throw always succeeds).

Final Verse: The effect ends immediately. Deal 1d6 psychic damage per level to a nearby enemy.

Champion Feat: Enemies who fail a save are also dazed (-4 to attacks) until the end of their next turn.

Epic Feat: Increase the save penalty to -4.

SYMPHONY OF PAIN

Ranged spell; Daily

Target: One nearby enemy (OR all nearby staggered enemies if you have a positive icon relationship with the Diabolist)

Attack: Charisma + Level vs. MD

Hit: 15 ongoing psychic damage. The target is also weakened (-4 to attacks and defenses) and enraged (attacks deal extra damage equal to twice its level). A save ends all three conditions.

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

7th level spell: 25 ongoing psychic damage

9th level spell: 40 ongoing psychic damage

Champion Feat: If the target is staggered, you gain a +2 bonus to the attack.

Epic Feat: The saving throw is now a hard save.

UNLEASH CHAOS & MAYHEM

You animate nearby objects that are not nailed down to create a tornado of flying hazards that strike at anyone who is not taking cover immediately.

Close-quarters, Daily

Target: 1d4 nearby enemies, or 2d4 if cast recklessly

Attack: Charisma + Level vs. AC

Hit: 1d6 x 10 + Charisma damage

Miss: Half damage

Reckless miss: 10 damage to all allies engaged with the target

Always: The obstacles you scatter across the battlefield give all disengage checks disadvantage until the end of your next turn.

7th level spell: 2d4 x 10 damage; 15 damage on reckless miss

9th level spell: 2d8 x 10 damage; 20 damage on reckless miss

Champion Feat: The spell is now recharge 16+.



7TH LEVEL BATTLE CRIES

COVER ME!

Flexible melee attack; Once per battle

Triggering Roll: Natural odd miss

Effect: A nearby ally can make a ranged basic attack against the target, and you pop free.

Epic Feat: The ally can use any standard action ranged attack.

I MEANT TO DO THAT!

Flexible melee attack; Once per battle

Triggering Roll: Natural even miss

Effect: Reroll the attack with a +2 bonus.

Epic Feat: If the second attack roll is a miss, gain a +2 bonus to all defenses until the end of your next turn.

SCREW THIS!

Flexible melee attack

Triggering Roll: Natural 1

Effect: You can reduce the escalation die by one to reroll the attack. Pop free from all enemies after the attack.

WELCOME TO MY NIGHTMARE!

Flexible melee attack

Triggering Roll: Natural odd hit

Effect: Deal 1d20 psychic damage against the target.

9th level battle cry: 2d20 damage

7TH LEVEL SONGS & SPELLS

DANCING BLADE

Bardic song; Daily; Quick action; 6+ to sustain

Opening & Sustained Effect: A melee weapon you are holding flies out to make a melee attack on its own. Make a melee basic attack (no battle cries) against a nearby enemy.

Final Verse: The weapon flies out to make another melee attack.

Champion Feat: With the final verse, if the natural roll of that attack was even, make another attack against a different nearby enemy. Keep attacking until you have run out of targets, or until an attack roll is odd.

MANIC CACOPHONY

Bardic song; Daily

Standard action each turn; 16+ to sustain

Opening & Sustained Effect: Make the following against the 1d3 nearby enemies with the lowest hit point total.

Attack: Charisma + Level vs. MD

Hit: If the target has 125 hit points or fewer, it is confused until the end of your next turn. If it has more, it is dazed instead.

Miss: If the target has 125 hit points or fewer, it is dazed until the end of your next turn. Otherwise, no effect.

Final Verse: Make the attack against 2d4 nearby enemies, or attack one enemy with a +4 bonus and no hit point limit.

9th level song: Increase the hit point limit to 250 hit points.

Champion Feat: This song is now 11+ to sustain.

OTHERWORLDLY VOICE

Close-quarters, Daily

Target: You

Effect: Until the rest of the scene, your voice becomes as soothing as a bath in the springs of Elysium, or as cutting as the sharpest knife. It can fill the arena of Axis and still be heard in the outskirts of the city, or carry across the planes to whisper in the ears of a god. It can bring a tear to the cheek of the Elf Queen or a smile to the face of an Archdemon.

This spell allows you to achieve a feat with your voice that would normally require a ridiculously hard skill check at epic tier (DC 35).

ROAR OF THE GREAT GOLD WYRM

Bardic song; Daily; Quick action; 16+ to sustain

Opening & Sustained Effect: Creatures with fewer hit points than you cannot attack you.

Final Verse: If you have succeeded at at least one sustain check for this song, take an extra standard action this turn. If you have positive icon relationship with the Great Gold Wyrms, one ally can take an extra standard action for each successful check past the first.

TIME TO FLY

Close-quarters, Daily

Target: You and a number of willing allies equal to your Charisma bonus

Effect: You transform all targets and their equipment into birds. The main purpose of this spell is overland travel, as you can't use items or abilities while in bird form. The targets can still communicate with each other, but their words sound like chirping and twittering to anyone else. The effect lasts until the next sunrise or sundown, or until you end it. Any flying targets fall to the ground like feathers when the spell ends. The spell also ends on any target that takes damage.

Epic Feat: Double the number of creatures you can target.



9TH LEVEL BATTLE CRIES

FIGHT THE GOOD FIGHT!

Flexible melee attack; Daily

Triggering Roll: Natural 16+

Effect: Increase the escalation die by 1.

Epic Feat: Roll a second d20 (without making an attack) and trigger a second battle cry based on that roll. If you have a positive icon relationship with the Crusader, you gain this feat for free.

I'VE GOT ANOTHER ONE FOR YOU!

Flexible melee attack; Once per battle

Triggering Roll: Natural 18+

Effect: Cast a bard spell as a quick action this turn.

NEVER GONNA GIVE YOU UP!

Flexible melee attack; Daily

Triggering Roll: Natural even roll

Effect: Every ally that is currently at 10 hit points or less, including dying and stabilized allies, can spend a recovery to heal and heals the maximum amount.

Epic Feat: You grant the effect to all staggered allies. If you have a positive icon relationship with the Priestess, you gain this feat for free.



9TH LEVEL SONGS & SPELLS

DANCE TO MY TUNE

Ranged spell; Daily

Target: One nearby enemy with 300 hit points or fewer

Attack: Charisma + Level vs. MD

Hit: You dominate the target (save ends). At the start of the target's turn, you can command it to act as you like. If you give the target a command that it has a strong reason to resist, such as one that would harm itself or its friends, it can save against the effect immediately (in addition to the normal save at the end of its turn).

Miss: The target notices your attempt to intrude into its mind.

Epic Feat: On a natural even miss, your domination attempt remains undetected.

GRAND ILLUSION

Ranged spell; Daily

Target: An entire castle or similar sized area

Effect: You create an illusion that covers the entire area with new sights, sounds, and smells. The illusion is not solid, so if you were to create an illusory wall, anyone can walk right through it. The closer the illusion is to the shape of the terrain it covers, the more believable it is.

Those who perceive the illusion, but have a reason to doubt it, can make a save to see through it. They still see the illusion, but can distinguish it from the reality beneath. Failed saves can be repeated after one hour.

The illusion lasts for up to a day, but can be made to last longer when cast as a ritual.

Epic Feat: You can add semi-real elements to the illusion, such as food that really nourishes or water that really is wet. If you have a positive icon relationship with the Archmage, you gain this feat for free.

WAIL OF THE BANSHEE

Bardic song; Daily

Standard action each turn; 16+ to sustain

Opening & Sustained Effect: Make the following attack against a nearby enemy.

Attack: Charisma + Level vs. PD

Hit: The target loses half its current hit points, up to a maximum of 50 x the escalation die.

Miss: The target loses half its current hit points, up to a maximum of 10 x the escalation die.

Final Verse: Repeat the attack. On a hit, if the target currently has 300 hp or fewer, it starts making last gasp saves (16+). It dies after the fourth failed save.

Epic Feat: When you make the attack, also deal 5 x the escalation die damage to all nearby enemies that you don't target. If you have a positive icon relationship with the Lich King, you gain this feat for free.



CHAOS MAGE

CHAOS MAGE

This chapter contains new spells and talents for the chaos mage class.

CHAOS MAGE TALENTS

For talents, there are new options for the three paths in *13 True Ways*, based on a different secondary ability score. For the Dexterity-based Attacking Warp path, you can add more offensive capability with the **Blown Fuse** and **Unleashed Pain** talents. For the Wisdom-based Defensive Warp, you can strengthen your healing with **Healing Havoc**. For the Intelligence-based Iconic Warp path, you can gain a bit more control over your powers with the **Nepotism**, **Clearly** and **Xaositect** talents.

If you're just looking to get more spells to burn, look at the **Master of Mayhem** talent, while **Chaos Spike** gives a boost of your choice to spells you cast. Meanwhile, the **Enigmatic Pet** provides some companionship while turning down the crazy a bit.

If you don't trust spells alone and would like to add some melee capabilities, look at **Chaos Knight**.

Finally, three of the new talents give access to more cross-class abilities: **Blip of Bard**, **Affliction of Abomination** and **Slice of Swordmage**. If that's too stable for you, choose **Testimony to Teamwork** to gain a spell from an ally of your choice.

AFFLICTION OF ABOMINATION

There is a beast slumbering inside you that can break through the surface in the heat of battle.

Add a mutation stone to your spell bag. When you draw that stone, you gain Natural Armor, Natural Weapons and a Spit Attack as per the abomination class features until the end of your next turn (see *Dark Pacts & Ancient Secrets*).

Whenever you take a full heal-up, randomly choose two abomination maneuvers of up to your level. You can use these maneuvers when you make a melee or spit attack while you are mutated. Also choose a native element at random.

Adventurer Feat: At full heal-up, roll 1d6 to gain a random abomination talent: 1) Carnage, 2) Draconic Breath Weapon, 3) Fueled by Pain, 4) Hardened Plating, 5) Hard to Kill, or 6) Slithering Snake. You gain its benefits while mutated.

Champion Feat: Once per day, when you are reduced to zero hit points, you can use a recovery to heal as an interrupt, drop your current chaos mage spell selection and mutate as if you had drawn the abomination stone.

Epic Feat: You can use the champion feat effect once per battle.

BLIP OF BARD

Don't let go, You've got the music in you.

You gain a random spell or song from the bard class. Whenever you take a full heal-up, randomly choose a bard spell of up to the highest level you can cast. For the rest of the day, you know this spell and can cast it according to its normal usage pattern—at-will, once per battle, recharge, or daily—when that option comes up during your chaos mage spellcasting sequence. See the notes on p. 20 of *13 True Ways* for chaos mage talents granting spells from other classes.

Adventurer Feat: After each full heal-up, choose an art form such as kazoo improvisation, ice carving or gnome pantomime. Roll a d6 and gain as many points in a related background. The inspiration lasts until the next full heal-up, at which point a new inspiration strikes.

Champion Feat: After each full heal-up, choose one random battle cry from the bard list. You can use this battle cry with your chaos mage melee attacks. Once per day, you can also trigger it with an at-will spell attack roll.

Epic Feat: If you don't like either the random bard spell or the battle cry you rolled for the day, roll again. You're stuck with the second one.

BLOWN FUSE

Your body is less of a conduit for magic and more of a containment unit. You keep warning people every time they try to harm you, but they never listen.

When you are reduced to zero hit points, deal 1d6 per level + Dexterity modifier (x2 at 5th level; x3 at 8th) fire damage to all enemies engaged with you. If you are not engaged to any enemies, deal the damage to a random nearby enemy.

In addition, roll a d6 and gain an effect from the list below.

1. Air: A strong wind knocks all enemies that were engaged with you prone (melee attacks against them have advantage until they take a move action to stand up).
2. Earth: Nearby enemies are stuck (save ends) as the ground they stand on becomes viscous and sticky.
3. Fire: Your dying words set your murderer on fire, dealing five times your level in ongoing damage.
4. Water: Your body is encased in a protective ice cocoon. You gain a +5 bonus to death saves.
5. Metal: A swirl of sharp metal objects deals 1d6 damage per level to 1d4 random nearby enemies.
6. Void: The enemy who killed you must start making last gasp saves (16+). After the fourth failed last gasp save, the target is sucked into a terrible void, leaving only muffled screams behind.

Adventurer Feat: Also roll on the High Weirdness table.

Champion Feat: Increase the fire damage dice to d10s.

Epic Feat: Make two d6 rolls on the table and choose the result you like.

CHAOS KNIGHT

Like the law, chaos needs its champions, and you are its chosen one.

You don't take an attack penalty when wielding a one-handed melee weapon of any kind, or a shield. You also take no attack penalty for wearing heavy armor, and your base AC in heavy armor is increased to 12.

When you pull a stone from the bag to determine your next chaos mage spell, you can choose to gain one of the effects below instead of a spell. The effect depends on the stone you pulled, and it lasts until the end of your next turn.

Attack: Your melee attacks deal fire damage, and you deal 1d6 extra damage per level on a hit.

Defense: If an enemy misses you with a melee attack, you can make a melee attack against them as an interrupt action.

Iconic / Blood of Warriors: Gain advantage on your next melee attack roll.

Iconic / Light of the High Ones: Your melee attacks deal holy damage, you deal half damage on a miss.

Iconic / Twisted Path: Your melee attacks deal negative energy damage, and if you hit, the target takes a 1d6 penalty to all defenses until the end of your next turn.

If you have a warp talent, you still get the talent's effect even if you drop the spell.

Special: If you are a multiclass chaos mage, the chaos mage side counts as a "skilled warrior" and no longer reduces your WEAPON damage die. However, you have one fewer chaos mage daily spell.

Adventurer Feat: Your recoveries use exploding dice (add one more die for each that comes up as maximum).

Champion Feat: Your AC in light armor is increased to 11, and in heavy armor to 13.

Epic Feat: Once per battle, when the escalation die is 3+, make a melee attack as a quick action after casting a chaos mage spell on that turn.

CHAOS SPIKE

You are in tune with the ebb and flow of magic around you, ready to tap into it when the moment arrives.

Add a spike stone to your bag. When you draw it during spell determination, roll 1d6 on the table below to determine its effect.

1. Increase the number of targets of a spell by one.
2. Gain advantage on the first attack roll with a spell.
3. Make all targets of a spell vulnerable to it.
4. Increase all damage dice of a spell by one step.
5. Cast a spell as if you had all feats for it.
6. Cast a once-per-battle chaos mage spell without expending a spell slot.

Then draw a second stone to determine your chaos mage spell type as usual. At any time during this battle, when you cast a chaos mage spell, you can choose to set aside the spike stone to gain the benefit you rolled.

Champion Feat: Add two spike stones to your bag instead of one.

EMBODIMENT OF ANARCHY

As a rampant vessel of chaos magic, your body isn't stable. The color of your hair, eyes and even skin keeps shifting through all the colors of the rainbow, based on your mood, the weather, and the whims of magic. On some days, you wake up as a different race or gender. All of this is wildly confusing to others, but you were born with it and know this is who you are. When you manifest a spell, it's less of a conscious act of casting than a failure to contain the magic.

Since chaos magic is a manifestation of your physical being, you use Constitution instead of Charisma for all Chaos Mage spells.

As a side effect, your body and mind shake off attempts to reshape them more easily. 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: Reroll natural 1s when spending a recovery to heal.

Champion Feat: Once per battle, when you are out of daily spell slots, you can cast a daily spell by expending a recovery without healing instead.

Epic Feat: When you save against a save ends effect with a natural even success, make a Constitution + level vs. PD attack against a random nearby enemy. If you hit, that target is now under the effect you just shook off.

ENIGMATIC PET

You have befriended a small creature, like a cat or a fox, which hangs around you to get petted and fed. It seems completely oblivious to the chaos and mayhem that surrounds you, and ignores any High Weirdness effects. You have a nagging feeling that the universe has sent it to counterbalance the effects of your powers.

Once per day, your pet can cancel an ongoing magical or supernatural effect. That effect can be a condition on a creature, an item effect, something in the environment, or your own High Weirdness. If the effect is permanent, such as an item enchantment, roll a save each turn to see when the effect is reactivated.

Your pet won't join you in a fight, and it can't be targeted by spells or attacks.

Also choose one ability for your pet from the list below:

Axiomatic: Once per day, when making a d20-based check, your pet can set the roll to 13 instead of rolling.



Detector: It can smell magic by scent.

Flight: It can fly.

Healer: Once per day, it can grant someone the use of a recovery to heal by touch.

Innate Magic: Your pet knows three Wizard cantrips, and it can use one cantrip per scene.

Mundane Aura: It appears fully natural and resists any divination magic cast on it.

Negator: It can use its anti-magic ability twice per day.

Shapechanger: It can take any shape it likes, as long as it stays roughly cat-sized.

Shield: Once per day, it can force an enemy to reroll an attack against you with a d12.

Shy: It can turn invisible at-will.

Talkative: Your pet can talk. Each session, determine its personality with a d6 roll: 1) cutesy, 2) zen-like, 3) condescending, 4) sneaky, 5) hungry, or 6) cuddly.

Adventurer Feat: Your pet has a second ability from the list.

Champion Feat: Your pet has a third ability.

Epic Feat: Your pet has a fourth ability.

HEALING HAVOC

Embrace the chaos to soothe the pain.

When you use a spell or talent to grant yourself or an ally a recovery to heal, and the escalation die is even, the target can spend an extra recovery to heal. If the escalation die is odd, a random ally under a save-ends condition can save against it with a bonus equal to your Wisdom modifier.

Adventurer Feat: Once per battle, when drawing a spell type from your bag, you can swap the stone you drew for a defense spell stone from your pile of discarded stones. You can only do this if you have a discarded defense spell stone in your pile.

Champion Feat: Gain both the even and odd effect, regardless of the escalation die.

Epic Feat: When you grant yourself or an ally a recovery to heal with a chaos mage spell or talent, another nearby ally can choose to roll on the High Weirdness table to heal using a free recovery.

MASTER OF MAYHEM

You tear the labels off mattresses.

You gain a bonus daily spell slot, for a total of three at 1st level.

Champion Feat: Once per battle, draw two stones from your spell bag. Keep one to determine your spell and set aside the other.

Epic Feat: When you have no chaos mage daily spells left, regain one when you take a quick rest.

NEPOTISM, CLEARLY

Or if there is no blood relationship, sycophancy works too.

Choose one of the three icon groups - Blood of Warriors, Light of the High Ones or Twisted Path. When casting an iconic spell, always cast a spell from the chosen path. You can choose any spell from that list, without randomly rolling for a specific icon.

Adventurer Feat: Once per battle, when drawing a spell type from your bag, you can swap the stone you drew for an iconic spell stone from your pile of discarded stones. You can only do this if you have a discarded iconic spell stone in your pile.

Champion Feat: Gain a bonus relationship die with one of the four icons in your chosen path. After using a 5 or 6 with it, roll a d3 to randomly re-assign the relationship to a different icon.

Epic Feat: You gain a +1 bonus to attack rolls with iconic spells.

Neptotism, Clearly clashes with the Air effect of the Iconic Warp talent. If you have both talents, use the following effect instead.

Air: Until the end of your next turn, you gain a bonus to disengage checks equal to your Intelligence modifier.

SLICE OF SWORDMAGE

Chaos magic and sharp weapons—what could go wrong?

You gain a random spell from the swordmage class (see *Dark Pacts & Ancient Secrets*). Whenever you take a full heal-up, randomly choose a swordmage spell of the highest level you can cast. For the rest of the day, you know this spell and can cast it according to its normal usage pattern—once per battle, recharge, or daily—when that option comes up during your chaos mage spellcasting sequence. If the spell is an attack, you can cast it when you can cast a chaos mage attack spell, otherwise as a defense spell.

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

In addition, like a swordmage, you can use true magic item weapons as implements for your chaos mage spells.

Adventurer Feat: You can use the swordmage's Mark with Sigil class feature once per day. However, the sigil you place is purely random—the type of sigil, targeted enemy, and the ally that the enemy must attack to avoid triggering the sigil are determined randomly.

Champion Feat: You can use Mark with Sigil once per battle.

Epic Feat: You gain two random swordmage spells during a full heal-up, one attack and one defense spell.

TESTIMONY TO TEAMWORK

With enemies like that, who needs friends?

During each full heal-up, choose another spellcaster PC. You gain a spell of that PC's class, of your level or lower. To pick the spell, the target player opens a book on the page of their choice, then rolls a die for the spell.

Assign the spell as either attack or defense. You can cast the spell at its normal frequency, when you get the stone of that category during your chaos mage spell pick. You can use Charisma as the ability score for attack and damage with the spell.

Adventurer Feat: You can also gain a maneuver or power instead of a spell.

Champion Feat: Once per day, you can use the racial power of the target ally.

Epic Feat: When you gain your spell, also grant the target ally a chaos mage spell of up to their level, that you determine randomly with the same method. They can swap Charisma for the ability score they use for their own spells.

UNPLEASHED PAIN

Channel the repressed guilt from a strict religious upbringing.

While you are staggered, increase the damage dice of your chaos mage spells by one step (d4 to d6 and so on).

Adventurer Feat: Once per battle, when drawing a spell type from your bag, you can swap the stone you drew for an iconic spell stone from your pile of discarded stones. You can only do this if you have a discarded iconic spell stone in your pile.

Champion Feat: While you are staggered, your chaos mage spells gain a +2 bonus to their critical threat range.

Epic Feat: While you are staggered, all damage dice of your spells are exploding dice (when you roll the maximum number, roll another die and add it).

XAOSITECT

You serve Chaos, but she is a fickle mistress. You fear her fury as much as her mirth.

Once per day per Intelligence modifier, reroll a d20 roll once and keep the second roll. When you use this talent, also roll for High Weirdness.

Adventurer Feat: You can use this talent to reroll other dice than d20 rolls, such as icon relationship rolls or warp talent rolls.

Champion Feat: When you roll on the High Weirdness table for this talent, you can swap the digits of the d100 roll if you like, e.g. treat a rolled 37 as a 73.

Epic Feat: Once per day, you can set the d20 roll that you want to reroll aside. You can use that die roll later to swap it with the natural roll of the next attack against you.

ATTACK SPELLS

CHAOTIC TOUCH (1ST LEVEL)

Close-quarters spell; At-will

Target: One enemy you are engaged with

Attack: Charisma + Level vs. PD

Hit: 1d6 + Charisma damage. Determine the damage type and a special effect of the attack, based on the first d6 you roll.

1. Lightning. The target takes a -2 penalty to its next attack.
2. Acid. The target takes a -2 penalty to defenses until the end of its next turn.
3. Fire. Deal fire damage equal to your Dexterity modifier (x2 at 5th level; x3 at 8th) to a random nearby enemy.
4. Poison. If the target takes a move action before the end of its next turn, it must succeed on a save or stumble (potentially falling off something, provoking opportunity attacks etc.).
5. Weapon. Deal 1d6 extra damage (5th level: 2d6; 8th level: 3d6)
6. Negative Energy. You gain *resist all* 12+ until the end of your next turn.

Miss: Your level in damage

3rd level spell: 3d6 damage

5th level spell: 5d6 damage

7th level spell: 7d6 damage

9th level spell: 9d6 damage

Champion Feat: On a natural even miss, add 1d6 to damage and gain the bonus effect based on the roll.

FROGSPLOSION (1ST LEVEL)

Ranged spell; Once per battle

Effect: Create two exploding frogs. Make one attack for each frog.

Target: One nearby enemy OR one far away enemy at a -1d6 penalty to attack

Attack: Charisma + Level vs. PD

Hit: 1d6 + Charisma fire damage.

Miss: Your level in fire damage

3rd level spell: 3 frogs

5th level spell: 4 frogs

7th level spell: 5 frogs

9th level spell: 6 frogs

WARPED STEEL (1ST LEVEL)

Close-quarters spell; Once per battle; Quick action

Target: One melee weapon you are wielding

Effect: Until the end of the battle, when you miss with a melee attack with the weapon, deal damage equal to your Charisma modifier (x2 at 5th level; x3 at 8th) to a random nearby enemy.



Adventurer Feat: On a natural odd miss, deal the damage to two random nearby enemies.

BRAIN WARP (3RD LEVEL)

Ranged spell; Once per battle

Special: You can expend a daily spell slot instead to attack two enemies.

Target: One nearby enemy

Attack: Charisma + Level vs. MD

Hit: The target makes an attack against a random nearby enemy, with the escalation die as a bonus. If it has more than one attack ability, the GM picks one randomly.

Miss: The target has disadvantage on its next attack roll.

Champion Feat: The target also adds your Charisma modifier to the attack roll against its own ally.

CHAOTIC SUMMONS (5TH LEVEL)

Ranged spell; Daily

Effect: You create a vortex of swirling chaos in a nearby or far away location that opens into a dimension that is better left untouched. Out of that portal steps the wobbling shape of a Chaos Beast (see the *Bestiary* p. 39).

You have no control over the creature, and it acts purely on hunger and instinct. It will not attack you, or any ally directly next to you, but everything else is fair game, so make sure to drop it at a safe distance among a cluster of enemies.

You can take a standard action on your turn to try to control the creature. You must succeed at a normal save to do so. You can only dismiss the creature if you have control over it.

7th level spell: Summon a Chaos Brute instead.

9th level spell: Summon a Chaos Behemoth instead.

Champion Feat: Add your Charisma modifier to saves when attempting to control the beast. When you control it, it benefits from the escalation die.

Epic Feat: The summoned chaos creature has a bonus to attacks and defenses equal to your Charisma modifier.

RAINING CHAOS (5TH LEVEL)

Ranged spell; Daily

Always: You can fly until the end of your next turn.

Target: One random enemy per point of escalation die (targets can be hit multiple times)

Attack: Charisma + Level vs. PD

Hit: 6d6 + Charisma damage. The element of the damage is different for each attack—fire, lightning, cold, acid, thunder and then poison.

Miss: Half damage

7th level spell: 8d8 damage

9th level spell: 10d10 damage

Champion Feat: The damage dice of this spell are now exploding dice.

CHAOS WAVE (7TH LEVEL)

You summon a wave of crackling chaos that changes all creatures it hits on its way. They grow slimy scales, new limbs, or a third eye on their forehead.

Close-quarters spell; Daily

Always: Roll on the High Weirdness table (13TW p. 19)

Target: 1d4 nearby enemies

Attack: Charisma + Level vs. MD

Natural Even Hit: 10d12 + Charisma lightning damage, and you switch PD and MD of the target until the end of the battle.

Natural Odd Hit: 10d12 + Charisma psychic damage. If the escalation die is odd, give the target +2 AC and -2 to attacks; if it is even, give it -2 AC and +2 to attacks until the end of the battle.

Miss: Half damage

9th level spell: 2d10 x 10 damage

Champion Feat: You can now attack far away enemies with this spell.

DEATH BY TENTACLES (9TH LEVEL)

Ranged spell; Daily

Effect: Attack one random nearby enemy per point of escalation die with Force Tentacle (13TW p. 22).

DISCORPORATION (9TH LEVEL)

Ranged spell; Daily

Target: 1d3 nearby enemies

Attack: Charisma + Level vs. PD

Hit: The target takes 50 ongoing negative energy damage as its body slowly dissolves into chaos. The save against the ongoing damage is a hard save (16+). If a target has 100 hit points or fewer left when it fails a save, it dissolves, leaving only a puddle of gooey mess.

Miss: —

Epic Feat: Dissolve at 150 hp or fewer.

DEFENSE SPELLS

WHIRLING BARRIER (1ST LEVEL)

Close-quarters spell; At-Will

Target: All enemies engaged with you

Attack: Charisma + Level vs. PD

Hit: 1d4 + Charisma force damage, and the target pops free from you.

Miss: Damage equal to your level

3rd level spell: 2d6 damage

5th level spell: 3d8 damage

7th level spell: 4d10 damage

9th level spell: 6d12 damage

Adventurer Feat: Until the start of your next turn, you can repeat the attack as a free action against each enemy who moves to engage you.

ABLATIVE SHIELD (1ST LEVEL)

Close-quarters spell; Daily

Effect: Until the end of the battle, you gain a +2 bonus to all defenses, and *resist force*, *psychic* and *thunder* 14+. At the start of each turn, you lose one of the benefits of this spell. Roll 1d6 to see which one.

1. AC bonus
2. PD bonus
3. MD bonus
4. *Resist force*
5. *Resist psychic*
6. *Resist thunder*

If you roll a protection you have already lost, you've lucked out this turn—you don't lose another benefit.

Adventurer Feat: Increase the defense bonuses granted by this spell to +3.

Champion Feat: Increase the resistances provided by this spell to 16+.

BLADE WARD (3RD LEVEL)

Close-quarters spell; Once per battle

Effect: You animate a melee weapon you are holding to ward off your enemies. Until the start of your next turn, whenever an enemy attacks you in melee, the weapon makes a melee attack against the target as a free action, striking before that enemy. Use your melee basic attack, but with your Charisma modifier for attack and damage rolls. If the blade rolls a natural odd miss, it moves away from you to protect a random nearby ally instead.

CHAOTIC BLUR (3RD LEVEL)

Close-quarters spell; Daily

Effect: Until the end of the battle, roll 1d100 when you are hit by an attack. On a 20 or lower, the attack is a miss, and there is an additional effect as per the table below:

1. The spell fizzles after blocking this attack.
2. The attack hits a random nearby ally for half damage instead.
3. The attack hits a different, random nearby enemy instead.
4. The attack hits two different, random nearby enemies for half damage.
5. The attack hits the attacker.
6. The attacker is vulnerable to your attacks until the end of the battle.
7. The attacker takes psychic damage equal to your level.
8. The attacker takes 5 (5th level: 10; 8th level: 20) ongoing fire damage.
9. The attacker is weakened until the end of their next turn.
10. A nearby enemy is dazed (distracted by a swarm of butterflies) until the end of its next turn.

11. You are dazed until the end of your next turn.
12. You teleport to a random nearby location.
13. Teleport the attacker to a random nearby location.
14. Both you and the attacker teleport to different random nearby locations.
15. You gain *resist* 16+ against the attack's type of damage until the end of your next turn.
16. Transfer the blur effect to a random nearby ally.
17. A random nearby ally also benefits from the blur effect until the end of your next turn.
18. You summon an illusory double of yourself. The next time you are hit, there is a 50% chance it turns into a miss. Then the double is destroyed.
19. The next time Chaotic Blur fails to block an attack this battle, you still take only half damage.
20. Increase the chance that Chaotic Blur triggers by 5% (so 21-25 are now also a miss, then 26-30 and so on), without additional effects on those numbers.

Adventurer Feat: You can target a nearby ally with the spell instead.

CHAOS COCOON (5TH LEVEL)

Close-quarters spell; Daily

Target: You or a nearby ally

Effect: You protect yourself with a magic vortex that provides *resist all except chaos magic* 18+ and *vulnerable to chaos magic*. After every time the cocoon resists damage, change "chaos magic" to whatever the resistance just protected against (weapon attacks, fire, beast claws etc.). If the resisted attack was a natural even roll, transfer the cocoon to a random ally. The cocoon persists until the end of the battle.

DANGER ZONE (7TH LEVEL)

Close-quarters spell; Daily

Effect: Until the end of the battle, before an enemy attacks you, they must immediately roll an easy save (6+).

- * On a natural odd failure, they are struck by fear (-4 to attacks and can't benefit from the escalation die) until the end of their next turn.
- * On a natural even failure, they are stuck and vulnerable to attacks until the end of their next turn.
- * On a natural 18+, they destroy the zone and you must roll for a High Weirdness effect.

9th level spell: The save is now a normal save (11+).

Epic Feat: On a natural 1 on the save, the target is stunned until the end of their next turn.

CHAOTIC CONSECRATION (9TH LEVEL)

Ranged spell; Daily

Effect: You and every nearby ally rolls 1d20 on the Chaos Blessing table and gains that benefit (13TW p. 23).

ICONIC SPELLS

ARCHMAGE (LIGHT OF THE HIGH ONES)

PROTECTION FROM SOMEONE LIKE YOU (1ST LEVEL)

Close-quarters spell; Once per battle

Effect: 1d6 nearby allies gain *resist magic* (10+1d6)+. Each resistance lasts until the target has resisted damage once.

Adventurer Feat: You can switch the two d6 rolls, so you can grant fewer allies a higher resistance or vice versa.

GIFT OF THE MAGISTER (5TH LEVEL)

Close-quarters spell; Daily

Effect: You manifest the effect of a wizard spell of your chaos mage level, determined by a d6 roll on the table below.

1. Air: Lightning Bolt
2. Earth: Acid Arrow
3. Fire: Fireball
4. Water: Blur
5. Metal: Shield (cast as a free action the next time an attack hits your AC)
6. Void: Force Salvo

Champion Feat: Roll a second d6. If the result is equal to the amount of icon relationship points you have with the Archmage or lower, you don't expend a daily spell when casting this spell.

BATHED IN MAGIC (9TH LEVEL)

Close-quarters spell; Daily

Effect: Until the end of the battle, you can fly, and you have advantage on spell attack rolls.

Epic Feat: You can target an ally with this effect.

CRUSADER (BLOOD OF WARRIORS)

MARK FOR SLAUGHTER (3RD LEVEL)

Close-quarters spell; Once per battle

Target: A nearby enemy

Attack: Charisma + Level vs. PD

Hit: The next attack that hits the target deals double damage. Damage that is already doubled from a different source (like a critical hit) is tripled instead.

Miss: —

Adventurer Feat: You gain a +2 bonus to hit against enemies you are engaged with.

LAST STAND (5TH LEVEL)

Close-quarters spell; Once per battle

Target: A nearby unconscious ally

Effect: The target can spend a recovery to heal, and gains a +2 bonus to its critical threat range with melee attacks.

Champion Feat: The target heals 10 (8th level: 20) extra hit points for each staggered, unconscious or dead ally.

Epic Feat: You can use this spell to raise an ally who was killed in this battle. The ally will fight until the end of the battle, then fall permanently dead, unless they are willing to pledge themselves to the Crusader.

CRUSHING BLACK FIST (7TH LEVEL)

You summon a giant-sized fist in a black gauntlet that crushes your enemies from above.

Ranged spell; Daily

Target: 1d3 enemies in a group

Attack: Charisma + Level vs. AC

Hit: 1d12 x 10 damage.

Miss: Half damage

9th level spell: 1d20 x 10 damage.

Champion Feat: The first time you rally after casting this spell, you can make another Black Fist attack as a free action.

DIABOLIST (TWISTED PATH)

DEMONIC FRENZY (3RD LEVEL)

Ranged spell; Once per battle

Target: You or a nearby ally

Effect: The target enters a blind frenzy until the end of your next turn. While in frenzy, the target has advantage on attack rolls, and enemies have advantage on attack rolls against it.

Champion Feat: If the target's attack is a natural 20, the frenzy lasts another round.

Epic Feat: Target 1d4 nearby allies.

BLOOD SACRIFICE (5TH LEVEL)

Close-quarters spell; At-will

Effect: Spend a recovery without healing and gain a bonus chaos mage daily spell. Until the end of your next turn, each enemy that deals damage to you takes half of that damage in fire damage.

Champion Feat: If no enemy attacks you until the end of your next turn, the fire damage effect triggers the next time you take damage from an enemy attack this battle.

ENDLESS TORTURE (7TH LEVEL)

Close-quarters spell; Daily

Effect: Until the end of the battle, you can use Tortured Scream (13TW p. 24) as a quick action once per round.

DWARF KING (BLOOD OF WARRIORS)

DWARVEN CRAFTSMANSHIP (3TH LEVEL)

Close-quarters spell; Once per battle

Target: You or a nearby ally

Effect: Swap out the target's current weapon OR armor with heavy armor or heavy weapon until the end of the battle. The items can be used without attack penalty, regardless of class. The items have the default true magic item bonus for adventurer tier (weapon: +1 to attack and damage; armor: +1 to AC).

5th level spell: Upgrade the items to champion tier (+2).

9th level spell: Upgrade the items to epic tier (+3).

Champion Feat: Summon both armor and weapon.

CURSE OF BRITTLE IRON (5TH LEVEL)

Ranged spell; Daily

Target: A nearby enemy

Attack: Charisma + Level vs. PD

Hit: If the target is using metal weapons and armor, they become brittle and useless until the end of the battle. The target deals half damage with its attacks and takes a -4 penalty to AC. There is no save against the effect, but if there are other weapons in the nearby area, the target can spend a standard action to grab them and rearm itself. Creatures that use natural weapons, such as beasts and dragons, are immune to the effect.

Miss: —

Champion Feat: The target is also vulnerable to attacks (save ends).

WRATH OF THE ELDERS (7TH LEVEL)

The spirits of ancient dwarven kings protect you and strike out at your enemies.

Ranged spell; Daily

Effect: You and all nearby dwarves gain a +4 bonus to AC until the end of your next turn. Make the following attack:

Target: Up to three nearby enemies

Attack: Charisma + Level vs. AC

Hit: 1d10 x 10 damage.

Miss: —

9th level spell: 2d6 x 10 damage.

Champion Feat: Gain the bonus to all defenses.

ELF QUEEN (LIGHT OF THE HIGH ONES)

ELVEN HEIRLOOM (1ST LEVEL)

Close-quarters spell; Daily; Quick action

Effect: You summon a magical longbow with an adventurer-level enchantment (+1 to attack and damage) and a quiver with arrows that deal additional force damage equal to your Charisma modifier (x2 at 5th level; x3 at 8th). You can use both without attack penalty.

Champion Feat: Increase the bow's enchantment bonus by +1 for each icon relationship die you have with the Elf Queen (maximum +3).

PRINCESSIFICATION (3RD LEVEL)

Ranged spell; Daily

Target: One nearby enemy

Attack: Charisma + Level vs. MD

Hit: You transform the target into an elven princess (save ends). Most likely it will spend its turn wondering how it got here, complaining about the situation, and calling for servants. The spell also ends if the target takes damage.

Miss: —

THRALL OF THE DARK ELVES (5TH LEVEL)

Ranged spell; Once per battle

Target: 1d3 nearby mooks

Attack: Charisma + Level vs. MD

Hit: The target is confused (save ends).

Miss: —

Champion Feat: You can cast this spell as a daily spell instead. In that case, target 1d4+1 mooks, and the save is a hard save (16+).

GLAMOUROUS AURA (7TH LEVEL)

Close-quarters spell; Once per battle

Effect: Until the end of your next turn, you gain a +1d6 bonus to your MD. All attacks against you target that defense. If an enemy misses you with an attack, they take psychic damage equal to twice your level, and they are dazed until the end of their next turn.

Champion Feat: If the attack against you is a natural 1-3, the target is stunned instead.

GREAT GOLD WYRM (BLOOD OF WARRIORS)

FEARSOME ROAR (1ST LEVEL)

Ranged spell; Daily

Target: One nearby creature with 50 hp or fewer

Attack: Charisma + Level vs. MD

Hit: 1d10 + Charisma psychic damage, and the target is *terrified* (hard save 16+ ends; also ends when the target is attacked).

Terrified: On its turn, the target can only take two move actions, to either pop free from all enemies or to move away from the battlefield.

Miss: Half damage

3rd level spell: Target with 70 hp or fewer, 4d6 damage

5th level spell: Target with 100 hp or fewer, 6d6 damage

7th level spell: Target with 180 hp or fewer, 6d10 damage

9th level spell: Target with 300 hp or fewer, 8d10 damage

Adventurer Feat: Increase the hit point threshold of targets by 50 hp.

Champion Feat: You can use the spell against multiple creatures, as long as their combined hp is lower than the threshold.

RADIANT SHIELD (3RD LEVEL)

Ranged spell; Once per battle

Target: You or a nearby ally

Effect: Until the end of the battle, the target gains *resist damage from demons, devils and chromatic dragons* 16+.

Champion Feat: When the target resists damage, deal holy damage equal to your level to the attacker.

ROAR OF THE EXALTED ONE (9TH LEVEL)

Ranged spell; Daily

Effect: You and your nearby allies deal double damage against demons, devils and chromatic dragons until the end of the battle. You only get the damage bonus if you are engaged with the target.

HIGH DRUID (LIGHT OF THE HIGH ONES)

CHAOTIC ENTANGLEMENT (1ST LEVEL)

Ranged spell; Once per battle

Target: 1d3 nearby enemies

Attack: Charisma + Level vs. PD

Hit: The target is stuck (save ends). If the target fails the first save, roll on the High Weirdness table and apply the effect to the target. The weirdness ends when the target saves against the spell.

Adventurer Feat: You gain a +1 bonus to attack with this spell against enemies who are already under at least one condition.

ENCHANTED SPORES (5TH LEVEL)

Mushrooms sprout and fill the surrounding area with nauseating spores.

Ranged spell; Daily

Special: You can cast this spell recklessly and target 1d6 enemies instead.

Target: 1d3 nearby enemies

Attack: Charisma + Level vs. MD

Hit: 1d6 x 10 + Charisma poison damage, and the target

is dazed (save ends). After the first failed save, the target is hampered (save ends) instead.

Miss: 3d6 psychic damage

Any natural odd attack roll (reckless only): All allies engaged with the target are dazed until the end of your next turn.

7th level spell: 2d6 x 10 poison damage

9th level spell: 3d6 x 10 poison damage

Champion Feat: If the escalation die is 4+, attack 1d4 / 1d8 enemies with this spell.

AWAKEN THE BEAST (7TH LEVEL)

Close-quarters spell; Daily

Effect: Until the end of the battle, you transform into a hulking brute with horns and claws. Increase your Strength score to equal your Charisma. Your hands turn into claws that deal d8 damage, and you gain *resist all* 12+.

You can't cast spells, but you keep drawing stones from the bag at the end of your turn. Depending on the stone, you gain a different mutation effect until the end of the battle.

When you draw an attack stone, increase your attack damage by one step (up to d12).

When you draw a defense stone, increase your resistance by 2 (up to 16+).

When you draw an iconic stone. Roll 1d6 on the iconic mutation table below. Reroll any effects you already have.

1. Air: You can fly as a move action.
2. Earth: Enemies gain a -3 penalty to attempts to disengage from you.
3. Fire: On an even miss, deal fire damage equal to your level to all engaged enemies.
4. Water: Deal 10 (9th level: 20) ongoing poison damage on an even hit.
5. Metal: Increase your AC by 2.
6. Void: Spend a recovery to heal, but only heal half damage. Deal the other half as negative energy damage to a nearby enemy.

Champion Feat: Roll on the iconic mutation table above once when you cast the spell.

LICH KING (TWISTED PATH)

BONE BREAKER (1ST LEVEL)

Ranged spell; At-will

Target: One nearby enemy

Attack: Charisma + Level vs. PD

Hit: 1d6 + Charisma damage. If the target makes an attack before the end of your next turn, it takes half damage again.

Miss: Damage equal to your level

CHAOS MAGE

3rd level spell: 3d6 damage
5th level spell: 5d6 damage
7th level spell: 7d6 damage
9th level spell: 10d6 damage

Adventurer Feat: Increase miss damage to twice your level.

FOUL STENCH (1ST LEVEL)

Ranged spell; Once per battle

Special: Until the next full heal-up, you have disadvantage on Charisma-based skill checks.

Target: 1d3 nearby enemies

Attack: Charisma + Level vs. PD

Hit: 2d8 + Charisma poison damage

Natural 18+: The target is weakened until the end of your next turn.

Miss: Your allies engaged with the target take 1d8 poison damage.

3rd level spell: 4d8 damage; 2d8 on a miss

5th level spell: 6d8 damage; 3d8 on a miss

7th level spell: 9d8 damage; 4d8 on a miss

9th level spell: 12d8 damage; 6d8 on a miss

Champion Feat: Increase the number of targets to 1d4.

FACES OF THE NECROPOLIS (3RD LEVEL)

Close-quarters spell; Daily

Target: You or a nearby ally

Effect: The target rolls a d4. On a 1-2, it is subject to the effect of a necromancer's *Zombie Form* spell (13TW p. 87). On a 3-4, the effect is *Ghoul Form*.

7th level spell: Roll 1d6. On 5-6, the effect is *Ghost Form*.

9th level spell: Roll 1d8. On 7-8, the effect is *Vampiric Form*.

Champion Feat: On an even roll on the d4/d6/d8, the target's next hit with an attack deals twice its level in extra negative energy damage.

UNDERWORLD ALLY (5TH LEVEL)

Ranged Spell; Daily

Effect: You summon undead like a necromancer, following the summoning rules on p. 5. Roll 1d4 to determine which spell effect you mimic, cast at your class level.

1. Summon Undead (13TW p. 86)
2. The Bones Beneath (13TW, p. 87)
3. Summon Horror (13TW, p. 89)
4. Summon Wraith (13TW, p. 90)

Champion Feat: When you benefit from a warp talent or high weirdness effect, undead you summon also benefit from it.

ORC LORD (BLOOD OF WARRIORS)

TEST YOUR MIGHT (1ST LEVEL)

Ranged spell; Daily

Target: The nearby ally with the highest Strength score

Effect: The ally can immediately make a melee basic attack as a free action. If the attack is a hit, that ally gains a 1d6 bonus to damage with melee attacks this battle. However, if the granted attack is a miss, that ally takes 1d6 damage as a punishment for their unworthiness.

3rd level spell: 2d6 bonus damage; 2d6 on miss

5th level spell: 2d10 bonus damage; 2d10 on miss

7th level spell: 3d10 bonus damage; 3d10 on a miss

9th level spell: 5d10 bonus damage; 5d10 on a miss

Adventurer Feat: The ally gains a bonus to the first attack roll equal to your Charisma modifier.

SPIKY AXE (3RD LEVEL)

Melee attack; Once per battle

Attack: Charisma + Level vs. AC

Hit: 3d10 + Strength damage, and 10 ongoing damage

Miss: Damage equal to your level

5th level spell: 5d10 damage and 15 ongoing

7th level spell: 7d10 damage and 25 ongoing

9th level spell: 10d10 damage and 40 ongoing

Adventurer Feat: Deal half damage on a miss.

DESCENT INTO SAVAGERY (7TH LEVEL)

Close-quarters spell; Daily

Effect: Until the end of the battle, all melee attacks have advantage on the attack roll, while all other attacks have disadvantage. This affects you as well as your allies and enemies.

PRIESTESS (LIGHT OF THE HIGH ONES)

SERMON OF PACIFISM (3RD LEVEL)

Close-quarters spell; Daily

Effect: Until the start of your next turn, you and each ally who doesn't make an attack during their turn get advantage on all saving throws at the end of their turn, and they can heal using a recovery. Don't use the normal chaos mage spell selection at the end of your turn. Your next spell is always a defensive spell.

Adventurer Feat: You also gain *resist enemy attacks* 12+ until the end of your next turn.

CHASTISE THE SINNER (5TH LEVEL)

Ranged spell; Once per battle

Target: One nearby enemy

Attack: Charisma + Level vs. MD



Hit: 5d8 + Charisma holy damage and the target is hampered (only makes basic attacks) until the end of your next turn.

Miss: Half damage

7th level spell: 7d8 damage

9th level spell: 10d8 damage

Champion Feat: Increase the damage dice to d10.

LAUGHTER OF THE FORGOTTEN GOD (7TH LEVEL)

Ranged spell; Daily

Target: One random nearby enemy

Attack: Charisma + Level vs. MD

Hit: Twice your level in psychic damage, and the target is confused (save ends). If the save against the effect is a natural odd failure, end the effect on this target and move it to a random nearby enemy.

Miss: 1d20 + Level psychic damage

Champion Feat: You don't provoke opportunity attacks with this spell.

PRINCE OF SHADOWS (TWISTED PATH)

LITERAL BACKSTABBING (1ST LEVEL)

Shadowy black daggers stab the target in the back.

Ranged spell; Once per battle

Target: A nearby enemy

Attack: Charisma + Level vs. AC

Hit: 5 ongoing negative energy damage. If the target is engaged with one of your allies, deal 10 ongoing damage instead.

Miss: Deal negative energy damage equal to your level to one of your allies engaged with the target (or closest to the target).

3rd level spell: 10 / 15 ongoing damage

5th level spell: 15 / 25 ongoing damage

7th level spell: 25 / 40 ongoing damage

9th level spell: 40 / 60 ongoing damage

Adventurer Feat: The first save against the ongoing damage has disadvantage.

CONSUMED BY SHADOW (5TH LEVEL)

Ranged spell; Daily

Target: 1d3 nearby enemies

Attack: Charisma + Level vs. PD

Hit: 7d10 + Charisma negative energy damage. Until the end of your next turn, the target is dragged halfway into the shadow plane. Its attacks deal half damage, and all attacks against it deal half damage.

Miss: Half damage

7th level spell: 10d10 damage

9th level spell: 15d10 damage

Champion Feat: The shadow plane effect is "save ends".

THE THREE (TWISTED PATH)

GIFT OF POWER (3RD LEVEL)

Close-quarters spell; Once per battle

Effect: Gather Power like a sorcerer (see *13th Age Core Book*, p. 135), including the chaotic benefit. You gain the double damage with the next chaos mage spell you cast. At the end of this turn, if the spell selection gives you a defensive spell, choose an attack spell instead.

Adventurer Feat: If you have an icon relationship with The Three, you can cast this spell at-will.

WILDFIRE (5TH LEVEL)

Ranged spell; Once per battle; Chain spell

Target: One nearby enemy

Attack: Charisma + Level vs. PD

Hit: 15 ongoing fire damage

Miss: Your level in fire damage

5th level spell: 25 ongoing fire damage

7th level spell: 35 ongoing fire damage

9th level spell: 50 ongoing fire damage

Chain spell: Each time your natural attack roll is even, you can attack a different target with the spell.

Champion Feat: Enemies making a save against the ongoing damage have disadvantage on the roll while there is at least one other nearby enemy also taking ongoing damage from this spell.

AIRSTRIKE (9TH LEVEL)

Close-quarters spell; Daily

Effect: Nothing happens this turn but a loud rumbling sound. At the start of your next turn, a gigantic dragon head appears in the air above you and covers the area in flames.

Target: 1d6+1 nearby or far away enemies

Attack: Charisma + Level vs. PD

Hit: 3d6 x 10 + Charisma fire damage

Miss: Half damage to the target

Natural odd miss: Half damage to your allies engaged with the target

Always: Enemies that are not targeted take 10 psychic damage from the muffled screams of your incinerated victims.

Epic Feat: If you draw an iconic spell again in the same battle, you can skip the icon roll and cast this spell again by expending another daily spell. The second time it does 2d10 x 10 lightning damage. The third time it does 2d6 x 10 ongoing acid damage.



CLERIC

CLERIC

Cleric talents in the *Core Book* are divine domains that represent an aspect of the cleric's faith. The talents in this book expand on this concept with a broad selection of new domains.

In most game worlds, the domains are tied to specific deities.

When creating a cleric PC, work with your GM to find out about the religions and faiths in the game world, and whether you want the PC to serve one of them. You can also convert a deity from an existing fantasy world, or, in the spirit of *13th Age*, create a new faith for your PC that you add to the campaign world.

DOMAIN	SPELLS
Air / Storm / Thunder	Thundering Blow, Air Bubble, Storm Cloud
Animal / Beast	Poison Claw, Voice of Beasts, Celestial Guardian
Archery / Hunting	Exalted Shot, Blessing of the Hunt, Holy Arrow
Chaos / Disorder / Rebellion	Chaos Hammer, Haywire, Incite Rebellion
Darkness / Night	Embrace of the Night, Darkness, Meld into the Shadows, Disappear into the Night
Doom / Destruction	Doomhammer, Doom, Touch of Despair
Dragon	Divine Odem, Sense Dragons, Summon Metallic Dragon
Earth / Mountain	Earthen Hail, Return to Dust, Rock Shield, Earthquake
Evil / Egoism	Festering Evil, Blasphemy, Slay Living
Farming / Harvest	Cut the Weeds, Protect the Harvest, Reap What You Sow
Fire	Burning Brand, Penance by Fire, Flame Strike
Freedom / Travel	Freedom Bells, Blessed Journey, Freedom of Movement, Traveller's Footsteps

DOMAIN SPELLS

One quirk of the cleric class is that its concept represents a broad range of faith, but the spell list focuses on the holy crusader archetype, who heals and smites his enemies. That fits some cleric concepts, but not all. To give clerics of different faiths more individual flavor, this book gives each domain, including the ones from the *Core Book*, access to a separate list of domain spells. These spells work like standard cleric spells, except that you can only choose them if you have that domain as a talent.

DOMAIN	SPELLS
Good / Selflessness	Aiding Strike, Martyr's Shield, Righteous Resolve, Carry On, My Friend
Healing	Healing Strike, Restoration, Flash Heal
Justice / Vengeance	Hammer of Retribution, Eyes of the Judge, Compel Duel, Banishment
Knowledge / Lore	Sacred Mantra, Divine Insight, Pious Tongue, Intuitive Reading
Life / Death	Ray of Life, Death Ward, Symbol of Life, Raise Dead, Gate to the Underworld
Love / Beauty	Radiant Heart, Call for a White Knight, Love Charm
Luck / Fortune	Lucky Star, Fortuna's Frown, Serendipity
Madness / Nightmare	Manic Cackle, Fever Dream, Waking Nightmare
Magic / Arcana	Magic Spark, The Might of Magic, Shield of the Archons
Metal / Smithing	Blessed Steel, Heat Metal, Blade Barrier
Music / Song	Divine Cantata, Sacred Hymn, Angelic Chorus
Pain / Suffering	Inflict Wounds, Thorny Crown, Harm

DOMAIN	SPELLS
Plant / Forest	Thorn Whip, Binding Vines, Ensnaring Roots
Protection / Community	Shielding Strike, Shield Other, Blessed Orator, Summon Guardian of Faith, Walk Unharmed
Secrets / Cultism	Ominous Chant, Encrypt, Erase Memory
Spirits / Undeath	Withering Touch, Captive Spirit, Bolster Undead
Strength	Powerful Blow, Bend Bars and Lift Gates, Siphon Strength
Sun / Anti-Undead	Ray of Light, Consecration, Searing Light
Time	Sands of Time, Temporal Disruption, Visions of the Past
Trickery / Illusion	Wink of the Trickster, Taunt and Tease, Trickster's Guise, Borrowed Trick
War / Leadership	Lead the Assault, Booming Command, Elevated Command
Water / Sea / River	Jetblast, Neutralize Poison, Water Breathing
Winter / Ice	Ice Shards, Frost Hammer, Snow Storm

PALADINS, RANGERS AND DOMAIN SPELLS

To give paladins with Cleric Training and rangers with Ranger Ex Cathedral a chance to use the new material, allow PCs with these talents access to the spells of the following domains:

Paladin: Good, Justice, Protection, Strength, War

Ranger: Animal, Archery, Freedom, Plant

Paladins can also gain access to any domain with the Divine Domain talent.

Note that this is a default selection for PCs who fit the archetype of that class. Based on backgrounds, race, icon relationships or One Unique Thing there may be domains that fit better. Talk to your GM.

Adventurer Feat: You gain the at-will attack spell of a cleric domain as a once-per-battle bonus spell. (This feat requires the Cleric Training, Divine Domain or Ranger Ex Cathedral talent)

CLERIC DOMAINS

AIR / STORM / THUNDER

Since ancient times, people have looked to the sky to pray.

Gain a spell from a different class at your level or lower as a bonus spell. The spell must deal lightning or thunder damage, or have air, wind or storm in the name. You can replace the ability score used for attack and damage with Wisdom.

Whenever a spell deals holy damage, you can change that damage to lightning damage.

Adventurer Feat: You have *resist lightning and thunder* 16+.

Invocation of Air / Storm / Thunder: Until the end of the battle, you can fly to a nearby location as a move action.

Champion Feat: When you deal lightning or thunder damage with an attack, increase the damage dice by one step.

Epic Feat: You now fly normally and no longer need to land at the end of your move action. While airborne, you have a -2 penalty to attack rolls and you are vulnerable to attacks.

THUNDERING BLOW (1ST LEVEL)

Melee attack; At-will

Attack: Strength OR Wisdom + Level vs. AC

Hit: WEAPON + Strength thunder damage

Miss: Thunder damage equal to your level + Wisdom modifier (x2 at 5th level; x3 at 8th).

Adventurer Feat: On a natural even attack roll, the target pops free from you.

Champion Feat: On a hit, deal WEAPON + Strength + Wisdom thunder damage.

AIR BUBBLE (1ST LEVEL)

Close-quarters spell; Daily; Quick action

Effect: You create a zone of breathable air around you, that holds back water, poisonous gases and the like. One normal-sized creature per spell level can be in the zone with you. The zone lasts for 5 minutes per spell level.

STORM CLOUD (3RD LEVEL)

Close-quarters spell; Daily

Effect: You summon a storm cloud in the air above you. Until the end of the battle, you can make the following attack as a free action at the start of your turn.

Target: One nearby or far away enemy

Attack: Wisdom + Level vs. PD; if the target is flying, you gain a +2 bonus to the attack roll

Hit: 2d8 + Wisdom lightning damage



Miss: —

Any natural even roll: Deal thunder damage equal to your Strength OR Wisdom modifier (x2 at 5th level; x3 at 8th) to 1d3 nearby enemies in the same group.

5th level spell: 4d8 damage

7th level spell: 6d8 damage

9th level spell: 8d8 damage

Champion Feat: On a natural odd miss, repeat the attack against a different nearby enemy.

ANIMAL / BEAST

You worship the divine spark in every living creature.

You can speak with animals, as per the druid's Nature Talking class feature.

Adventurer Feat: Once per battle or scene, you have advantage on an animal-related skill check.

Invocation of Animal / Beast: You call a beast to aid you in battle. The beast has the stats of an animal companion, as per the ranger talent, at one level below your class level.

Champion Feat: When you use the invocation, gain a spell from the druid's Circle of the Fang at your class level or lower as a bonus spell.

Epic Feat: When you cast a cleric spell for broad effect, you can add one nearby animal companion as a bonus target.

POISON CLAW (1ST LEVEL)

Close-quarters spell; At-will

Target: One enemy engaged with you, or engaged with a nearby animal companion

Attack: Strength OR Wisdom + Level vs. AC

Hit: 1d8 + Strength poison damage

Natural 18+: 5 ongoing poison damage

Miss: Damage equal to your level

3rd level spell: 3d8 damage; 10 ongoing damage

5th level spell: 5d8 damage; 15 ongoing damage

7th level spell: 7d8 damage; 20 ongoing damage

9th level spell: 10d8 damage; 25 ongoing damage

Adventurer Feat: Reroll the first natural even miss with this spell in a battle.

VOICE OF BEASTS (1ST LEVEL)

Ranged spell; Daily

Target: One nearby animal

Effect: The animal can speak one language that you know until the end of the scene. The conversation with the animal will still be limited by its intelligence and general outlook on the world, although most animals are smarter than you think. Its speech patterns will keep traces of its natural voice.

CELESTIAL GUARDIAN (3RD LEVEL)

Ranged spell; Once per battle

Effect: Summon a celestial beast next to you. It can move to engage an enemy and make the following melee attack.

Attack: Wisdom + Level vs. AC

Hit: 3d8 + Wisdom holy damage

Miss: —

Natural even roll: The beast remains summoned. On your next turn, as a quick action, you can direct it to engage and attack again.

Natural odd roll: The beast vanishes after the attack.

Special: The beast has your AC, PD and MD, and hit points equal to 10 times the spell level. It can make one opportunity attack between your turns.

5th level spell: 5d8 damage

7th level spell: 7d8 damage

9th level spell: 10d8 damage

Adventurer Feat: Increase the beast's defenses by 2.

ARCHERY / HUNTING

With divine help, your arrows always find their target.

You can use all ranged weapons without attack penalty.

Adventurer Feat: You can use a true magic item ranged weapon as an implement for your cleric spells.

Invocation of Archery / Hunting: Choose a nearby enemy. The target is vulnerable to attacks from you and all your allies until the end of the battle.

Champion Feat: If you kill the target with a critical hit, you immediately regain this invocation.

Epic Feat: If the escalation die is 4+, increase the critical threat range bonus from the vulnerability to +4.

EXALTED SHOT (1ST LEVEL)

Ranged attack; At-will

Target: One nearby or far away enemy

Attack: Dexterity OR Wisdom + Level vs. AC

Hit: (ranged) WEAPON + Dexterity + Wisdom holy damage

Natural 20: The target is hampered until the end of your next turn.

Miss: Damage equal to your level

Adventurer Feat: Reroll the first natural even miss with this spell in a battle.

BLESSING OF THE HUNT (1ST LEVEL)

Ranged spell; Daily

Target: You, and one nearby ally per point of Wisdom modifier

Effect: For one hour per spell level, reduce the difficulty of all skill checks the targets make to track creatures and move unnoticed by one step (-5).

Adventurer Feat: When casting the spell, you get a general sense of where game can be found nearby.

HOLY ARROW (1ST LEVEL)

Ranged attack; Daily

Target: One nearby or far away enemy

Attack: Dexterity OR Wisdom + Level vs. AC

Special: Against undead and demons, you have advantage on the attack roll.

Hit: WEAPON + Dexterity + Wisdom holy damage. If the target is undead or a demon, deal 5 ongoing holy damage and the target is weakened (save ends both).

Miss: Half damage

3rd level spell: 10 ongoing holy damage

5th level spell: 15 ongoing holy damage

7th level spell: 25 ongoing holy damage

9th level spell: 40 ongoing holy damage

CHAOS/DISORDER/REBELLION

Like children rebelling against their parents, gods rebel against the divine order.

When you save against an effect, and the save is a natural odd success, transfer the effect to a random nearby enemy.

Champion Feat: Once per battle, transfer an effect on any natural odd save.

Invocation of Chaos / Disorder / Rebellion: Roll on the chaos mage's High Weirdness table (13TW p. 18). At the end of your turn, use the chaos mage spell selection method to gain a chaos mage at-will or once-per-battle spell as a bonus spell. You can use the spell once this battle.

Adventurer Feat: You can choose a chaos mage daily spell instead.

CHAOS HAMMER (1ST LEVEL)

Melee attack; At-will

Attack: Strength OR Wisdom + Level vs. AC

Hit: WEAPON + Strength damage. Roll a d6 on the chaos mage's attack warp table to determine the additional effect.

Miss: Damage equal to your level.

Adventurer Feat: On a natural even miss, roll on the defense warp table.

HAYWIRE (1ST LEVEL)

Ranged spell; Daily

Target: One nearby enemy

Attack: Wisdom + Level vs. PD

Hit: When the target makes an attack, determine the target of the attack randomly among all creatures within range (save ends).

Miss: The spell is not expended.

Adventurer Feat: If the randomly determined target is an ally, the attack is at a -2 penalty.

INCITE REBELLION (3RD LEVEL)

Ranged spell; Daily

Target: 1d3 nearby enemies. This spell can only target creatures that are under someone else's control.

Attack: Wisdom + Level vs. MD

Hit: The target shakes free from whatever or whoever controlled it. It is now free to act as it pleases, which usually means fleeing from the battlefield to a nearby safe location.

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

Adventurer Feat: When targeting mooks, count a group of them as a single target.

DARKNESS / NIGHT

And have you felt your neck skin crawl when you're searching for the light?

Gain a spell from the sorcerer's Umbral Bloodline of up to your level as a bonus spell. You can replace Charisma with Wisdom in the spell description.

Adventurer Feat: You have advantage on skill checks to notice things in dimly lit and dark conditions.

Epic Feat: When you cast a daily cleric spell at night, the spell becomes Recharge 16+.

Invocation of Darkness / Night: Give yourself and all nearby allies advantage on the next skill check to be stealthy until the end of the battle or scene.

Champion Feat: Invocation of Darkness gives you and all nearby allies advantage on your initiative roll if you use it to sneak up on an enemy.

EMBRACE OF THE NIGHT (1ST LEVEL)

Ranged spell; At-will

Target: Two nearby enemies in a group

Attack: Wisdom + Level vs. PD

Natural Even Hit: 1d6 + Wisdom cold damage, and one ally engaged with the target can pop free from it.

Natural Odd Hit: Wisdom cold damage, and the target is stuck until the end of your next turn.

Miss: One ally engaged with the target can pop free from it.

3rd level spell: 2d6 damage on even hit

5th level spell: 3d6 damage on even hit

7th level spell: 5d6 damage on even hit

9th level spell: 8d6 damage on even hit

Adventurer Feat: On a natural odd hit, the target also takes a -2 penalty to attack rolls until the end of your next turn.



DARKNESS (1ST LEVEL)

Ranged spell; Daily

Effect: You create a stationary zone of darkness that lasts for 5 minutes or until the end of the battle. Creatures can move in and out of the zone as a move action. While a creature is in the zone, it has disadvantage on all attacks against enemies it is not engaged with. You are immune to the effect, and so are creatures that are adapted to darkness (cats, drow) or that don't rely on sight (bats, purple worms).

Adventurer Feat: Your allies are immune to the effect.

MELD INTO THE SHADOWS (3RD LEVEL)

Ranged spell; Daily

Target: You

Effect: Until the end of the scene, you are invisible as long as you stay in a dimly lit or dark area. The effect ends if you step into the light or make an attack.

Adventurer Feat: You can target one ally per Wisdom modifier point with this spell.

DISAPPEAR INTO THE NIGHT (7TH LEVEL)

Ranged spell; Daily

Special: You can cast this spell only once per level.

Target: You and all nearby allies

Effect: Flee from the current battle. Your party does not suffer a campaign loss, but everyone loses their current 5 and 6 on icon relationship dice.



DOOM / DESTRUCTION

Come in like a divine wrecking ball.

Gain a spell from the terrain druid's Ruin terrain at your class level or lower as a bonus spell.

Invocation of Doom / Destruction: Choose a nearby enemy. Until the end of the battle, attacks against the target gain a bonus to their critical threat range equal to the escalation die.

Adventurer Feat: Basic attacks against the target deal half damage on a miss instead of their normal damage.

Champion Feat: Once per battle, you can use this invocation for free. If you do so, you cannot cast healing spells until the end of the battle.

DOOMHAMMER (1ST LEVEL)

Melee attack; At-will

Attack: Strength OR Wisdom + Level vs. AC

Hit: WEAPON + Strength holy damage. The damage dice of this spell are exploding dice.

Miss: Damage equal to your Strength + Level

Champion Feat: This spell deals triple damage on a critical hit.

DOOM (1ST LEVEL)

Close-quarters spell; Daily; Quick action

Special: You can cast this spell for power or for broad effect.

Target: When cast for power, target one nearby enemy; when cast for broad effect, 3 nearby enemies

Attack: Wisdom + Level vs. MD

Hit: The target has disadvantage on attack rolls and saves (except against this spell). When cast for broad effect, the spell lasts until the end of the target's next turn. When cast for power, it is "save ends".

Miss: —

Adventurer Feat: This spell is now Recharge 16+ after battle.

TOUCH OF DESPAIR (1ST LEVEL)

Close-quarters spell; Daily

Target: One enemy you are engaged with

Attack: Wisdom + Level vs. MD

Hit: 10 ongoing psychic damage. If the target makes an attack while it takes ongoing damage from this spell, it takes additional psychic damage equal to your Wisdom modifier (x2 at 5th level; x3 at 8th).

Miss: The spell is not expended.

3rd level spell: 20 ongoing damage

5th level spell: 30 ongoing damage

7th level spell: 50 ongoing damage

9th level spell: 80 ongoing damage

Champion Feat: Deal psychic damage equal to twice your level on a miss.

DRAGON

Dragon worship started with the first humanoid begging not to be eaten.

Gain a spell from the sorcerer's Draconic bloodline of up to your class level as a bonus spell. You can replace Charisma with Wisdom in the spell description.

Adventurer Feat: You have advantage on skill checks pertaining to dragons, and you learn Draconic as a bonus language.

Epic Feat: While in (or near) a dragon lair, your divine daily spells are "Recharge 18+ after battle".

Invocation of Dragons: Gain a dragon aspect until the end of the battle or scene. Roll 1d6:

1. Claws and Teeth: You can make unarmed attacks at no penalty, with a d8 damage die.
2. Wings: You can fly to a nearby location as a move action, but you can't stay airborne.
3. Tail: You can make a melee basic attack as a quick action once per round with a d4 damage die.
4. Resistance: Choose fire, cold, acid, poison or lightning, and gain *resist that element* 16+.
5. Scales: Gain a +2 bonus to AC and PD.
6. Choose one of the above.

Champion Feat: Roll twice and gain both aspects (reroll duplicates).

Epic Feat: You can now fly and hover between turns with the wings, but you are vulnerable to attacks and take a -2 penalty to attack rolls while airborne.

DIVINE ODEM (1ST LEVEL)

Close-quarters spell; At-will

Target: One nearby enemy

Attack: Wisdom + Level vs. PD

Hit: 1d8 + Wisdom holy OR fire damage

Natural even hit: Deal damage equal to your Wisdom modifier (x2 at 5th level, x3 at 8th) to a different nearby enemy.

Miss: Damage equal to your level

3rd level spell: 3d8 damage

5th level spell: 5d8 damage

7th level spell: 7d8 damage

9th level spell: 10d8 damage

Adventurer Feat: If the escalation die is 3+, on a natural even hit, deal half damage to the second target instead.

SENSE DRAGONS (1ST LEVEL)

Close-quarters spell; Daily

Effect: You sense how many dragons are within roughly a mile area, and the direction they are in.

3rd level spell: You sense whether they are chromatic or metallic dragons (or something completely different).

5th level spell: You sense the dragon's color.

7th level spell: You sense the dragon's age.

SUMMON DRAGON (3RD LEVEL)

Ranged spell; Daily

Special: You can cast this spell only once per level.

Effect: If your cult worships metallic dragons, you summon a medium brass dragon (13TW p. 184, 31 hp) or a medium bronze dragon (13TW p. 184, 50 hp). If you worship chromatic dragons, you summon a medium white dragon (CB p. 218, 38 hp) or a medium black dragon (CB p. 218, 42 hp). The dragon is a divine emissary coming to your help. If it considers the fight a worthy cause, and if it is given the proper respect, it will fight for you until the end of the battle, or until it drops to 0 hp. You control it according to the summoning rules on p. 5, except the dragon is free to ignore your orders or leave the battle whenever it desires.

As you cast the spell at higher levels, you can summon the following dragons:

5th level spell: Medium copper dragon (13TW p. 184, 44 hp) or medium green dragon (CB p. 219, 60 hp)

7th level spell: Medium silver dragon (13TW p. 185, 90 hp) or a medium blue dragon (CB p. 219, 76 hp)

9th level spell: Medium gold dragon (13TW p. 186, 85 hp) or a medium red dragon (CB p. 219, 90 hp)

Epic Feat: Summon a large dragon of any color instead.

EARTH / MOUNTAIN

How can you look at a majestic peak and not see the divine that resides there?

Gain a spell from the terrain druid's Cave or Mountain terrain at your class level or lower as a bonus spell.

Adventurer Feat: Whenever you let an ally use a recovery to heal, that ally also gains *resist all* 14+ until the end of your next turn.

Champion Feat: Both you and the ally gain the resistance.

Epic Feat: Increase the resistance to 16+.

Invocation of Earth / Mountain: Until the end of the battle, all nearby enemies take a -2 penalties to disengage checks. Airborne enemies must succeed at a save at the start of their turn, or they are pulled towards the ground and can't use their flight ability until the start of their next turn.

EARTHEN HAIL (1ST LEVEL)

Melee attack; At-will

Attack: Strength OR Wisdom + Level vs. AC

Hit: WEAPON + Strength damage

Natural Even hit: Deal 1d4 damage to a different nearby enemy.

Natural Odd Hit: You grant a nearby ally a +2 bonus to AC and PD until the end of your next turn.

Miss: Damage equal to your level

3rd level spell: 1d8 damage on natural even hit

5th level spell: 2d6 damage on natural even hit

7th level spell: 2d10 damage on natural even hit

9th level spell: 3d8 damage on natural even hit

Adventurer Feat: You also grant the AC/PD bonus on a natural odd miss.

RETURN TO DUST (1ST LEVEL)

Ranged spell; At-will; Quick action

Target: A nearby corpse

Effect: You turn the corpse into soil. This prevents necromantic magic from being used on the body.

ROCK SHIELD (1ST LEVEL)

Close-quarters spell; Daily; Interrupt action

Trigger: You are targeted by an attack against your AC or PD.

Effect: Take half damage from the attack. Ignore any non-damage effects of the attack.

Adventurer Feat: If the attack has more than one target, all targets are protected by the spell.

TREMORS (3RD LEVEL)

Ranged Spell; Once per battle

Target: 1d3 nearby enemies

Attack: Wisdom + Level vs. PD

Hit: 4d6 + Wisdom damage

Natural even hit: The target is knocked prone (melee attacks have advantage against it until it takes a move action to stand up) and all allies engaged with the target can pop free from it.

Miss: Half damage

5th level spell: 6d6 damage

7th level spell: 9d6 damage

9th level spell: 12d6 damage

Champion Feat: You can target 1d4 nearby enemies.

Epic Feat: On a natural odd hit, the target is stuck (save ends).

EVIL / EGOISM

Worship someone who is worth it. Worship yourself.

You can target yourself with spells you cast for power, and any other spell that can normally be cast on allies only. You can also target allies with enemy-only spells and enemies with ally-only spells.

When you cast a daily cleric spell on yourself and no other targets, it becomes recharge 18+ after battle.

Champion Feat: The spell is now recharge 16+ after battle.

Invocation of Egoism / Evil: This battle, when you would spend a recovery, you can force a nearby creature to make a hard save (16+). On a success, you spend the recovery normally. On a failure, your recovery is free and the target loses a recovery. If it is not a PC or NPC that has recoveries, it takes twice your level in negative energy damage instead.

Adventurer Feat: This battle, when you would roll a death save, you can force a nearby creature to roll a hard save (16+) instead. If the target succeeds, your death save fails. If the target fails, your death save succeeds and the target failed a death save for this battle. If it is not a PC or NPC that rolls death saves, it takes twice your level in negative energy damage instead.

FESTERING EVIL (1ST LEVEL)

Ranged attack; At-will

Attack: Wisdom + Level vs. the lower of the target's PD or MD

Hit: 1d8 + Wisdom damage. If you attack PD, deal poison damage. If you attack MD, deal psychic damage. Until the end of your next turn, the target can't be healed, it can't benefit from any positive effects granted by its allies, and it can't grant any positive effects to its allies.

Miss: Damage equal to your level

3rd level spell: 3d8 damage

5th level spell: 5d8 damage

7th level spell: 7d8 damage

9th level spell: 10d8 damage

Adventurer Feat: If you miss a target you have hit with this spell at least once this battle, deal half damage.

BLASPHEMY (1ST LEVEL)

Ranged spell; Once per battle

Target: The nearby enemy with the fewest hit points

Attack: Wisdom + Level vs. MD

Hit: 4d6 + Wisdom psychic damage, and the target is dazed until the end of your next turn.

Miss: —

Natural even miss: The target is dazed 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

Adventurer Feat: Hit or miss, deal damage equal to your level to all enemies engaged with you.

Champion Feat: The daze effect is (save ends).

EGOMANIA (3RD LEVEL)

Close-quarters spell; Daily

Target: You

Effect: Until the end of the battle, whenever a positive effect targets an ally, that ally can choose to have it target you instead, and whenever a negative effect targets you, an ally can choose to have it target them instead. Whenever an ally agrees to this, you grant them a +1 bonus to their next attack roll (which stacks).

RISE ABOVE THE PEONS (9TH LEVEL)

Close-quarters spell; Daily

Target: You

Effect: Until the end of the battle, you can fly, you take half damage from enemy attacks, and you have your own escalation die, which is always 6.

FARMING / HARVEST

Fertility gods throw the best parties.

During a quick rest, you can enchant food, such as berries, to allow you and every ally to reroll 1 on recovery rolls they spend during that rest.

Adventurer Feat: Reroll 1 and 2.

Invocation of Farming / Harvest: Summon a feast that feeds up to five people per level. The feast gives everyone a +1 bonus to saving throws and *resist poison* 12+ until the end of the next battle.

Champion Feat: Increase the resistance to 16+.

Epic Feat: The bonuses last for the next two battles.

CUT THE WEEDS (1ST LEVEL)

Melee attack; At-will

Attack: Strength OR Wisdom + Level vs. AC

Hit: WEAPON + Strength damage. Deal damage equal to your Strength modifier to all other enemies engaged with you.

Miss: Damage equal to your level.

Adventurer Feat: You gain a +2 bonus to attack against mooks.

PROTECT THE HARVEST (1ST LEVEL)

A divine blessing meant to protect the fields, that also proves its value when surrounded by zombies.

Ranged spell; Daily

Target: The nearby area

Effect: Until the end of the battle or scene, non-humanoid creatures must succeed at a save to enter the target area. After they succeed at one save, they are no longer affected by the spell. Creatures already in the area have disadvantage to all attacks until they leave the area or succeed at a save.

Adventurer Feat: Add your Wisdom modifier to the difficulty of the save.

REAP WHAT YOU SOW (1ST LEVEL)

Close-quarters spell; Once per battle; Interrupt action

Trigger: You take damage from an enemy's attack.

Effect: Gain advantage on your next attack roll against the target. If your attack is a hit, deal extra damage equal to half the damage you took from the attack.

Adventurer Feat: You can cast this spell on an ally who was attacked.

FIRE / VOLCANO

Gods of fire range from benevolent protectors of the hearth to raging forces of nature that blow up mountains.

Gain a spell from a different class at your level or lower as a bonus spell. The spell must deal fire damage, or have fire, flame or burn in the name. You can replace the ability score used for attack and damage with Wisdom.

Whenever a spell deals holy damage, you can change that damage to fire damage instead.

Adventurer Feat: Gain *resist fire* 16+.

Invocation of Fire / Volcano: Until the end of the battle or scene, increase all damage dice of attacks that deal fire damage by one step.

Champion Feat: Enemies are vulnerable to your spells that deal fire damage.

Epic Feat: When you reduce an enemy to zero hp or below with fire damage, you can teleport to that enemy's location as a free action.

BURNING BRAND (1ST LEVEL)

Melee attack; At-will

Attack: Strength OR Wisdom + Level vs. AC

Hit: WEAPON + Strength damage

Natural even hit: Ongoing fire damage equal to your Wisdom modifier (x2 at 5th level, x3 at 8th).

Miss: Damage equal to your level

Adventurer Feat: Add your level to the ongoing damage.

PENANCE BY FIRE (3RD LEVEL)

Ranged attack; Once per battle

Target: One nearby enemy

Attack: Wisdom + Level vs. MD

Hit: 1d4 x 10 + Wisdom fire damage and the target is vulnerable to attacks until the end of your next turn. The target can choose to pray fervently for absolution. It takes no damage and avoids the vulnerability, but loses its next standard action.

Miss: Half damage (unless the target prays for absolution)

5th level spell: 1d6 x 10 damage

7th level spell: 2d4 x 10 damage

9th level spell: 2d8 x 10 damage

Champion Feat: If the target has dealt damage to you during the battle, deal extra damage equal to your Charisma modifier (x2 at 5th level; x3 at 8th), and even if the target prays for absolution, it takes half damage on a hit.

FLAME STRIKE (5TH LEVEL)

Ranged Spell; Daily

Special: You can cast this spell for power or for broad effect.



Cast for power:

Target: One nearby enemy

Attack: Wisdom + Level vs. PD

Hit: 8d8 + Wisdom fire damage

Miss: Half damage

Cast for broad effect:

Target: Three nearby enemies

Attack: Wisdom + Level vs. PD

Hit: 4d8 + Wisdom fire damage

Miss: Half damage

7th level spell: 2d6 x 10 / 1d6 x 10 damage

9th level spell: 3d6 x 10 / 1d10 x 10 damage

Champion Feat: Targets that are vulnerable to holy damage are also vulnerable to this spell.

FREEDOM / TRAVEL

Freedom is the most precious gift once your belly is filled.

You are immune to the stuck and hampered conditions.

Adventurer Feat: Nearby allies gain a +1 bonus to saves against these conditions.

Invocation of Freedom / Travel: You and all nearby allies can make a save against all “save ends” conditions.

Champion Feat: The targets can even save against conditions that don’t normally allow a save, such as “end of your next turn” effects.

Epic Feat: You can use this invocation twice per day.

FREEDOM BELLS (1ST LEVEL)

Close-quarters spell; At-will

Attack: Wisdom + Level vs. MD

Hit: 1d8 + Wisdom damage. All allies engaged with the target can pop free.

Miss: Damage equal to your level

3rd level spell: 3d8 damage

5th level spell: 5d8 damage

7th level spell: 7d8 damage

9th level spell: 10d8 damage

Adventurer Feat: If the target of the spell is under mind control or a similar effect, you can choose to deal half damage to it and allow it to save against the effect.

BLESSED JOURNEY (1ST LEVEL)

Ranged spell; Daily

Target: You and one nearby ally per Wisdom modifier

Effect: Double the target’s overland speed for a day as they travel without tiring.

Adventurer Feat: You can bless vehicles, such as carts and ships, with this spell.

FREEDOM OF MOVEMENT (3RD LEVEL)

Ranged Spell; Daily; Quick action

Effect: You can cast this spell for power or for broad effect.

Cast for power: You or a nearby ally ends all effects that hinder their movement, including penalties to disengage checks, the stuck and hampered conditions, and getting grabbed by enemies. The target is immune to these effects until the end of the battle.

Cast for broad effect: As above, but target three allies (you can include yourself), but no ongoing immunity.

Champion Feat: The spell is now Recharge 11+ after battle.

TRAVELLER’S FOOTSTEPS (5TH LEVEL)

Close-quarters spell; Daily; Quick action

Effect: Until the end of the battle, you can teleport to a nearby location as a move action once per round.

Champion Feat: You can cast this spell on a nearby ally.

GOOD / SELFLESSNESS

All religions claim they are for the benefit of the common folk. Yours takes that pledge seriously.

Whenever you cast a cleric daily spell on your allies, but not on yourself, the spell is recharge 18+ after battle.

Epic Feat: The spell is now recharge 16+.

Invocation of Good / Selflessness: Transfer all negative effects that your nearby allies are suffering from to yourself. If several allies are suffering from the same effect, transfer all of them, but you still suffer the effect only once.

Adventurer Feat: This battle, when you roll a death save, increase the escalation die by one.

Champion Feat: You can use this invocation twice per day.

AIDING STRIKE (1ST LEVEL)

Melee attack; At-will

Special: You have disadvantage on the attack roll. Keep the higher die roll. The next ally to attack the target can switch their natural attack roll for the die you kept.

Attack: Strength OR Wisdom + Level vs. AC

Hit: WEAPON + Strength damage

Miss: Holy damage equal to your level

Adventurer Feat: If both dice come up as the same result, you can choose to reroll both.

MARTYR’S SHIELD (1ST LEVEL)

Ranged spell; Once per battle; Interrupt action

Trigger: A nearby ally is hit by an attack.

Effect: The attacker rerolls the attack. If the reroll is a natural odd hit, the attack hits you instead.

Adventurer Feat: Halve the damage that the triggering attack deals to either you or the ally.

RIGHTEOUS RESOLVE (3RD LEVEL)

Ranged spell; Daily; Quick action

Effect: Cast this spell for power or for broad effect.

Cast for power: A nearby ally gains a +2 bonus to all saving throws, including death saves until the end of the battle.

Cast for broad effect: Up to three nearby allies (including you) gain a +1 bonus to all saving throws, including death saves until the end of the battle.

Adventurer Feat: The targets can make a save against a “save ends” effect immediately.

Champion Feat: Targets who successfully save against a “save ends” effect also heal hit points equal to twice the spell level.

CARRY ON, MY FRIEND (5TH LEVEL)

Close-quarters spell; Daily; No Action

Special: You can only cast this spell when you are unconscious, or dead, i.e. fighting in spirit.

Effect: You grant a bonus standard action to a nearby ally.

HEALING

Let me guess, the party needed a cleric?

(See the *13th Age Core Book* p. 95 for details.)

HEALING STRIKE (1ST LEVEL)

Melee attack; At-will

Attack: Strength OR Wisdom + Level vs. AC

Hit: WEAPON + Strength damage, and a nearby conscious ally heals hit points equal to your Wisdom modifier (x2 at 5th level; x3 at 8th).

Miss: Damage equal to your level

Adventurer Feat: Add your level to the number of hit points healed.

Champion Feat: On a natural 18+, a nearby unconscious ally can use a recovery to heal (and they can then benefit from the additional healing on a hit).

RESTORATION (3RD LEVEL)

Ranged spell; Daily; Quick action

Effect: Cast this spell for power or for broad effect.

Cast for power: Remove all effects that a save can end, including last gasp save effects, from one nearby ally.

Cast for broad effect: Remove one effect that a save can end, including last gasp save effects, from three nearby creatures, including yourself.

Champion Feat: The target(s) can also heal using a recovery.

FLASH HEAL (5TH LEVEL)

Ranged spell; Daily; Free Action

Special: You can cast this spell at any time during battle, including enemy turns.

Effect: Cast this spell for power or for broad effect.

Cast for power: A nearby ally can heal using a recovery, and double the hit points gained.

Cast for broad effect: Up to three nearby allies (including you) can heal using a recovery.

Champion Feat: The spell is now recharge 11+ after battle.

JUSTICE / VENGEANCE

And I will strike down upon thee with great vengeance and furious anger.

(See the *13th Age Core Book* p. 95 for details.)

HAMMER OF RETRIBUTION (1ST LEVEL)

Melee attack; At-will

Attack: Strength OR Wisdom + Level vs. AC

Hit: WEAPON + Strength damage. Until the end of your next turn, whenever the target makes an attack against a staggered or unconscious creature, they take holy damage equal to your Wisdom modifier (x2 at 5th level; x3 at 8th).

Miss: Damage equal to your level

Adventurer Feat: Increase your critical threat range with this attack by 1 for each ally (including you) that was knocked below 0 hp this battle.

Champion Feat: Add your level to the retribution damage.

EYES OF THE JUDGE (1ST LEVEL)

Close-quarters spell; Daily

Effect: Until the end of the battle or scene, you gain True Sight. You see objects and creatures for what they truly are, ignoring any illusion or transformation effects. The GM may require a skill check to unmask a creature or spell of a higher level than yours. You can also see in a person’s aura when they tell a deliberate lie or falsehood.

COMPEL DUEL (3RD LEVEL)

Close-quarters spell; Daily; Quick action

Target: One nearby enemy and one nearby ally (or you)

Effect: Until the end of the battle, or until one of the targets is unconscious, both targets have disadvantage on all attack rolls against targets other than each other. In addition, attacks by anyone else against either of the targets have disadvantage.

BANISHMENT (5TH LEVEL)

Close-quarters spell; Daily

Target: 1d3 nearby enemies

Attack: Wisdom + Level vs. PD



Hit: If the target is summoned from a different plane, such as a demon from the abyss, it is banished back to that plane. Other creatures are stunned (save ends) if they have 80 hp or less, or dazed (save ends) otherwise.

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

7th level spell: Stunned at 120 hp or less.

9th level spell: Stunned at 180 hp or less.

Champion Feat: You can target a group of up to five mooks as one enemy.

KNOWLEDGE / LORE

Strongholds of faith are strongholds of learning.

(See the *13th Age Core Book* p. 96 for details.)

SACRED MANTRA (1ST LEVEL)

You utter words of power in the old language of the scripture.

Close-quarters spell; At-will

Target: The nearby enemy with the lowest MD (choose in case of a tie)

Attack: Automatic hit

Effect: 1d4 + Wisdom holy damage

3rd level spell: 1d8 damage

5th level spell: 2d8 damage

7th level spell: 3d8 damage

9th level spell: 5d8 damage

Adventurer Feat: If the target is dazed, hampered, weakened, or stunned, reroll all natural 1s on the damage dice.

Champion Feat: The first time you use this spell in a battle, deal maximum damage with it.

DIVINE INSIGHT (1ST LEVEL)

Close-quarter spell; Daily

Effect: Choose a wizard utility spell from the Divination school of this spell's level or lower. Duplicate its effect.

PIOUS TONGUE (1ST LEVEL)

Close-quarters spell; Daily

Effect: Until the end of the scene, you are able to understand all languages, and your words can be understood by any intelligent being. Your words ring as a deep divine truth, which allows you to substitute Wisdom for Charisma in social interaction skill checks.

Adventurer Feat: The spell is now recharge 16+.

INTUITIVE READING (3RD LEVEL)

Ranged spell; Recharge 11+

Target: A nearby creature you have eye contact with

Attack: Wisdom + Level vs. MD

Hit: Ask a question about the target's soul. Below are some examples.

"Which icon are you loyal to / do you consider an enemy?"

"What is your greatest hope / greatest fear?"

"What was the most happy / terrifying experience in your life?"

"Which person do you love / hate the most?"

You perceive the answer as an image that appears in your mind.

Miss: —

Adventurer Feat: Ask up to three questions.

LIFE / DEATH

Lovers, forever nourishing and destroying each other.

(See the *13th Age Core Book* p. 96 for details.)

INVIGORATE (1ST LEVEL)

Ranged spell; At-will

Target: A nearby ally

Effect: The ally gains a +2 bonus to their next attack roll. If the attack hits, it deals 1d8 extra damage.

3rd level spell: 3d8 extra damage

5th level spell: 5d8 extra damage

7th level spell: 7d8 extra damage

9th level spell: 10d8 extra damage

Adventurer Feat: Increase the attack bonus to +3.

DEATH WARD (1ST LEVEL)

Ranged spell; Daily; Quick action

Target: You or a nearby ally

Effect: The first time the target is reduced to zero hit points this battle, it can spend a recovery to heal as an interrupt action and double the amount healed.

Adventurer Feat: When the target uses the interrupt, it also gains a +4 bonus to all defenses until it is missed by an attack.

Champion Feat: The spell is now Recharge 16+.

SYMBOL OF LIFE (3RD LEVEL)

Close-quarters spell; Daily; Quick action

Effect: You create a glowing holy symbol that floats in mid-air until the end of the battle. The symbol starts with a strength equal to the spell level. As a quick action, you or a nearby ally can spend a point of the symbol's strength to use a recovery to heal. The symbol fades if its strength is reduced to zero.

Adventurer Feat: The symbol keeps floating nearby you when you move. It does not fade at the end of the battle if it has strength left. It fades after 1d6 hours.

Champion Feat: You or an ally can also spend a point of strength of the symbol to reroll a death save once. This is not an action.

Epic Feat: You or an ally can spend two points to use two recoveries, or reroll a death save with a +5 bonus.

RAISE DEAD (5TH LEVEL)

Ranged spell; Daily

Target: A nearby creature that has been killed within a day. You need an intact corpse to cast this spell.

Effect: You reset the target to zero hit points and zero failed death saves. The target starts making death saves, even outside of combat. If it fails four death saves, it is permanently dead. It cannot take recoveries or heal, even through magic, until it succeeds at a death save.

Being raised from the dead is very strenuous. The target takes a -2 penalty to attack rolls, defenses, skill checks and saves until the next full heal-up.

In addition, one randomly chosen ability score of the target is permanently reduced by 2, and it permanently loses a recovery. They also end up with a permanent quirk that is related to how they died. For example, if they died from a fireball, they might end up with permanent flame marks on their skin and a strong fear of fire.

If Raise Dead is cast on a target a second time before it gains a level, the spell fails.

Raise Dead is a classic spell, but even in this version with a built-in chance to fail, it still makes bringing a PC back from the dead much easier than with the severely limited Resurrection spell in the Core Book. It depends on the intended grittiness of the campaign whether GMs want to make Raise Dead available as a spell or not.

SLAY LIVING (7TH LEVEL)

Close-quarters spell; Daily

Target: One enemy you are engaged with

Attack: Wisdom + Level vs. PD

Hit: If the target has 150 hit points or less, it dies. If it has more hit points, it takes 100 negative energy damage.

Miss: 3d10 negative energy damage

9th level spell: Death on 250 hit points or less; 150 damage otherwise; 5d10 damage on miss

Epic Feat: You can use this spell as a ranged attack against a nearby enemy.

GATE TO THE UNDERWORLD (9TH LEVEL)

Close-quarters spell; Daily

Special: You must cast this spell at a site that has a connection to the dead, such as a graveyard, a crypt, or the site of a large, ancient battle.

Effect: The spell enables you and a group of nearby allies to travel to any location in the underworld, the world of spirits and the dead. Some knowledge of the underworld is required to know where you are going, which can be gained from past travels, scrying rituals, or the guidance of the soul of a deceased. Travel takes between an hour and a day, depending on distance and the amount of effort exerted.

After you enter the underworld, the gate remains and can be unlocked with the right passphrase. You have to return to the same location within the underworld to return. You can also cast this spell again to open a gate back to the surface.

Epic Feat: You can open the gate to return from anywhere within the Underworld with a passphrase.

LOVE / BEAUTY

... and art, poetry ... where every masterpiece is a temple in itself.

(See the *13th Age Core Book* p. 96 for details.)

RADIANT HEART (1ST LEVEL)

Ranged spell; At-will

Target: A nearby enemy

Attack: Wisdom + Level vs. MD

Hit: 1d6 + Wisdom holy damage. Choose a nearby ally. The target is unable to attack you or the chosen ally until the end of your next turn, or until you or that ally attack it.

Miss: Damage equal to your level

3rd level spell: 3d6 damage

5th level spell: 5d6 damage

7th level spell: 7d6 damage

9th level spell: 10d6 damage

Adventurer Feat: On a natural even hit, the chosen ally heals hit points equal to your Charisma modifier (x2 at 5th level; x3 at 8th).

CALL FOR A WHITE KNIGHT (1ST LEVEL)

Ranged spell; Daily

Target: One nearby creature with 60 hp or fewer

Attack: Wisdom + Level vs. MD

Hit: The target sees you as a hapless damsel in distress that needs protection. On its turn, it won't take any actions except move close to you, if possible. When adjacent to you, it has a 50% chance of taking a hit that was meant for you. Once between its turns, it can make a counterattack against a creature attacking you as an interrupt. The effect ends on a normal save, or if the target is attacked by you or one of your allies.

Miss: —

3rd level spell: Target with 100 hp or fewer

5th level spell: Target with 150 hp or fewer

7th level spell: Target with 250 hp or fewer

9th level spell: Target with 400 hp or fewer

Adventurer Feat: If you don't attack during your turn, the target's save is a hard save (16+).

Champion Feat: On a miss, the spell is not expended.



LOVE CHARM (1ST LEVEL)

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: Wisdom + Level vs. MD

Hit: The target falls in love with you. It will follow you around and try to please you. The effect ends if you reject the target's advances, or if you or an ally tries to harm it. If combat starts, the target can save against the effect normally.

Miss: The target feels warm and fuzzy, but can't quite tell why.

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

LUCK / FORTUNE

May the lady always smile on you.

Choose a spell from the fateweaver class (see *Dark Pacts & Ancient Secrets*) of your level or lower as a bonus spell.

Adventurer Feat: You can Gather Focus (DPAS p. 24) like a fateweaver for the chosen spell.

Champion Feat: Gain an adventurer-tier meditation from the class as a bonus spell.

Invocation of Luck / Fortune: This battle, whenever you or a nearby ally rolls a natural 1 on a d20, flip a coin and call heads or tails. If you win, treat the roll as a natural 20 instead.

LUCKY STAR (1ST LEVEL)

Ranged spell; At-will

Target: A nearby enemy

Attack: Wisdom + Level vs. PD

Hit: 1d4 + Wisdom holy damage. Give a luck token to yourself or a nearby ally. The token can be used to increase a natural d20 roll by 1 this battle. You can't give a token to someone who already has a token.

Miss: Damage equal to your level

3rd level spell: 3d4 damage

5th level spell: 5d4 damage

7th level spell: 7d4 damage

9th level spell: 10d4 damage

Adventurer Feat: On a natural 20, gain a second luck token.

FORTUNA'S FROWN (1ST LEVEL)

Ranged spell; Recharge 16+ after battle; Interrupt action

Trigger: You or a nearby ally is hit by an attack

Target: The attacker

Attack: Wisdom + Level vs. MD

Hit: The target cannot benefit from effects that are triggered by specific attack roll, such as an even hit (save ends).

Miss: Damage equal to your level

SERENDIPITY (1ST LEVEL)

Ranged spell; Daily; Free action

Target: You or a nearby ally

Effect: When the spell is cast, a good thing happens to the target through sheer dumb luck. Maybe they kick a stone down the dark tunnel to disarm a deadly trap, lean against a wall to find the secret door everyone is looking for, or just happen to recognize the shopkeeper as an old childhood friend to get a big discount.

It's best to cast the spell when there is a specific problem that the party is facing. The GM then decides what boon to grant the PC, and the player can narrate the details of what happens.

Adventurer Feat: The spell is now Recharge 16+.

MADNESS / NIGHTMARE

You are the only sane person in the room.

You are immune to the dazed and confused conditions.

Adventurer Feat: Nearby allies gain a +1 bonus to saves against the dazed and confused conditions.

Champion Feat: When an enemy attack affects you with the dazed or confused condition, gain a +1 bonus to your next attack roll instead.

Epic Feat: Enemies that are dazed or confused are vulnerable to your attacks.

Invocation of Madness / Nightmare: The next enemy you hit with a cleric spell this battle is also confused (save ends).

MANIC CACKLE (1ST LEVEL)

Close-quarters spell; At-will

Target: One nearby enemy

Attack: Wisdom + Level vs. MD

Hit: 1d6 + Wisdom psychic damage

Natural 18+: The target immediately makes an attack against its own ally.

Miss: Damage equal to your level

3rd level spell: 3d6 damage

5th level spell: 5d6 damage

7th level spell: 7d6 damage

9th level spell: 10d6 damage

Champion Feat: Once per battle, when the escalation die is odd, attack 1d3 enemies with this spell.

MANIC REFLECTION (3RD LEVEL)

Close-quarters spell; Recharge 16+ after battle; Interrupt action

Trigger: An enemy hits you with a melee attack.

Effect: The attacker must reroll the attack. You must accept the new result. If the reroll is a miss, the attacker takes psychic damage equal to half the damage of a hit.

Adventurer Feat: The reroll takes a penalty equal to your Charisma modifier.

Champion Feat: If the reroll is a hit, you regain this spell at the end of the battle.

WAKING NIGHTMARE (5TH LEVEL)

Listen to the voices. Your friends are out to get you.

Ranged spell; Daily

Target: One nearby enemy with 160 hp or fewer

Attack: Wisdom + Level vs. MD

Hit: The target is confused (save ends). Whenever the target hits an ally, it takes half the damage it dealt as psychic damage.

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

7th level spell: Target with 250 hp or fewer

9th level spell: Target with 500 hp or fewer

Champion Feat: The target adds the escalation die to attacks against its allies.

Epic Feat: Double the hit point limit for enemies you can target.

FEVER DREAM (7TH LEVEL)

Ranged spell; Daily

Target: One nearby enemy

Special: If you collect three personal items from the target and create a little effigy of it, you can cast this spell as a ritual on the effigy and affect the target over a distance of several miles.

Attack: Wisdom + Level vs. MD

Hit: The next time the target sleeps, it will be plagued by a nightmare you create for it. If it succeeds at a save, it still regains half of its recoveries and spells that night. If it fails the save, it does not recover any. For NPCs that don't have recoveries or spell slots, the GM should reduce their stats or remove a number of powers on the next day.

Miss: —



MAGIC / ARCANIA

Arcane magic is but a shard of the divine.

Gain a wizard spell, or a sorcerer spell from the arcane bloodline, of up to your level as a bonus spell. You can switch out Intelligence or Charisma for Wisdom in the spell description.

Adventurer Feat: You can now choose the wizard's utility spell (CB 150) as your bonus spell.

Invocation of Magic / Arcana: Choose yourself or a nearby ally. The next spell cast by the target is treated as if it was two levels higher. If the spell is already at 9th level, increase its effect by 50% (caster chooses one: number of targets, damage, healing, granted bonus).

Champion Feat: If the invocation would end at the end of your turn, roll a d6. On a 6, it is active for another turn.

MAGIC SPARK (1ST LEVEL)

Ranged spell; At-will

Target: A nearby enemy

Attack: Wisdom + Level vs. PD

Hit: 1d6 + Wisdom force damage

Natural even hit: A nearby ally can add your Charisma modifier to their next attack roll against the target.

Miss: —

Natural even miss: You gain a +1 bonus to your next spell attack this battle.

3rd level spell: 3d6 damage

5th level spell: 5d6 damage

7th level spell: 7d6 damage

9th level spell: 10d6 damage

Adventurer Feat: Increase the attack bonus on natural even miss to +2.

Champion Feat: On a natural odd miss, repeat the attack once against a different nearby enemy.

MIGHT OF MAGIC (5TH LEVEL)

Close-quarters spell; Recharge 11+; Quick action

Target: A nearby enemy

Attack: Wisdom + Level vs. MD

Hit: The target cannot use resistances or other abilities to reduce the damage it takes (save ends).

Miss: —

Champion Feat: The save against this spell is a hard save (16+).

SHIELD OF THE ARCHONS (5TH LEVEL)

Close-quarters spell; Daily; Quick action

Effect: You can cast this spell for power or for broad effect.

Cast for power: Choose a nearby ally. The next magical attack against the target this battle is absorbed without effect. Roll a save—on a success the shield persists and absorbs a second attack.

Cast for broad effect: Target three nearby allies (including you). The next time the target is subject to a magical attack this battle, roll a save. On a success, the attack is absorbed without effect.

Champion Feat: This spell is now Recharge 11+.

METAL / SMITHING

Dwarves shape metal like the gods shaped the first dwarf.

Up to one item per level (a sword, armor, shield and so on) that you have forged yourself is considered an adventurer level true magic item of the appropriate chakra when you or an ally wears it. The item only has the basic enchantment effect (+1 to attack and damage for a weapon), but it can acquire an additional effect through story events or icon relations.

Adventurer Feat: Gain 3 points towards a background in smithing.

Champion Feat: Your smithed items are considered champion level items.

Epic Feat: Your smithed items are considered epic level items.

Invocation of Metal / Smithing: Until the end of the battle, you deal an extra WEAPON damage die with metal weapons (5th level: two dice; 8th level: 3 dice).

Adventurer Feat: Also grant the bonus to two nearby allies.

BLESSED STEEL (1ST LEVEL)

Melee attack; At-will

Attack: Strength OR Wisdom + Level vs. AC

Hit: WEAPON + Strength damage

Natural 16+: Deal extra holy damage equal to your Wisdom modifier (x2 at 5th level; x3 at 8th)

Miss: Damage equal to your level

Adventurer Feat: Deal half damage on a miss.

Champion Feat: Deal triple damage on a natural 20.

HEAT METAL (1ST LEVEL)

Ranged spell; Daily

Target: One nearby enemy in heavy armor, wearing metal armor, or using metal weapons

Attack: Wisdom + Level vs. PD

Hit: 3d6 + Wisdom fire damage, 10 ongoing fire damage, and the target is dazed (save ends both).

Miss: 10 ongoing fire damage

3rd level spell: 5d6 damage; 15 ongoing damage

5th level spell: 5d10 damage; 25 ongoing damage

7th level spell: 9d10 damage; 40 ongoing damage

9th level spell: 10d12 damage; 50 ongoing damage

BLADE BARRIER (5TH LEVEL)

Close-quarters spell; Daily

Target: All enemies engaged with you

Attack: Wisdom + Level vs. AC

Hit: 6d8 + Wisdom damage

Miss: Half damage

Always: Until the end of the battle, when an enemy engages you, deal 3d8 damage to them.

7th level spell: 9d8 / 4d8 damage

9th level spell: 12d8 / 6d8 damage

Champion Feat: Increase the damage dice to d10s.

MUSIC / SONG

Music moves hearts and minds as easily as the strongest magic.

Gain a bardic song (CB p. 83) of up to your level as a bonus spell. You can replace Charisma with Wisdom in the spell description.

You can conceal your divine spellcasting as part of music or singing, as long as the spell effect itself is subtle, i.e. not like a Flamestrike.

Adventurer Feat: You gain 3 points towards a background in musical performance.

Invocation of Music: Grant yourself and all nearby allies a d6 inspiration die, which you can add as a bonus to any d20 roll before the end of the battle or scene. You can decide whether to use the bonus after making the roll.

Champion Feat: Increase the die to a d8.

DIVINE CANTATA (1ST LEVEL)

Close-quarters spell; At-will

Target: Up to two nearby enemies

Attack: Wisdom + Level vs. PD

Hit: 1d4 + Wisdom holy damage, and a nearby ally gains a +1 bonus to their next saving throw.

Miss: Damage equal to your level

3rd level spell: 1d12 damage

5th level spell: 2d8 damage

7th level spell: 2d12 damage

9th level spell: 4d12 damage

Adventurer Feat: If both attacks hit and you grant both save bonuses to the same ally, increase the total save bonus to +4.

SACRED HYMN (1ST LEVEL)

Close-quarters spell; Daily

Effect: Increase the escalation die by 1. Until the end of the battle, any enemy attempting to use the escalation die (or steal it, or otherwise manipulate it) takes holy damage equal to your Charisma modifier (x2 at 5th level; x3 at 8th) + the spell level.

5th level spell: You can now cast this spell as a quick action.

Adventurer Feat: Until the end of the battle, you and all allies can add the escalation die to sustain checks for bard songs.

ANGELIC CHORUS (7TH LEVEL)

Close-quarters spell; Daily; Quick action

Effect: You call celestial beings to the battlefield until the end of the battle. While they don't interact with any creatures directly, they can take one standard action on your turn to cast any of your cleric spells as if you had cast it. The spell is expended as if you had cast it.

PAIN / SUFFERING

I will face my fear. I will permit it to pass over me and through me. Where the fear has gone there will be nothing. Only I will remain.

While you are staggered, increase the damage die of each spell you cast by one step (d4 -> d6 and so on).

Adventurer Feat: While you are staggered, increase the difficulty of saves against effects you place on enemies by 2.

Invocation of Pain: When you deal damage to an enemy, you can activate this power as a free action to deal ongoing damage to the target equal to the damage you just inflicted.

Champion Feat: If you use this invocation while you are staggered, you regain it at the end of the battle.

INFLECT WOUNDS (1ST LEVEL)

Close-quarters spell; At-will

Target: One nearby enemy you are engaged with

Attack: Wisdom + Level vs. PD

Hit: 1d8 + Wisdom negative energy damage

Miss: Negative energy damage equal to your level

3rd level spell: 3d8 damage

5th level spell: 5d8 damage

7th level spell: 7d8 damage

9th level spell: 10d8 damage

Adventurer Feat: You gain a +2 bonus to hit against staggered enemies.

Champion Feat: On a natural 18+, the target is weakened until the end of its next turn.

THORNY CROWN (3RD LEVEL)

Ranged spell; Daily; Quick action

Effect: Cast this spell for power or for broad effect.

Cast for power: A nearby ally gains *resist all* 16+ until the end of the battle. When damage is resisted, the resisted part of the damage is reflected to the attacker, and the spell ends.

Cast for broad effect: As cast for power, but target 3 nearby allies with *resist all* 12+.

Champion Feat: The spell no longer ends when a target resists damage.

HARM (7TH LEVEL)

Close-quarters spell; Daily

Target: One nearby enemy you are engaged with

Attack: Wisdom + Level vs. PD

Hit: 2d8 x 10 negative energy damage

Natural 16+: If the target has 120 hit points or fewer after taking damage, it starts making last gasp saves (16+).

Miss: 1d4 x 10 negative energy damage

9th level spell: 3d8 x 10 damage on a hit; 1d8 x 10 damage on a miss; 180 hp or fewer

Champion Feat: You can cast this spell as a ranged spell against a nearby enemy.

PLANT / FOREST

Revere the ancient trees, taller, stronger and filled with more wisdom than any temple.

Gain a spell from the Forest terrain of the druid's Circle of the Lands of up to your level as a bonus spell.

Adventurer Feat: You and any nearby allies ignore movement penalties or restrictions in dense or hazardous vegetation. Any related skill checks are one step easier (-5).

Invocation of Plant: Deal 3 times your level in ongoing poison damage to all nearby enemies that are stuck.

Champion Feat: The targets have disadvantage on their next save against ongoing poison damage and the stuck effect.

Epic Feat: Increase the ongoing damage to 5 times your level.

THORN WHIP (1ST LEVEL)

Close-quarters spell; At-will

Target: One nearby enemy you are engaged with

Attack: Strength OR Wisdom + Level vs. AC

Hit: 1d6 per level + Strength poison damage

Natural even hit: The target is stuck until the end of your next turn.

Miss: Damage equal to your level

Adventurer Feat: You can attack nearby enemies you are not engaged with.



BINDING VINES (1ST LEVEL)

Ranged spell; Once per battle; Quick Action

Target: A nearby enemy

Attack: Wisdom + Level vs. AC; you have a -4 penalty to the attack roll against large, huge, and flying enemies

Hit: The target is stuck (save ends).

Adventurer Feat: You can target 1d3 enemies with this spell.

Champion Feat: The target is also dazed (save ends both).

Epic Feat: The target is also vulnerable to attacks (save ends all).

ENSNARING ROOTS (1ST LEVEL)

Ranged spell; Daily

Effect: Until the end of the battle, tree roots in the nearby area start writhing and grabbing for your enemies' legs. When an enemy moves on the ground, it must succeed at an easy save (6+), or it is stuck until the start of its next turn.

3rd level spell: You can now cast this spell as a quick action.

5th level spell: The save is now a normal save (11+) for normal-sized and smaller enemies.

PROTECTION / COMMUNITY

A temple without a flock is a crypt of dead teachings.

(See the *13th Age Core Book* p. 97 for details.)

SHIELDING STRIKE (1ST LEVEL)

Melee attack; At-will

Attack: Strength OR Wisdom + Level vs. AC

Hit: WEAPON + Strength damage, and you grant a nearby ally a +2 bonus to AC until the end of your next turn.

Miss: Grant a nearby ally a +1 bonus to AC.

Adventurer Feat: If you wield a shield, grant the bonus to PD too.

BLESSED ORATOR (1ST LEVEL)

Close-quarters spell; Daily

Effect: Until the end of the scene, you have advantage on Wisdom and Charisma-checks when speaking to a group.

SHIELD OTHER (1ST LEVEL)

Close-quarters spell; Recharge 11+ after battle; Interrupt action

Trigger: An attack hits a nearby ally's AC.

Effect: The attacker must reroll the attack, and use the second result.

3rd level spell: The ally gains a +2 AC bonus against the rerolled attack.

5th level spell: You can trigger the spell against attacks

that target PD; 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 your ally.

Champion Feat: Recharge roll after battle is now 6+.

Epic Feat: Hit or miss, the ally takes only half damage from any attack you use Shield Other against.

SUMMON GUARDIAN OF FAITH (3RD LEVEL)

Close-quarters spell; Daily

Effect: This spell calls a Guardian of Faith as a superior summoned creature according to the summoning rules on p. 5. The guardian takes a shape determined by your faith, often an animal associated with strength, valor and protection, such as a lion, or a knightly saint. The level of the guardian is the same as the spell's level.

Adventurer Feat: If you summon the guardian to defend a holy site, it has a +2 bonus to attacks and defenses and twice the starting hit points.

Champion Feat: The guardian has *resist negative energy* 16+.

Epic Feat: The guardian's defend abilities grant a +3 bonus to defenses.

SUMMONED GUARDIAN OF FAITH

3rd level troop [Celestial beast]

Initiative: +5

Celestial weapon: +8 vs. AC—10 holy damage.

Natural even hit: The guardian can use both defend self and defend other this turn.

Defend self (quick action): The guardian gains a +2 bonus to all defenses until the end of its next turn.

Defend others (quick action): The ally closest to the guardian gains a +2 bonus to all defenses until the end of its next turn.

Guardian of Faith Level Progression

LEVEL	INIT.	ATTACK	DAMAGE	AC	PD	MD	HP
3	+5	+8	10	18	13	17	35
5	+7	+10	16	20	15	19	55
7	+10	+13	25	23	18	22	85
9	+12	+15	40	25	20	24	140

WALK UNHARMED (3RD LEVEL)

Close-quarters spell; Daily

Special: You can only cast this spell outside of battle.

Effect: Until the end of the scene, you and up to one nearby ally per point of Wisdom modifier cannot be attacked. Only creatures of a higher level than you, or direct icon interference (watch those complications from 5s!) can break the effect. The effect also ends if you or one of your allies makes an attack.

5th level spell: The effect lasts one hour.

7th level spell: The effect lasts 1d6 hours.

9th level spell: The effect lasts 2d4 hours.

SECRETS / CULTISM

Your church, or at least the branch you belong to, prefers to operate without drawing attention to itself. You generally don't disclose your status to those who are not part of your faith.

Your divine magic is subtle, and hard to detect. Outside of blatant elemental effects, only direct targets of the spell, and those with a supernatural ability to detect divine presence will notice your divine aura or your spellcasting.

Adventurer Feat: Your ranged divine spells don't provoke opportunity attacks.

Champion Feat: When casting a divine ritual to uncover secrets or find forbidden information, you gain advantage on the skill check.

Epic Feat: Once per day, you can use a secret you know about a target to gain advantage on a spell attack roll against them.

Invocation of Secrets / Cultism: Choose a nearby person. Gain a hint about a secret they are hiding. The hint should be significant enough to drive the story forward, but not so complete that no further investigation is required. If in doubt, the invocation gives an inspiration about where to look for more information.

OMINOUS CHANT (1ST LEVEL)

Close-quarters spell; At-will

Target: One nearby enemy

Attack: Wisdom + Level vs. MD

Hit: 1d8 + Wisdom psychic damage

Miss: Damage equal to your level

Any natural even roll: The target takes a -4 penalty to MD until the end of your next turn.

3rd level spell: 3d8 damage

5th level spell: 5d8 damage

7th level spell: 7d8 damage

9th level spell: 10d8 damage

Adventurer Feat: The damage dice of this spell are exploding dice.

ENCRYPT (1ST LEVEL)

Close-quarters spell; Daily

Target: A letter, book etc.

Effect: You obfuscate the words, and make the writing appear as a harmless text or complete gibberish. Only you, and any person designated by you, can read the original text.

ERASE MEMORY (5TH LEVEL)

Ranged spell; Daily

Target: One nearby creature

Attack: Wisdom + Level vs. MD

Hit: You cause the target to forget a small piece of information, such as the face of a stranger, a password or the location of a meeting. The target can save against the effect after 24 hours, and each day after that.

Miss: —

Natural odd miss: The target notices the attempt to mess with its mind, and it will be quite unhappy about it.

7th level spell: The target forgets something much closer to them, such as the name of a good friend.

9th level spell: You can erase a larger chunk of memory, up to a year's worth.

Champion Feat: Instead of erasing the memory, you can subtly alter it. For example, you can make the target remember a different face.



SPIRITS / UNDEATH

Eternal life at any cost.

Gain a necromancer spell (13TW p. 85) of your level or lower as a bonus spell. You can switch Intelligence for Wisdom in the spell description.

Invocation of Spirits / Undeath: Until the end of the battle, deal negative energy damage equal to your level to each enemy who makes an attack against you. If an undead creature attempts to attack you, it must roll a save. If the save fails, they cannot attack you, but they do not lose the action used for the attack. If the save succeeds, they can now attack you freely until the end of the battle.

Adventurer Feat: If the save is a natural 1, the target is stunned until the start of its next turn.

WITHERING TOUCH (1ST LEVEL)

Close-quarters spell; At-will

Target: One enemy you are engaged with

Attack: Wisdom + Level vs. PD

Hit: 1d12 + Wisdom negative energy damage

Miss: —

Natural odd miss: You take 1d6 negative energy damage.

3rd level spell: 5d6 damage, 2d6 damage on odd miss

5th level spell: 5d8 damage, 2d8 damage on odd miss

7th level spell: 7d10 damage, 3d10 damage on odd miss

9th level spell: 10d10 damage, 4d6 damage on odd miss

Champion Feat: You can now use the spell as a ranged spell.

CAPTIVE SPIRIT (1ST LEVEL)

Ranged spell; Once per battle

Effect: You summon one captive spirit mook as per the summoning rules on p. 5. The spirit fights for you until the end of the battle, or until it drops to 0 hp, whichever comes first.

SUMMONED CAPTIVE SPIRIT

1st level mook [undead]

Initiative: +2

Celestial weapon: +5 vs. PD—2 ongoing damage. Heal 1 damage to the controller of this spirit.

Flying; *resist physical damage* 16+

Adventurer Feat: On a natural even hit, your spirit also grants its healing to one nearby ally.

BOLSTER UNDEAD (3RD LEVEL)

Ranged spell; Daily; Quick action

Effect: You can cast this spell for power or for broad effect.

Cast for power: One nearby undead creature gains 20 temporary hit points and a +2 bonus to hit until the end of the battle.

Cast for broad effect: Choose up to three nearby undead creatures; each target gains 10 temporary hit points and a +1 bonus to hit until the end of the battle.

5th level spell: Temporary hp = 30/15

7th level spell: Temporary hp = 40/20

9th level spell: Temporary hp = 50/25

STRENGTH

You worship physical prowess.

(See the *13th Age Core Book* p. 97 for details.)

POWERFUL BLOW (1ST LEVEL)

Melee attack; At-will

Attack: Strength + Level vs. AC

Hit: WEAPON + Strength damage

Natural odd hit: The target pops free from you.

Miss: Damage equal to your Strength modifier (x2 at 5th level; x3 at 8th) + Level

Adventurer Feat: On a natural even hit, deal extra damage equal to your level.

Champion Feat: On a natural odd hit, you knock the target prone. Melee attacks have advantage against the target until it takes a move action to stand up.

Captive Spirit Level Progression

LEVEL	INITIATIVE	ATTACK	ONGOING DAMAGE	HEALING	AC	PD	MD	HP
1	+2	+5	2	1	13	13	13	5
3	+4	+7	4	2	15	15	15	8
5	+7	+10	7	4	18	18	18	13
7	+9	+12	10	7	20	20	20	20
9	+12	+15	15	10	23	23	23	30

BEND BARS AND LIFT GATES (1ST LEVEL)

Close-quarters spell; Once per scene; Free action

Trigger: You or a nearby ally makes a Strength check or a Strength-based skill check.

Effect: Triple the target's Strength modifier for the check.

Adventurer Feat: You can target 1d3 allies (including yourself).

SIPHON STRENGTH (3RD LEVEL)

Ranged spell; Daily

Target: One nearby enemy with 96 hp or fewer

Attack: Wisdom + Level vs. PD

Hit: 4d12 + Wisdom negative energy damage, and the target is weakened (save ends)

Miss: Half damage

5th level spell: 7d12 damage

7th level spell: 2d6 x 10 damage

9th level spell: 2d10 x 10 damage

Adventurer Feat: The spell can now target an enemy with any number of hit points while the escalation die is 3+.

Champion Feat: The save against weakened is now a hard save (16+).

Epic Feat: On a miss, the target is also dazed (save ends).

ΣΥΗ / ΑΠΤΙ-ΥΠΔΕΑΔ

The sun, all-seeing and eternal, is the center of the sky and of many pantheons.

(See the *13th Age Core Book* p. 97 for details.)

RAY OF LIGHT (1ST LEVEL)

Ranged spell; At-will

Target: A nearby enemy

Attack: Wisdom + Level vs. MD

Hit: 1d6 + Wisdom holy damage. Deal maximum damage against undead.

Miss: Damage equal to your level

3rd level spell: 3d6 damage

5th level spell: 5d6 damage

7th level spell: 7d6 damage

9th level spell: 10d6 damage

Adventurer Feat: Against undead, deal half damage on a miss.

Champion Feat: Increase the damage dice to d8.

CONSECRATION (1ST LEVEL)

Ranged spell; Daily

Effect: You create a consecrated area that covers the nearby battlefield until the end of the battle. Within the area, undead, demons and devils lose their resistances and become vulnerable to all attacks. Against creatures that are already vulnerable to holy damage, you deal extra damage equal to your Wisdom modifier (x2 at 5th level; x3 at 8th).

3rd level spell: You can now cast this spell as a quick action.

Adventurer Feat: Allies gain a bonus die to their recovery rolls while within the consecrated area (5th level: 2 dice; 8th level: 3 dice).

Champion Feat: The spell is now Recharge 16+.

SEARING LIGHT (3RD LEVEL)

Ranged spell; Daily

Target: One nearby enemy per point of escalation die

Attack: Wisdom + Level vs. MD

Hit: 5d8 + Wisdom holy damage. If the target is a demon or undead, it is also dazed (save ends).

Miss: Half damage

5th level spell: 1d8 x 10 damage

7th level spell: 1d8 x 15 damage

9th level spell: 2d8 x 10 damage

Adventurer Feat: Gain a +3 bonus to hit against demons and undead.

ΤΙΜΕ

No one can escape time.

Choose a wizard spell of your level or lower from the following list as a bonus spell: Feather Fall, Haste (*Core Book* p. 156), Slow (p. 228), Time Stop (p. 236).

Adventurer Feat: Once per battle, when the escalation die is increased by one, move yourself up 1d4 positions in the initiative order.

Invocation of Time: Grant a nearby ally a standard action.

Champion Feat: Also grant a move action.

SANDS OF TIME (1ST LEVEL)

Ranged spell; At-will

Target: A nearby enemy

Attack: Wisdom + Level vs. MD

Hit: 1d4 + Wisdom ongoing holy damage

Miss: Damage equal to your level

3rd level spell: 2d8 ongoing damage

5th level spell: 4d6 ongoing damage

7th level spell: 6d6 ongoing damage

9th level spell: 7d10 ongoing damage

Adventurer Feat: The target also takes a -2 penalty to disengage checks (save ends both).



TEMPORAL DISRUPTION (1ST LEVEL)

Ranged spell; Daily

Target: 1d3 nearby enemies

Attack: Wisdom + Level vs. MD

Hit: 4d6 + Wisdom holy damage. Move the target to the end of the initiative queue. If it has already taken its turn this round, it takes its next turn in the next round.

Miss: Half damage

3rd level spell: 7d6 damage

5th level spell: 10d6 damage

7th level spell: 15d6 damage

9th level spell: 2d6 x 10 damage

VISIONS OF THE PAST (1ST LEVEL)

Close-quarters spell; Daily; Quick action

Effect: Focus on a nearby person, place, or object, and decide a rough time range (1 day, 1 month, 1 year, 100 years ...). You see a vision of that person, place, or object at the time. You can improve the vision if you focus longer, touch the object, and succeed at skill check at a normal difficulty.

5th level spell: The difficulty of skill checks for the spell is now easy.

TRICKERY / ILLUSION

Every family has its black sheep, every pantheon has its trickster.

(See the *13th Age Core Book* p. 97 for details.)

WINK OF THE TRICKSTER (1ST LEVEL)

Ranged spell; At-will

Target: A nearby enemy

Attack: Wisdom + Level vs. MD

Hit: 1d6 + Wisdom psychic damage

Natural even hit: The next attack against a nearby ally of your choice has disadvantage.

Miss: —

Natural even miss: The next attack against a nearby ally has disadvantage.

3rd level spell: 3d6 damage

5th level spell: 5d6 damage

7th level spell: 7d6 damage

9th level spell: 10d6 damage

Adventurer Feat: You can use this spell as a melee attack that deals WEAPON + Wisdom damage.

Champion Feat: On a natural 20, the target is confused until the end of its next turn.

TAUNT AND TEASE (1ST LEVEL)

Ranged spell; Once per battle

Target: One nearby enemy

Attack: Wisdom + Level vs. MD

Hit: 4d6 + Wisdom psychic damage, and the target takes

a -4 penalty to attacks until the end of your next turn, unless it attacks you. If it misses with an attack against any target, it takes psychic damage equal to your Charisma modifier (x2 at 5th level; x3 at 8th) + twice the spell level.

Miss: Damage equal to your level

3rd level spell: 5d8 damage.

5th level spell: 7d10 damage.

7th level spell: 10d12 damage.

9th level spell: 2d8 x 10 damage.

Adventurer Feat: You can make the target think the attack comes from an ally it is engaged with instead of you. It now has a -4 penalty to attacks against everyone except that ally.

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

TRICKSTER'S GUISE (1ST LEVEL)

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 (-5 to the difficulty). 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 (-2 to -5 penalty to the check).

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 accurate-sounding vocal patterns and rough mannerisms; +4 bonus to any checks.

Champion Feat: You can cast the spell on yourself plus one ally per point of Wisdom modifier. All disguises will be of the same type, for example all orcs or all city guards.

BORROWED TRICK (5TH LEVEL)

Ranged spell; Daily; Quick action

Target: One nearby ally

Effect: Choose a spell, maneuver or power of the target. You can use it at its normal frequency until the end of the battle.

CHEAT ALL EXCEPT DEATH (7TH LEVEL)

Close-quarters spell; Daily; Quick action

Target: You

Effect: : Until the end of the battle, you can set a d20 roll as a natural 20 after making the roll. Each time you do so, you add one failed death save for this battle. As usual, you die after the fourth failed death save, regardless of your current hit point total.

WAR / LEADERSHIP

The fiercest battles are fought when both sides pray to the same god.

(See the *13th Age Core Book* p. 97 for details.)

LEAD THE ASSAULT (1ST LEVEL)

Melee attack; At-will

Attack: Strength OR Wisdom + Level vs. AC

Hit: WEAPON + Strength damage. Until the end of your next turn, your allies have a +2 bonus to their critical threat range against the target.

Miss: Damage equal to your level

Adventurer Feat: Also grant the crit bonus on an even miss.

BOOMING COMMAND (1ST LEVEL)

Close-quarters spell; Daily

Target: One nearby enemy

Effect: You give the target a simple, three-word command, such as “drop your weapon” or “run away quickly”. If the target obeys, no other effect happens. If it doesn’t, make the following attack against it:

Attack: Wisdom + Level vs. MD

Hit: 3d8 + Wisdom thunder damage

Miss: Damage equal to your level

3rd level spell: 4d8 thunder damage

5th level spell: 6d8 thunder damage

7th level spell: 9d8 thunder damage

9th level spell: 2d6 x 10 thunder damage

Adventurer Feat: The command can be up to 5 words.

Champion Feat: Target 1d3 enemies.

Epic Feat: Target 1d4 enemies.

ELEVATED COMMAND (3RD LEVEL)

Close-quarters spell; Daily; Quick action

Effect: Until the end of the battle, when you grant an ally an attack bonus from the War Domain, increase it +2.

Adventurer Feat: The War domain’s attack bonus now lasts until the end of your next turn, and you can benefit from it yourself.

WATER / SEA / RIVER

From the tiniest stream to the endless oceans, where there is water, there is divine power.

Choose a spell from the Ocean or River terrains of the druid’s Circle of the Lands of up to your level as a bonus spell.

Adventurer Feat: You gain *resist poison* 16+.

Invocation of Water: A foggy mist fills the battlefield that gives you and all allies in the nearby area a +2 bonus

to defenses against ranged and close-quarters attacks, and *resist fire* and *poison* 12+.

Champion Feat: Increase the resistances to 14+.

JETBLAST (1ST LEVEL)

Close-quarters spell; At-will

Target: A nearby enemy

Attack: Wisdom + Level vs. PD

Hit: 1d6 + Wisdom damage. If the target has an attack that deals fire damage, it is dazed (doused) until the end of your next turn.

Natural even hit: If the target is engaged with you, you force it to pop free.

Miss: Damage equal to your level

3rd level spell: 3d6 damage

5th level spell: 5d6 damage

7th level spell: 7d6 damage

9th level spell: 10d6 damage

Champion Feat: You can choose to attack two targets with this spell, but you take a –4 penalty to your attack roll.

NEUTRALIZE POISON (1ST LEVEL)

Ranged spell; Recharge 11+ after battle; Quick action

Effect: You can cast this spell for power or for broad effect.

Cast for power: End any ongoing poison effect on a nearby ally, and grant them *resist poison* 18+ until the end of the battle.

Cast for broad effect: As with casting for power, but on 3 allies, including yourself, and the resistance is 14+.

Champion Feat: The target gains a +4 bonus to defenses against attacks that deal poison damage until the end of the battle (broad effect: +2).

PURIFICATION (1ST LEVEL)

Close-quarters spell; Daily

Target: 1d4 nearby enemies

Attack: Wisdom + Level vs. PD

Hit: 1d8 + Wisdom holy damage. Until the end of your next turn, the enemy’s attacks cannot impose conditions on their targets.

Miss: Half damage

3rd level spell: 3d8 damage

5th level spell: 5d8 damage

7th level spell: 7d8 damage

9th level spell: 10d8 damage

Adventurer Feat: Nearby allies heal hit points equal to the spell level.



WINTER/ ICE

Before every new beginning, there must be an end.

Choose a spell from the Ice terrain of the druid's Circle of the Lands of up to your level as a bonus spell.

When you cast a spell that deals holy damage, you can deal cold damage instead.

Adventurer Feat: You gain *resist cold* 16+.

Invocation of Winter: Until the end of the battle, all enemies that don't have resistance to cold damage are vulnerable to cold damage.

Champion Feat: When you deal cold damage, increase all damage dice by one step.

ICE SHARDS (1ST LEVEL)

Ranged spell; At-Will

Targets: 1d3 nearby enemies in a group

Attack: Wisdom + Level vs. PD

Hit: 1d6 + Wisdom cold damage

Miss: —

Natural 1: Deal cold damage equal to your level to a nearby ally.

3rd level spell: 2d6 damage

5th level spell: 3d6 damage

7th level spell: 6d6 damage

9th level spell: 8d6 damage

Adventurer Feat: Gain a +1 bonus to your critical threat range.

FROST HAMMER (1ST LEVEL)

Melee attack; Daily

Attack: Strength OR Wisdom + Level vs. AC

Hit: WEAPON + Strength cold damage, and if the target's hit points are equal to the spell level x 50 or fewer after taking damage, it is frozen (-4 to defenses and can't take actions) until the end of your next turn.

Miss: Half damage

Adventurer Feat: On a natural even miss, the target is dazed until the end of your next turn.

Champion Feat: Also deal 10 times the spell level in ongoing cold damage.

SNOW STORM (5TH LEVEL)

Ranged spell; Daily

Effect: You summon icy winds across the battlefield. For the next three rounds, you can make the following attack at the start of your turn.

Target: 1d3 nearby enemies

Attack: Wisdom + Level vs. PD

Hit: 2d8 + Wisdom cold damage, and the target has disadvantage on saves to disengage until the end of your next turn.

Natural 18+: The target also has disadvantage on attack rolls.

Miss: Damage equal to your level

7th level spell: 4d8 damage

9th level spell: 7d8 damage

Champion Feat: You can now target 1d4 enemies with this spell.

CLERIC SPELLS (ALL DOMAINS)

DIVINE GUIDANCE (1ST LEVEL)

Close-quarters spell; Recharge 16+ after the scene; Free action

Trigger: A nearby ally makes a skill check.

Effect: Grant the ally a 1d8 bonus to the check. If the skill check is related to one of your domains, increase the bonus to 2d8.

Adventurer Feat: If you fail the recharge roll, you still gain another use of the spell, but the bonus is only 1d6 / 2d6.

MINOR MIRACLE (1ST LEVEL)

Ranged spell; At-will

Effect: You create a small miracle effect to strengthen your believer's faith in your deity. Below are some example effects.

Create Water or Wine: Create one serving of a beverage of your choice.

Divine Light: Create an ongoing light effect, roughly the strength of a torch.

Glowing Scripture: Write the words of the scripture in glowing letters into the air or on a wall.

Mend What is Broken: Repair an object by magically gluing together the pieces.

Purify Food and Water: Cleanse a single serving of food so that it can be safely consumed.

Soothe Pain: The target does not feel pain from illness or injury.

You can only have one ongoing effect from this spell at the same time.

At higher levels, increase the scale of the miracle you create. At 3rd level, you can fill a decanter with water, at 5th level a barrel or trough and so on.

REMOVE FEAR (1ST LEVEL)

Close-quarters spell; Recharge 11+; Quick action

Effect: You can cast this spell for power or for broad effect.

Cast for power: Choose a nearby ally. The target is immune to fear until the end of the battle.

Cast for broad effect: Three nearby allies (including you)

can immediately save against a fear effect, even if that effect normally doesn't allow saves. If the save is a success, the target is immune to fear until the end of the battle.

Adventurer Feat: When you cast for broad effect, target yourself and all nearby allies.

SPIRITUAL WEAPON (3RD LEVEL)

Ranged spell; Recharge 16+ after battle; Quick action

Effect: You summon the divine representation of your deity's weapon. Make a melee attack against a nearby enemy with it.

Attack: Wisdom + Level vs. AC

Hit: 2d8 + Strength OR Charisma holy damage

Miss: —

The weapon persists until the end of the battle, or until you roll a natural 1 on the attack with it. You can attack with it once per round as a quick action. The blade does not need to engage or disengage to attack.

5th level spell: 3d8 damage

7th level spell: 4d8 damage

9th level spell: 6d8 damage

Champion Feat: Against demons, devils and undead, increase the damage dice to d10.

Epic Feat: The spell is now Recharge 11+.

SUMMON PLANETAR (5TH LEVEL)

Ranged spell; Daily

Effect: You summon a planetar, as per the summoning rules on p. 5. This planetar fights for you until the end of the battle, or until it drops to 0 hp, whichever comes first. As you cast the spell at higher levels, your planetar becomes stronger.

SUMMONED PLANETAR

5th level spoiler [celestial]

Initiative: +12

Blade of Elysium: +10 vs. PD—15 holy damage

Miss: Half damage

C: Winged Smite +10 vs. PD—15 holy energy damage, and the planetar flies to engage the target

Natural 16+: The target is also weakened until the end of its next turn.

Limited use: The planetar can use winged smite only when the escalation die is even.

Flight: The planetar flies with large feathered wings on its back.

Planetar Level Progression

LEVEL	INIT.	ATTACK	DAMAGE	AC	PD	MD	HP
5	+12	+10	15	20	15	18	50
7	+14	+12	25	22	17	20	80
9	+17	+15	40	25	20	23	125

CLERIC RITUALS

BLESSED FORGE (1ST LEVEL)

Base spell: Any spell from the Metal domain

Target: A forge or smithy

Effect: Until the end of the day, all smithing-related skill checks in the forge have advantage.

CEREMONY OF BLESSING (1ST LEVEL)

Base spell: Bless, Shield of Faith

Effect: You perform a religious ceremony. The effect depends on the type of ceremony conducted.

Birth / Christening: Supernatural creatures must succeed at a hard save if they want to touch the baby.

Coming of Age: Grant the target an icon relationship point (if it doesn't have any yet).

Marriage: Both partners get a +1 bonus to saves for one month.

Funeral: The soul is safely guided to the afterlife, and the body cannot be raised as undead.

Oath: If the target breaks the oath, it is weakened (save ends).

Spring Rites: Bless the fertility of livestock.

Harvest: Increase the harvest, and protect the harvested crop from pests and fouling.

Foundation stone ceremony: Protect the construction site from accidents.

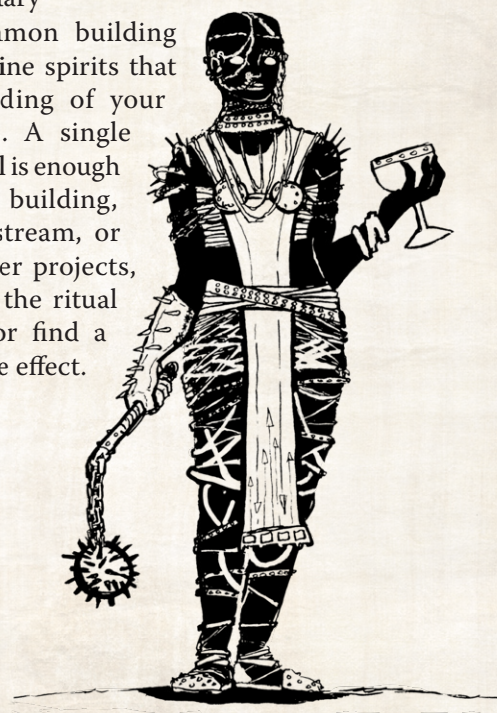
Topping out ceremony: The building is protected from fire and lightning for a year.

Door blessing: Supernatural creatures must succeed at a save to enter the house.

DIVINE BUILDER (7TH LEVEL)

Base spell: Sanctuary

Effect: You summon building materials and divine spirits that can erect a building of your choice overnight. A single casting of the ritual is enough for a one-storey building, a bridge over a stream, or a statue. For bigger projects, you need to cast the ritual multiple times, or find a way to increase the effect.





COMMANDER

COMMANDER

This chapter contains new talents, commands and tactics for the commander.

For talents, a new concept for this class are champion talents, which you can choose with the extra talent slot you gain at 5th level.

Most of the commander talents in this book help you flesh out your PC towards a certain background. While these don't tie in directly with icons in the same way they do in other classes, they still suggest certain matchups.

ADVENTURER TIER TALENTS

If your character prefers the thick of battle, consider **Centurion**, regardless of whether your character hails from the core of the Empire or the savage tribes of the north. The **Dirty Dozen** talent ties into this as well, to keep your troops going even in a tough battle. If you aim for an archer guiding a small team of scouts, consider **Skirmish Leader**.

If your PC is from the highest rungs of society, the **Courtier** talent helps you leverage that. If he or she is from the shady parts of town, **Roguish Bent** is a prime choice for the criminal mastermind.

If you envision a magic dabbler, try the **Magus and Commander** talent. The **Exterminator** is a champion in the fight against the supernatural, but without the religious ties of other classes.

CENTURION

You lead your troops in the thick of battle, and you are always the first to dive in.

Your Fight from the Front melee attacks gain a +1 bonus to their critical threat range. If you score a critical hit with it, you gain the maximum possible on your command points roll.

Adventurer Feat: During the first round of battle, you can act immediately after the initiative of any ally you choose, instead of your own initiative.

Champion Feat: During the first round of combat, gain a 1d4 bonus to the attack roll with your Fight from the Front melee attack.

Epic Feat: Increase the critical threat range bonus to +2.

COURTIER

Strategy wins battles, but politics wins wars. You are adept at the former, but a master at the latter. The ballroom and the smoking chamber are your preferred battlefields, and the word is your favorite weapon.

You can deduce the greater machinations of the world from the moves that each big player makes. Whenever you or an ally uses a 5 or 6 on an icon relationship die during a session, you gain insight into their goals and motives, through a glimpse at the hand they are playing. The GM will provide you with a piece of in-game information, and you gain a d6 leverage die. Write down the icon's name and whether the icon roll was a 5 or 6.

Once before your next full heal-up, you can add this die to a skill check. The check should have a connection to that icon, even if it's a stretch. You can use the die for your own check, or aid a nearby ally.

If you gained the leverage die from a 6 on the icon roll, simply add the result to the check. However, if you use a leverage die from a 5 there is a risk—if the leverage die rolls a 6, you don't add the die to the check, you subtract it. You were acting on misleading information, or a wrong gut feeling.

Adventurer Feat: You gain 1 additional point in a background related to court intrigue, etiquette and politics. You can use this background point to raise that background beyond the normal maximum of 5.

Champion Feat: You can now use a leverage die to gain 1d6 bonus command points with your Weigh the Odds class feature. (In case of a negative 6, you gain zero command points with this attempt—the result can't go negative).

Epic Feat: You can use your leverage die as a bonus to a recharge roll for a tactic.

DIRTY DOZEN

You've led your troops into suicide missions more than once. You haven't always brought them all back, but you sure as hell won't leave anyone behind if you can help it.

When you target a staggered ally with a command, reduce the cost by 1.

Adventurer Feat: If a nearby ally is staggered, your Fight from the Front melee attacks deal extra damage equal to your level.

Champion Feat: When a nearby ally spends a recovery to heal, you can spend a command point as a free action to increase the recovery dice by one step (for example, d6 to d8).

Epic Feat: When you rally, all nearby allies can also spend a recovery to heal.

DRILL SERGEANT

You're not smarter, wiser or more charismatic than the average grunt, but you're really good at bullying people into doing what needs to be done.

Special: You cannot take this talent in combination with the Strategist or Tactician talents (in 13TW).

Any time an element of the commander class refers to Charisma, you can replace it with Constitution. In addition, your base PD is increased to 12, but your base MD is reduced to 10.

Adventurer Feat: You gain 1 additional point in a background related to either intimidation or physical exercise. You can use this background point to raise that background beyond the normal maximum of 5.

Champion Feat: When you use a command, you can spend an additional command point to give a nearby enemy a -2 penalty to their next attack roll.

Epic Feat: When you give an ally a bonus to attack rolls with a command or tactic, increase that bonus by 1.

ENDURING LEADER

Times are tough, but as long as you are with your squad, you'll pull through.

When you spend command points, gain 1 temporary hit point per command point spent. Increase to 1d2 at 2nd level, 1d4 at 4th, 1d6 at 6th, 1d8 at 8th and 1d10 at 10th.

Adventurer Feat: These temporary hit points stack with temporary hit points you currently have.

Champion Feat: Increase your recovery dice to d10s.

Epic Feat: When you roll a death save, gain a bonus equal to the amount of command points you currently have.

EXTERMINATOR

The battle against the forces of darkness is not just fought by holy men and women. It's the brave everyday heroes like you who make the difference.

When you lead troops against demons, devils, or undead, you can use one tactic without expending it and one command without paying its standard command point cost during that battle.

Adventurer Feat: Your fight from the front melee attacks gain a +2 bonus to hit against demons, devils, and undead.

Champion Feat: As long as you have at least one command point, you have *resist demon, devil, and undead attacks* 16+.

Epic Feat: When you or a nearby ally kills a non-mook demon, devil, or undead, gain a command point.

MAGUS AND COMMANDER

Your arcane abilities aren't quite strong enough to be a full arcane caster, or maybe you lost them somehow. However, you can coordinate a barrage of spells from your troops like no other.

Choose a spell-casting character class. You can choose one spell from the spell list of that class (but not a spell granted through talents or class features), of your own level or lower, as a bonus spell. You can take the spell's feats. You can switch out this spell at each full heal-up.

Adventurer Feat: You know one cantrip per point of Charisma modifier, which you can use like a wizard.

Champion Feat: Once per round, when you use a command on an ally who is casting a spell, that command costs one command point less.

Epic Feat: When you affect a spellcaster with a command, the caster also gains a +1 bonus to hit with that spell.

ROGVISH BENT

Some battles are won in the shadows.

You can use Dexterity instead of Strength for commander attacks with one-handed melee weapons.

In addition, choose a rogue power of your level or lower as a bonus power. If it's a momentum power, track momentum like a rogue. You can switch it for a different power when you level up.

If the rogue power is a standard action melee attack you use on your turn, you gain command points as if using your Fight from the Front class feature.



Adventurer Feat: When you make a Fight from the Front melee attack against an enemy engaged with one or more of your allies, and the attack is an even hit, deal 1d6 extra damage (2d6 at 5th level; 3d6 at 8th). If it's an odd hit, gain a bonus command point.

Champion Feat: You can switch out a commander power for a rogue power two levels lower.

Epic Feat: Increase the extra damage from the adventurer feat to 3d10.

SKIRMISH LEADER

You lead small troops in commando operations, often behind enemy lines. These rely on stealth and well-placed shots with the crossbow more than dashing sword fights in the open.

You take no attack penalty with martial ranged weapons. You can use your Fight from the Front class feature with ranged weapon attacks.

Adventurer Feat: You gain a command point when an ally scores a critical hit with a ranged attack.

Champion Feat: Once per level, you can lead a party to retreat from battle without suffering a campaign loss.

Epic Feat: You gain a +1 bonus to Fight from the Front ranged attacks against targets that are engaged with one of your allies.

CHAMPION TIER TALENTS (NEW)

You can choose from any of the new Champion-tier talents below using your 5th level talent slot.

These talents work like your other talents, except that you can only choose them with your 5th level talent slot. If you're looking to increase your resources, the **Commanding Voice** and **Tactical Genius** straightforward give you a bonus command or tactic, whereas **Well-Oiled machine** lets you use cheaper commands for free. **Veteran Leader** helps you get those all-important hits in with **Lead from the Front**, whereas **Cloaked Figure** gives you a chance to regain a tactic when using **Weigh the Odds**. **Defender of the Borderlands** grants a small defense bonus when you use a command, whereas **Hold the Line** offers a one-time attack penalty to enemies.

CLOAKED FIGURE

You stay out of the limelight, casting your web of influence from the shadows. You apply your tactical genius in the underworld or as a power behind the throne.

Once per battle, when you use your Weigh the Odds class feature, choose one of your Recharge after battle tactics and make a recharge roll for it.

Champion Feat: You can use this talent any time you use Weigh the Odds.

COMMANDING VOICE

You are out there in the thick of it with the troops. They trust you, and follow your command.

You gain a bonus command, and one point towards a background in personal leadership and diplomacy. You can use this background point to raise that background beyond the normal maximum of 5.

Champion Feat: Gain the adventurer feat of all commands you know.

Epic Feat: Gain the champion feat of all commands you know.

DEFENDER OF THE BORDERLANDS

You've earned your command chops while defending a keep at the frontlines of civilization.

When you target an ally with a command, that ally also gains a +1 bonus to AC until the end of their next turn.

Champion Feat: You also grant the bonus to MD.

Epic Feat: Increase the bonus to +2.

HOLD THE LINE

A threatening posture is half the battle.

Once per battle, when you target a nearby ally with a command or tactic, give all enemies engaged to that ally disadvantage on their next attack roll.

Champion Feat: If the enemy fails their next attack roll, they take psychic damage equal to twice your level.

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

TACTICAL GENIUS

You have studied the classic texts of famous generals, and now you read the battlefield like a book. Where others only see chaos, you see complicated plays that will lead your troops to victory.

You gain a bonus tactic, and one point towards a background in military strategy and tactics. You can use this background point to raise that background beyond the normal maximum of 5.

Champion Feat: Gain the adventurer feat of all tactics you know.

Epic Feat: Gain the champion feat of all tactics you know.

VETERAN LEADER

Strategy is good, tactics are better, but nothing beats a well-timed axe to the face.

You gain a +1 bonus to hit with your Fight from the Front melee attacks.

Champion Feat: After you use your Fight from the Front class feature, you have a +2 bonus to AC until the end of your next turn.

Epic Feat: Gain the +2 bonus to all defenses.



WELL-OILED MACHINE

You've trained your squad to execute basic patterns almost instinctively.

Once per round, you can use a command with a cost of one command point for zero instead. Pay any additional costs normally.

Epic Feat: You can now use one that costs two for zero.

COMMANDS AND TACTICS

The commands and tactics in this book mostly work the same way as the powers in *13 True Ways*. You'll find that a number of tactics differ from the standard 16+ recharge roll template and offer a smaller effect that can be used more reliably once per battle.

1ST LEVEL COMMANDS

CLEAR YOUR MIND!

Interrupt action; Cost: 2 command points

Target: One nearby ally who was hit by an attack against MD

Effect: The attacker must reroll the attack.

Adventurer Feat: Reduce the cost to 1 command point.

DUCK!

Interrupt action; Cost: 2 command points

Target: One nearby ally who was hit by an attack against PD

Effect: The attacker must reroll the attack.

Adventurer Feat: If the attack is a miss, the ally takes no miss damage.

LAY LOW!

Interrupt action; Cost: 2 command points

Target: One nearby ally who made a successful disengage check

Effect: Until the end of the ally's next turn, enemies can only attack the ally if they successfully engage him or her.

Adventurer Feat: Decrease the cost to 1 command point.

THAT ONE TOO!

Interrupt action; Cost: 1 command point

Target: One nearby ally who made a melee attack

Effect: The ally deals damage equal to your Charisma modifier (2x at 5th level; 3x at 8th) + level to a different enemy they are also engaged with.

Adventurer Feat: If the triggering attack was a critical hit, double the damage from this command.

Champion Feat: The ally deals the damage to all enemies it is engaged with, except the target of the triggering attack.

YOU'RE THE HERO!

Interrupt action; Cost: 1 command point

Target: One nearby ally who has just started their turn

Effect: The ally gains 3 times their level in temporary hit points. They also ignore any penalties to attack this turn, such as from the dazed or fear conditions.

Adventurer Feat: The ally can ignore any effect that would prevent them from using the escalation die.

Champion Feat: The ally is immune to any fear aura until the end of the battle.

1ST LEVEL TACTICS

CHESS MASTER

Quick action; Once per battle

Effect: A nearby ally can move as a free action.

Adventurer Feat: If the escalation die is 4+, you can grant the move to two nearby allies.

DEFENSIVE FORMATION

Quick action; Once per battle

Target: Each nearby ally who is engaged with an enemy together with at least one other ally

Effect: The targets gain a +3 bonus to all defenses against enemies they are engaged with, until the end of your next turn.

Adventurer Feat: If a target is hit by an enemy they are engaged with, reduce the damage by your Charisma modifier (x2 at 5th level, x3 at 8th).

INSPIRING LEADERSHIP

Quick action; Recharge 16+ after battle

Effect: Until the end of the battle, whenever you hit with your Fight from the Front melee attack, a nearby ally gains temporary hit points equal to your Charisma modifier (x2 at 5th level; x3 at 8th).

Adventurer Feat: On a natural 16+ on the attack roll, grant the temporary hit points to a second ally.

COMMANDER

KING'S CASTLE

Quick action; Once per battle

Effect: Two nearby allies switch positions. This is not a teleport—the allies must be able to reach the other location by normal means. This also switches who the targets are engaged with. This movement does not provoke opportunity attacks, and it cannot be intercepted.

Adventurer Feat: You can switch around the positions of three allies, and you can be one of the three.

OFFENSIVE FORMATION

Quick action; Once per battle

Target: Each nearby ally who is engaged with an enemy together with at least one other ally

Effect: The targets gain a +3 bonus to attack rolls against enemies they are engaged with, until the end of your next turn.

Adventurer Feat: If a target hits an enemy they are engaged with, increase the damage by your Charisma modifier (x2 at 5th level, x3 at 8th).

3RD LEVEL COMMANDS

HANG IN THERE!

Interrupt action; Cost: 1 command point

Target: One nearby ally who has made a recovery roll

Effect: The target can choose to reroll any of the recovery dice. Keep the reroll.

Adventurer Feat: The target adds your Charisma modifier to the hit points healed (x2 at 5th level; x3 at 8th).

Champion Feat: You can spend an additional command point to grant the target a bonus recovery die.

RAISE SHIELDS!

Interrupt action; Cost: 1 command point

Target: One or more nearby allies who are being targeted by an attack against AC or PD

Effect: The allies gain a bonus to their defense equal to the number of nearby allies wielding a shield (maximum +4) until the end of your next turn.

Adventurer Feat: The bonus is +2 per nearby ally wielding a shield.

TWIST THE BLADE!

Interrupt action; Cost: 2 command points

Target: One nearby ally who hit with a melee attack

Effect: The ally also deals 5 (5th level: 10; 8th: 20) ongoing damage.

Adventurer Feat: If the escalation die is 2+, this power costs only 1 command point.

3RD LEVEL TACTICS

CHOKER POINT

Quick action; Recharge 16+ after battle

Target: One nearby ally

Effect: Until the end of the battle, enemies have disadvantage on saves to disengage from the target ally.

Adventurer Feat: You can target up to three nearby allies (including yourself).

EXPERT FLANKING

Quick action; Recharge 16+ after battle

Target: One nearby ally who is engaged with an enemy together with at least one other ally

Effect: The ally can make a basic melee attack against an enemy they are engaged with as a free action, with advantage on the attack roll.

Adventurer Feat: The attack deals half damage on a miss.

HONOR THE FALLEN

Quick action; Once per battle

Special: You can only use this tactic if at least one ally is currently unconscious or dead.

Effect: Gain one command point for each ally that is currently unconscious or was killed in this battle.

Adventurer Feat: Gain two command points instead.

OFF-THE-BOOK TACTICS

Quick action; Recharge 16+ after battle

Effect: The next time an ally hits with a melee attack this battle, the target is hampered until the end of the ally's next turn. If the target is staggered, the effect is "save ends".

Adventurer Feat: The effect is also "save ends" against a non-staggered target, and if the target fails a save against the hampered effect, it takes damage equal to your Charisma modifier (x2 at 5th level; x3 at 8th).

Champion Feat: On a critical hit, the save against the hampered effect is a hard save (16+).

TARGET THEIR WEAK POINTS

Quick action; Recharge 16+ after battle

Target: A nearby enemy

Effect: Until the end of the battle, the enemy is vulnerable to your allies' attacks.

Adventurer Feat: The enemy also takes extra damage from your allies' attacks equal to your level.



5TH LEVEL COMMANDS

BLOCK IT OUT!

Interrupt action; Cost: 2 command points

Target: A nearby ally who took damage from an attack against MD

Effect: The ally takes half damage.

Champion Feat: If the attack targeted multiple allies (including you), you can grant the effect to all of them by spending one command point per target.

GREAT! KEEP GOING!

Interrupt action; Cost: 2 command points

Target: A nearby ally who reduced an opponent below zero hit points

Effect: The ally can make a standard action attack against a different nearby enemy. They can move to engage the enemy first if required.

Champion Feat: You can use this power as a free action (it no longer counts against your limit of one interrupt per round).

KEEP YOUR HEAD STRAIGHT!

Interrupt action; Cost: 1 command point

Target: A nearby ally who is forced to take an action against their will (by a spell, condition etc.)

Effect: The ally can immediately save against the effect, even if the effect normally does not allow a save.

Champion Feat: The ally adds your Charisma modifier as a bonus to the save.

5TH LEVEL TACTICS

CLOAKED CHESS MASTER

Quick action; Once per battle

Effect: Gain a bonus to AC equal to your Charisma modifier until the end of your next turn.

Champion Feat: Gain the bonus to all defenses.

DETERMINED LEADERSHIP

Quick action; Recharge 16+ after battle

Effect: Until the end of the battle, whenever you miss with your Fight from the Front melee attack, deal half damage and gain a command point.

Champion Feat: On your first natural even miss with Fight from the Front this battle, reroll the attack.

LEAD WITH STEEL

Quick action; Recharge 16+ after battle

Effect: Gain advantage on the next Fight from the Front melee attack this turn. If both attack rolls hit, gain the maximum possible command points instead of rolling.

Champion Feat: On a miss, regain this tactic.

MIND GAMES

Quick action; Once per battle

Effect: Wager a number of command points up to your Charisma modifier, then make a Charisma + Level attack roll against the highest MD of all nearby enemies. On a hit, regain twice as many command points as you wagered. On a miss, those command points are lost.

Champion Feat: On a natural 18+, regain three times the amount you wagered.

7TH LEVEL COMMANDS

BLAST THIS ONE TOO!

Interrupt action; Cost: 2 command points

Target: A nearby ally who makes an attack that targets at least two enemies

Effect: The ally adds an additional enemy target.

Champion Feat: Reduce the command point cost to 1.

DON'T FORGET HER OVER THERE!

Interrupt action; Cost: 2 command points

Target: A nearby ally who uses a spell or power that targets two or more allies

Effect: The ally adds an additional target.

Champion Feat: If the escalation die is 3+, reduce the cost to 1 command point.

TAKE COVER!

Interrupt action; Cost: 2 command points

Target: A nearby ally who takes damage from a ranged or close-quarters attack

Effect: The ally takes half damage.

Champion Feat: If the attack targeted two allies (including you), both allies take half damage.

7TH LEVEL TACTICS

CHARGE OF THE LIGHT BRIGADE

Quick action; Recharge 16+ after battle

Special: You can use this tactic as a free action in the first round of combat, before the first regular turn in the initiative order.

Effect: You and each nearby ally can move as a free action. Everyone who engages an enemy gets a +2 bonus to their next attack roll against that enemy.

COMMANDER

INCREASE THE PRESSURE

Quick action; Recharge 16+ after battle

Effect: Increase the escalation die by 1.

Champion Feat: Until the end of your next turn, enemies cannot use abilities that interact with the escalation die, such as adding it to attack rolls or stealing it.

LAST STAND

Quick action; Recharge 16+ after battle

Effect: You and all nearby allies gain a +2 bonus to saving throws (including death saves) until the end of the battle, and two extra dice when using a recovery to heal.

Champion Feat: You also gain command points equal to your Charisma modifier.

MASTER AND COMMANDER

Quick action; Recharge 16+ after battle

Effect: Until the end of the battle, whenever you roll a natural 1 on the die that determines the number of command points gained with your Fight from the Front or Weigh the Odds class features, you gain an additional command point.

Champion Feat: Also gain a bonus command point on a natural 2.

TACTICAL RETREAT

Standard action; Recharge 16+ after battle

Target: You and all nearby allies

Effect: The group flees from the battle. The group does not suffer a campaign loss, but the cowardice causes some factions to lose faith in them. The GM chooses one icon relationship of each PC that they cannot use until they gain a level.

9TH LEVEL COMMANDS

DO THAT AGAIN!

Interrupt action; Cost: 5 command points

Target: An ally who took an action on their turn

Effect: The ally repeats the previous action, although they can choose new targets. This does not expend additional uses of whatever power or spell was used.

Epic Feat: Decrease the cost of this command to 4 command points.

GIVE IT YOUR BEST SHOT!

Interrupt action; Cost: 2 command points or more

Target: A nearby ally who made a d20 roll

Effect: The ally rolls a number of d20 equal to the command points you spend and chooses the best result.

Epic Feat: If the ally still fails the roll, your command points are not expended.

SHOW US HOW AMAZING YOU ARE!

Interrupt action; Cost: 2 command points

Target: A nearby or far away ally who is using a move action

Effect: The target turns the move action into a stunt, similar to the rogue's Swashbuckler talent. The target can swing across the battlefield on a chandelier, jump over barrels rolling down a river, or climb the rigging on an airship in a snowstorm, all without requiring a skill check. While moving, they cannot be intercepted and they don't provoke opportunity attacks.

Epic Feat: You can grant a free move action for a stunt on the same turn to other allies by spending 2 additional command points per ally.

9TH LEVEL TACTICS

FOCUS FIRE

Quick action; Recharge 16+ after battle

Target: 1d3 nearby allies

Effect: Each target can make an at-will ranged attack as a free action against one enemy designated by you.

Champion Feat: The attacks deal extra damage equal to your Intelligence or Charisma modifier on a miss.

LEAD THROUGH HELL

Quick action; Recharge 16+ after battle

Effect: Until the end of the battle, whenever you use your Fight from the Front class feature, a nearby ally can make a save against a save-ends effect.

Epic Feat: The ally can add your Charisma modifier to the saving throw.

UNCANNY INTUITION

Quick action; Recharge 16+ after battle

Effect: Until the end of the battle, whenever you use your Fight from the Front or Weigh the Odds class feature, grant a nearby ally a bonus to their next attack roll equal to the number of command points you gained.

Epic Feat: If you only gained one or two command points, grant the bonus to two allies instead.





DRUID

DRUID

The Druid of the Circle is a revision of the Druid class from *13 True Ways*. This revision takes the original six druid talents and replaces them with circles, inspired by the demonologist in the *Book of Demons*.

Within each circle, there is a variety of talents, and the number of talents you choose in each circle determines whether you are an initiate (one talent), adept (two talents) or master (three talents) of that circle.

This book overrides the talent entries of the druid. All other parts of the class, such as base stats, level progression table, existing spells, aspects and flexible attacks remain the same. The Melee Attack: Strength or Speed, and Nature Talking and Wilderness Survival class features are also unchanged.

Players who are happy with the druid in 13 True Ways can make a full character according that book and only use this book as an additional resource for new spells and powers.

Note that this book rolls the Elemental Caster into the Terrain Caster talent. For an existing Elemental Caster, you can pick new spells from the following terrain entries:

Air: Mountains, Plains

Earth: Cave, Desert, Mountains

Fire: Plains, Volcano

Water: Ice, Ocean, Swamp

CLASS FEATURES

CIRCLES (NEW)

These are the new druid circles:

Circle of Decay (New): A new circle, focused on the destructive power of nature

Circle of the Fang: Replaces the Animal Companion talent

Circle of Feysong (New): A new circle that grants powers related to the fey

Circle of the Land: Replaces the Terrain Caster and Elemental Caster talents

Circle of Life: Replaces the Wild Healer talent

Circle of the Moon: Replaces the Shifter talent

Circle of War: Replaces the Warrior Druid talent

Within each circle, there are three levels of mastery: initiate, adept and master. Your mastery level depends on how many talents you choose from a circle. Note that you gain three talents at level one as usual.

Initiate: You have one talent from the circle. This unlocks the abilities listed under that circle, such as a shifter's beast form.

Adept: You have two talents from the circle. This often unlocks more powerful abilities.

Master: All of your three talents are from that circle. Your abilities are similar to the adept level in most cases, but you benefit from having more spells in your chosen circle.

SPELLS / ASPECTS / MANEUVERS

Each circle also grants a number of spells, powers or flexible attacks. The amount you get depends on your level and whether you are an initiate, adept or master. Each circle uses the unified spell progression table below, which replaces the individual tables from *13 True Ways*.

The exception are Circle of the Fang adepts and masters, who gain animal companion spells as per the table on 13 True Ways p. 42 (one at 1st level, +1 at levels 2, 5, and 8).

As a multiclassed druid, you use the level 1 entry at first level, and the entry one level lower after that.

UNIFIED SPELL / ASPECT / MANEUVER PROGRESSION PER LEVEL

DRUID LEVEL	SPELLS / ASPECTS / MANEUVERS			SPELL LEVEL
	Initiate	Adept	Master	
Level 1	1	2	3	1st
Level 2	1	3	4	1st
Level 3	1	3	4	3rd
Level 4	2	4	5	3rd
Level 5	2	4	6	5th
Level 6	2	5	7	5th
Level 7	3	5	7	7th
Level 8	3	6	8	7th
Level 9	3	6	9	9th
Level 10	4	7	10	9th

CIRCLE OF DECAY

This circle harnesses the destructive phase of the cycle of life. Droughts, plagues and rot are indispensable elements of life, as they cull the weak and the old and make way for the new. Its druids are also known as blighters or defilers. Many see themselves as closing the gap between death and new life.

However, there is a darker element to it, a destructive force that is outside of nature, a breaking of the cycle. It is a powerful, tempting magic, and blighters are always at risk of drawing more power from their surroundings than intended, leaving wounds that may never heal.

In the same way that the Lich King represents halting the cycle and clinging to life by unnatural means, some blighters seek to end life as it is, to create an eternally lifeless darkness.

CIRCLE OF DECAY TALENTS

This circle gives you a selection of talents that each grant an at-will spell and an additional effect. Among them, **Life Leech** boosts your healing at the cost of enemies, **Defiling** allows you to fuel your spells from the life around you, while **Blighted Stench** enables you to fully break the cycle of life and dig into necromancy.

For other talents, **Bug Infestation** allows you to summon giant bugs and spiders like the Hell Mother (*13th Age Glorantha*) class, whereas **Creepy Transformation** turns your shifter forms into bug swarms.

BLIGHTED STENCH

The foul smell of decay follows you everywhere.

You gain a bonus necromancer spell of up to your level.

You gain the Blighted Stench at-will spell as a bonus spell.

Starting from 3rd level, you can take a necromancer spell instead of a blighter druid spell, at a -2 penalty to the spell level. You can switch Intelligence for Wisdom with your necromancer spells.

Adventurer Feat: You can switch one blighter druid spell for a necromancer spell without the level penalty.

Champion Feat: You lose the druid's Nature Talking class feature. Instead, you gain Speak with Dead (see *13 True Ways*) as a bonus spell.

Epic Feat: You have a permanent fear aura that affects beast and plant creatures. If any such creature is engaged with you, and has 100 hit points or less, it is dazed and can't use the escalation die.

BLIGHTED STENCH (1ST LEVEL)

Close-quarters spell; At-will

Target: Up to two nearby enemies in a group

Attack: Wisdom + Level vs. PD

Hit: 1d4 + Wisdom poison damage

Natural 18+: The target is dazed until the end of your next turn.

Miss: —

3rd level spell: 1d6 damage

5th level spell: 2d6 damage

7th level spell: 3d6 damage

9th level spell: 5d6 damage

Adventurer Feat: You gain a +1 bonus to attack against enemies you are engaged with.

Champion Feat: The daze effect now triggers on natural 16+.

BUG INFESTATION

There is always a swarm of bugs around a blighter druid, but you have learned to use them in battle.

You gain Bug Bites as a bonus spell.

In addition, when you cast a blighter druid summoning spell, roll a d6. When the result is equal to the escalation die or lower, you summon two creatures instead of one.

Adventurer Feat: You and your summoned creatures gain a +1 bonus to attack against enemies who are taking ongoing damage.

Champion Feat: When you use a quick action to control a creature you summoned, you also grant it 1d6 extra damage (8th level: 2d6) if it hits with an attack during this turn.

Epic Feat: Increase the bonus from the adventurer-tier feat to +2.

BUG BITES (1ST LEVEL)

Close-quarters spell; At-will

Target: One nearby enemy

Attack: Wisdom + Level vs. PD

Hit: 1d4 + Wisdom ongoing poison damage

Miss: Damage equal to your level

3rd level spell: 1d8 damage

5th level spell: 2d8 damage

7th level spell: 4d8 damage

9th level spell: 6d8 damage

Adventurer Feat: On a natural even hit, the target also has disadvantage on its next attack roll.

Champion Feat: Against staggered enemies, increase the damage dice to d10s.

CREEPY TRANSFORMATION

At a moment's notice, you can turn into a creeping, crawling horror.

Special: This talent requires at least one talent from the Circle of the Moon.

You can use the scout form of the Circle of the Moon to turn into a swarm of bugs. This allows you to fly, and crawl through cracks and tiny openings that a larger animal couldn't get through.

You also gain the Festering Maggots aspect as a bonus aspect, which you can use like other aspects from the Circle of the Moon.

Adventurer Feat: You gain *resist poison* 16+.

FESTERING MAGGOTS ASPECT

Beast aspect; Daily (Moon adept: Recharge 16+); Quick action

Initiate Effect: When you are hit by an attack, you can transform the part of your body that was hit into a swarm of bugs as an interrupt action to take only half damage. However, it takes a while to regain your full strength after this, and you have disadvantage on all attack rolls until the end of your next turn.

Adept Effect: As initiate, and if you use the interrupt action, you also deal twice your level in poison damage to the attacker.

Champion Feat: This aspect also grants advantage on disengage checks.

Epic Feat: As an initiate, gain the adept effect. As an adept, increase the poison damage to three times your level.

DEFILING

You suck the life out of your surroundings when casting blight spells. Plants shrivel, and the spot where you cast the spell will not sustain plant life for at least a year.

When you cast a blighter daily spell, that spell becomes recharge 18+ after battle.

You also gain the Defiling Touch at-will spell as a bonus spell.

Adventurer Feat: Beast and plant type creatures are vulnerable to your blighter spells.

Champion Feat: The recharge roll is now 16+.

Epic Feat: All creatures except undead and constructs are vulnerable to your blighter spells.

DEFILING TOUCH (1ST LEVEL)

Close-quarters spell; At-will

Target: One enemy you are engaged with

Attack: Wisdom + Level vs. PD

Hit: 1d8 + Wisdom negative energy damage. Immediately make a recharge roll for a blight druid spell that is "Recharge after battle".

Miss: Damage equal to your level

3rd level spell: 3d8 damage

5th level spell: 5d8 damage

7th level spell: 7d8 damage

9th level spell: 10d8 damage

LIFE LEECH

Hasten the process of decay by drawing life from that which still lives.

Whenever you cast a spell that grants you or an ally the use of a recovery to heal, increase the healing by your level, and deal your Wisdom modifier (x2 at 5th level; x3 at 8th) negative energy damage to a nearby enemy.

You also gain the Leeching Fingers at-will spell as a bonus spell.

Adventurer Feat: Add your level to the damage inflicted by this talent.

Champion Feat: When you hit a target with a blighter spell that is not an at-will spell, the target cannot regain hit points or gain temporary hit points until the end of your next turn.

LEECHING FINGERS (1ST LEVEL)

Close-quarters spell; At-will

Target: One enemy you are engaged with

Attack: Wisdom + Level vs. PD

Hit: 1d8 + Wisdom negative energy damage. Heal hit points equal to your level.

Miss: Damage equal to your level

3rd level spell: 3d8 damage

5th level spell: 5d8 damage

7th level spell: 7d8 damage

9th level spell: 10d8 damage

Epic Feat: On a natural 18+, you can heal using a recovery.

CIRCLE OF DECAY SPELLS

You choose the spells you can cast at full heal-up. The number of spells you gain is determined by your class level and whether you are an initiate, adept or master. See the unified spell progression table at the start of the druid chapter for details.

SHRIVEL (1ST LEVEL)

Ranged spell; Daily

Attack: Wisdom + Level vs. PD

Hit: The target is weakened and takes 10 ongoing negative energy damage (save ends both).

Miss: Damage equal to your level

3rd level spell: 15 ongoing damage

5th level spell: 25 ongoing damage

7th level spell: 40 ongoing damage

9th level spell: 60 ongoing damage

SUMMON ATROCITY (1ST LEVEL)

Ranged spell; Daily

Effect: You summon a 0-level stirge (*Bestiary* p. 197) with 18 hp. This spell follows the summoning rules (p. 5). Summoned creatures have the stats as listed, except for reduced hit points. They don't have any nastier specials.

3rd level spell: Summon a 3rd-level rust monster (*Bestiary* 184) with 30 hp.

5th level spell: Summon a 4th-level harpy (*Core Book* p. 234) with 40 hp.

7th level spell: Summon a 4th-level basilisk (*Bestiary* p. 10) with 80 hp.

9th level spell: Summon a 1d3+1 9th-level wraith bats (*Bestiary* p. 15) with 30 hp.

SUMMON GIANT BUG (1ST LEVEL)

Ranged spell; Daily

Effect: You summon a giant bug from the Hell Mother summoning list (*13th Age Glorantha* p. 158). You can choose any of the giant bugs of your level or lower. You summon these bugs as a superior creature according to the Summoning rules on p. 5. The bug remains until the end of the battle, or until it is reduced to zero hit points.

Adventurer Feat: Once per level, you can summon a giant spider from the Hell Mother list instead.

THORNED WHIP (1ST LEVEL)

Close-quarters spell; Daily; Quick action

Effect: You summon a light one-handed weapon (d6 damage die) in the form of a long, black, thorny vine until the end of the battle. The whip allows you to make melee attacks against nearby enemies without engaging them. You can use your Wisdom modifier for attack and damage. All damage it deals is poison damage. It gains a +1 bonus to attack and damage like a true magic item. On a natural 20, you can let go of the whip to hamper the enemy and deal ongoing damage equal to 5 times the spell level (save ends both).

5th level spell: The whip acts as a champion-level item (+2).

9th level spell: Epic level item (+3)

CREEPING THORN IVY (3RD LEVEL)

Close-quarters spell; Daily

Target: 1d4 nearby enemies

Attack: Wisdom + Level vs. PD

Hit: The target is stuck and takes 10 ongoing poison damage (save ends both).

Miss: —

Always: Starting from your next turn, until the end of the battle, you can repeat the attack against one nearby enemy as a quick action once per round.

5th level spell: 15 ongoing damage

7th level spell: 25 ongoing damage

9th level spell: 40 ongoing damage

DECREPIT MIND (3RD LEVEL)

Close-quarters spell; Once per battle

Target: All enemies you are engaged with OR 1d3 nearby enemies in a group

Attack: Wisdom + Level vs. MD

Hit: 4d8 + Wisdom psychic damage, and the target is vulnerable to attacks until the end of your next turn.

Miss: Half damage

5th level spell: 7d8 damage

7th level spell: 10d8 damage

9th level spell: 1d12 x 10 damage

WAVE OF DESPAIR (3RD LEVEL)

Ranged spell; Daily

Target: One nearby enemy; treat a group of mooks as a single target.

Special: When casting the spell, you can choose to reduce the escalation die by 1. If you do, target 1d4+1 nearby enemies instead.

Attack: Wisdom + Level vs. MD

Hit: 3d10 + Wisdom psychic damage, and the target is hit by despair (hard save 16+ ends).

Despair: When an enemy rolls a natural 1-3 on their save against this spell, they cannot take actions until the end of their next turn.

Miss: Half damage

5th level spell: 5d10 damage; no actions on 1-5 on the save

7th level spell: 7d10 damage; no actions on 1-7 on the save

9th level spell: 10d10 damage; no actions on 1-9 on the save

CONTAGION (5TH LEVEL)

Close-quarters spell; Daily

Target: One nearby enemy

Attack: Wisdom + Level vs. PD

Hit: 20 ongoing negative energy damage, and the target starts making last gasp saves (hard save 16+ ends both). When the target fails a save, repeat the attack as a free action against a different nearby enemy. If a target fails the 4th save, it dies. Targets that have successfully saved against the spell are immune to it.

Miss: 10 damage

7th level spell: 30 ongoing damage

9th level spell: 50 ongoing damage

DRUID

LOCUST SWARM (5TH LEVEL)

Ranged spell; Daily; Quick action

Effect: Insects swarm across the nearby area. Outside of combat, they ravage the surrounding nature and destroy crops. When cast in battle, at the start of each of your turns, nearby enemies must succeed at a save or take twice your level in poison damage and take a -2 penalty to attacks and defenses until the start of their next turn. The effect lasts until the end of the battle, or until you are knocked unconscious.

SUMMON OOZE (5TH LEVEL)

Ranged spell; Daily

Effect: You summon a large 3rd-level ochre jelly (*13th Age Core Book* p. 241) with 80 hp. This spell follows the summoning rules in *13 True Ways* (p. 11). Summoned creatures have the stats as listed, except for reduced hit points. They don't have any nastier specials.

7th level spell: Summon a huge 5th-level gelatinous cube (*13th Age Core Book* p. 241) with 120 hp.

9th level spell: Summon a huge 7th-level gelatinous dodecahedron (*13th Age Bestiary* p. 90) with 200 hp.

THORN CAGE (5TH LEVEL)

Ranged spell; Daily

Target: 1d3 nearby enemies

Attack: Wisdom + Level vs. PD

Hit: The target is caught in the thorn cage (save ends).

Thorn cage: When the target makes an attack, it takes 20 poison damage.

Miss: Damage equal to your level

7th level spell: 30 damage

9th level spell: 50 damage

AURA OF DECAY (7TH LEVEL)

Ranged spell; Daily

Effect: You create a zone of decay in the nearby area, where enemies take a penalty to saving throws equal to the escalation die. Enemies can avoid the penalty by moving out of the zone. The zone persists until the end of the battle, or until you are knocked unconscious.

HORRID WILTING (7TH LEVEL)

Ranged spell; Daily

Target: 1d4 + 1 nearby enemies

Special: Against plant type creatures and water elementals, gain a +2 bonus to your critical threat range with this spell.

Attack: Wisdom + Level vs. PD

Hit: 1d12 x 10 + Wisdom negative energy damage

Miss: The target takes half damage, and you deal 3d8 damage to all allies engaged with it.

9th level spell: 2d8 x 10 damage

WALL OF THORNS (7TH LEVEL)

Ranged spell; Daily

Effect: You create a thorny wall of a few hundred feet that you can use to fence off an area until the end of the battle or scene. You and your allies can pass through the wall unharmed. Enemies can create a hole in the wall by dealing 100 damage to it, but they take 15 poison damage from thorns when using a melee weapon against it. The wall takes half damage from ranged attacks.

9th level spell: 150 damage to hack through the wall; 25 poison damage from the wall

ANTI-LIFE SHELL (9TH LEVEL)

Close-quarters spell; Daily

Effect: Pop free from all enemies. Until the end of the battle, you create a perimeter around yourself that repels ordinary living creatures. Nearby enemies can try to engage you as a move action, but they must succeed at a normal save to push through the barrier. On a success, they engage you, but take 50 negative energy damage. On a failure, they take no damage, but the engage fails.

Special: Non-living creatures, such as constructs and undead, ignore the effect of this spell.

CREEPING DOOM (9TH LEVEL)

Thousands of insects descend upon your foes to chew through them bite by bite.

Ranged spell; Daily

Target: One nearby enemy OR 1d4 + 1 nearby enemies

Attack: Wisdom + Level vs. PD

Hit: 4d8 x 10 damage against a single target, or 2d8 x 10 damage against multiple targets.

Miss: Half damage

CIRCLE OF THE FANG

Circle of the Fang druids bond with a fierce beast of the wild that aids as a companion in life and an ally in battle. Druids of this circle are known as fang druids, companion druids, or shepherds.

This circle is shared with the ranger class. Rangers can take up to three of the talents listed under this circle, and gain the same abilities and benefits as a druid with these talents.

ANIMAL COMPANION

All Circle of the Fang initiates, adepts and masters gain this ability. See the Animal Companion talent in *13 True Ways*, p. 41. The following rules are unchanged: Extra Recoveries, Actions, Animal Harm, Companion Bonuses, Baseline Stats, Animal Companion Feats.

Adventurer Feat: If you have any of the Ranger talents in the following list, you share their benefits with your animal companion: (*Core Book*) Favored Enemy, First Strike, Lethal Hunter; (this book) Camouflage, Survivor.

Champion Feat: Your daily animal companion spells are Recharge 18+ after battle.

STATS & LEVELS

Initiate (1 talent): Your animal companion is one level below your class level. It is not always present—whenever your animal companion participates in a battle, it won't be available for the following battle, and only be back for the battle after that. You don't gain animal companion spells.

Adept (2 talents): Your animal companion is one level below your class level, and it is present in every battle. You gain a number of animal companion spells as per the table on *13 True Ways* p. 42 (one at first level, +1 at levels 2, 5, and 8).

Master (3 talents): As adept, but your companion is now the same level as your class level.

NEW ANIMAL TYPES

In addition to the animal types listed on page 121 of the *Core Book*, here are a few more exotic choices.

ANIMATED PLANT

Acts: After druid / ranger

Advantage: With a successful easy difficulty skill check (using your ability scores and backgrounds), your companion can disguise itself as a mundane plant. It is also *vulnerable to fire*.

Adventurer Feat: On a natural even hit with a melee attack, your companion gives enemies disadvantage on checks to disengage from it until the end of your next turn.

FAERIE SPIRIT

Acts: Before druid / ranger

Advantage: Once per battle, your companion can teleport to a nearby location it can see as a move action.



GIANT TOAD

Acts: After druid / ranger

Advantage: Your companion can use its tongue to make melee attacks against nearby enemies it is not engaged with. The attack deals normal damage, and on a natural even hit, the target is forced to pop free and engage the toad.

HELLCAT (ALSO HELLHOUND)

Acts: Before druid / ranger

Advantage: On a natural attack roll of 18+, your companion does 1d6 per level extra fire damage to the target.

SHADOW BEAST

Acts: Before druid / ranger

Advantage: The companion gains *resist negative energy* 12+, and a +2 bonus to skill checks to hide in dimly lit areas.

SHOCKER LIZARD

Acts: Before druid / ranger

Advantage: The first time your companion hits an enemy in a battle, it deals 1d10 extra lightning damage (2d10 at 5th level; 4d10 at 8th).

SKELETAL ANIMAL

Acts: After druid / ranger

Advantage: Your companion gains *resist weapons* 12+, but it is also *vulnerable to holy damage*.

Champion Feat: Increase the resistance to 16+.

SMALL ROCK ELEMENTAL

Acts: After druid / ranger

Advantage: Reduce all damage your animal companion takes by half your level (round up).

Adventurer Feat: Increase the damage reduction to equal to your level.

UNICORN

Acts: After druid / ranger

Advantage: Once per battle, the unicorn can let an adjacent ally use a recovery to heal as a quick action.

CIRCLE OF THE FANG TALENTS

The Circle of the Fang talents can be divided into three groups. The first group improves your animal companion's combat ability. **Ferocity** is a straight bonus to its damage, while **Defensive Instinct** shores up its defenses.

The next group of talents allows you to choose more special creatures as your companion. **Awakened Companion** gives it humanoid intelligence, **Dire Animal Companion** turns it into a mightier beast, **Draconic Companion** into a dragon, and **Spirit Companion** into a ghostly creature.

Animal Friends extends your gift to all animals.

ANIMAL FRIENDS

You have a strong connection to all of nature's creatures, and feel more comfortable around them than the so-called civilized races. The beasts of the surrounding lands flock towards you. Birds, rodents, butterflies, cats and even wild boars provide you with ample company.

If you are a ranger, you gain the druid's Nature Talking class feature. If you are a druid, reduce the difficulty of skill checks to talk to animals from hard to normal (DC 15 at adventurer tier).

You gain 3 points towards a background that represents small creatures coming to your aid. They can help you find food, lead the way to a location they know, warn you of impending danger, or even perform small tricks. They can even distract your enemies with the Tiny Claws power below.

Adventurer Feat: You can reroll a natural even failure on a skill check related to animals once. This includes Mounted Combat checks (see *13th Age Monthly*, Mounted Combat).

TINY CLAWS

Close-quarters power; Once per battle; Quick action

Target: One nearby enemy

Attack: Wisdom + level vs. PD

Natural even hit: The target is hampered until the end of your next turn.

Natural odd hit: The target is dazed until the end of your next turn.

Miss: —

Champion Feat: Deal 1d4 times your level damage on a hit.

AWAKENED COMPANION

Your companion has been granted intelligence by druidic magic.

Your companion can speak, and it has the mind of a humanoid child. This makes your companion much smarter at mundane tasks and combat tactics. It also gains a +2 bonus to MD.

Adventurer Feat: Your companion gains a fighter maneuver of its level (minimum 1).

Champion Feat: Whenever you are the target of a spell or effect, and your companion is nearby, you can choose to extend the effect to your companion for free. (Note that companions already have the ability to heal for free when you use a recovery while they are adjacent. You can use either that ability or this feat, but not both for the same healing spell.)

Epic Feat: Both you and your companion have a +1 bonus to saves, including death saves, while the other is nearby.

DEFENSIVE INSTINCT

The sharpened senses of your companion let it dodge out of harm's way.

Your companion gains a +1 bonus to AC and PD.

Adventurer Feat: Once per battle, when your companion takes damage, it can halve that damage as a free action.

Champion Feat: When you are next to your companion, you gain a +1 bonus to AC and PD.

Epic Feat: Once per battle, your companion can make a melee attack as an interrupt action against an enemy it is engaged with that makes an attack against you or an ally.

DIRE ANIMAL COMPANION

The beasts you call as your companions are larger and more savage than the usual animals of its type.

Whenever you call a new companion, roll 1d6 on the dire animal table (CB p. 206). Your companion gains that feature.

Your companion's size increases to large, and you can ride it.

Adventurer Feat: Your companions hit points increase as if it was one level higher. (For each increase beyond level 10, add 50 hp.)

Champion Feat: After rolling the random feature, gain a second one of your choice.

DRACONIC COMPANION

Some adventurous young dragons join a party in the search for riches to start off their hoard.

Your companion is a small dragon, or a beast with draconic blood. It is smarter than the average companion and can speak, but that also makes it more independent. In addition, if you are an initiate, choose one ability from the list below. As an adept or master, choose two.

- * It can fly and hover (without this, it can only make short hops and glide).
- * It gains a breath weapon spell from the sorcerer list as a bonus power, at two levels below its level (minimum 1). It uses its standard attack bonus to attack with the spell. If you choose this twice, gain the spell at the companion's level.
- * It gains *resist element* 12+ (choose acid, cold, fire, lightning, poison or thunder). If you choose this ability twice, increase the bonus to 15+. If you choose it three times, increase it to 18+.
- * Roll 1d8 to give the companion a random dragon ability. See the table on *Core Book* p. 217. If you choose this twice, roll 1d8 twice and gain both abilities OR roll 1d12 instead.
- * It can use up to three magic items and activate their powers, which don't count against your level limit.

Adventurer Feat: Gain an additional ability.

Champion Feat: Gain an additional ability.

Epic Feat: Gain an additional ability.

FEROCITY

Sharper teeth equal harder bite.

Increase your animal companion's damage die by one size (d6s to d8s, d8s to d10s).

Adventurer Feat: If both you and the companion are engaged with an enemy, it is vulnerable to your companion's attacks.

Champion Feat: Your companion has a +1 bonus to attack against staggered enemies.

SPIRIT COMPANION

Your animal companion is not a living animal, it only exists in the spirit realm.

As a spirit creature, your companion deals either negative energy or holy damage. You can call it to manifest at your side as a quick action (if it is available this battle). In addition, it gains a number of abilities from the list below, depending on your level of mastery in the circle. Choose one as an initiate, two as an adept and three as a master.

- * It gains *resist physical damage* 12+.
- * The first time in a battle when your companion is reduced below 0 hp by an attack, it can make a hard save (16+) to negate the damage of that attack.
- * As an adept or master, you also have access to the following options:
- * It can fly and hover.
- * If your animal companion is killed in battle, roll a d12 at the start of each turn. If the result is equal to the escalation die or lower, your companion rejoins the battle at half his or her total hit points.
- * It gains Spirit Ward as a bonus spell.
- * It gains Creepy as a bonus spell.

Adventurer Feat: Gain an additional ability.

Champion Feat: Gain an additional ability.

Epic Feat: Gain an additional ability.

SPIRIT WARD

Close-quarters spell; Daily; Quick action

Special: The escalation die must be 2+ to cast this spell.

Effect: Until the end of the battle, you have *resist physical damage* 12+, like your companion.

CREEPY HOWL

Close-quarters spell; Daily; Quick action

Special: The escalation die must be 2+ to cast this spell.

Target: All nearby enemies with fewer current hp than your companion's maximum hp

Attack: Wisdom + Level vs. the highest MD among the targets

Hit: All targets are affected by fear (-4 to attacks and can't benefit from the escalation die; save ends).

Miss: —

ANIMAL COMPANION SPELLS

As a Circle of the Fang adept and master (but not as an initiate), you have access to Animal Companion spells. Use the unified spell progression table at the start of this chapter, but one category lower. As an adept, you use the initiate column, and as a master, use the adept column.

In addition to the spells outlined in *13 True Ways*, you have access to the new spells below.

BORROW SENSES (1ST LEVEL)

Close-quarters spell; Daily

Target: One animal companion you touch

Effect: Until the end of the scene, you can use the companion's senses as if they were your own, as long as it stays within about a mile distance. You can still use your own senses while doing so.

7th level spell: You perceive the presence of the supernatural, such as lingering magic, invisible creatures or gateways to other planes.

THICKER LEATHER (3RD LEVEL)

Close-quarters spell; Daily; Quick action

Target: One nearby animal companion

Effect: Until the end of the battle, your animal companion gains a +2 bonus to AC.

5th level spell: It also gains the bonus to PD.

7th level spell: Convert critical hits against the target into normal hits.

PROTECTIVE POUNCE (5TH LEVEL)

Ranged spell; Daily; Interrupt action

Trigger: An enemy targets you with a melee attack

Target: One nearby animal companion

Effect: Your companion pops free, engages the attacker and makes a melee attack against them. If the companion's attack hits, your attacker has disadvantage on their attack roll.

CALL COMPANION (7TH LEVEL)

Close-quarters spell; Daily; Quick action

Target: Your current animal companion, regardless of where it is

Effect: Your companion appears at your side.

BLINK (9TH LEVEL)

Ranged spell; Daily; Quick action

Target: A nearby animal companion

Effect: Until the end of the battle, your animal companion can teleport to a nearby location once per round as a free action. If it teleports when it is attacked, it rolls a save. On a success, the attack has no effect.

CIRCLE OF FEYSONG

Druids of the circle of feysong are either fey themselves, or humanoids who lived among the fey and learned their magic. Sometimes, faerie are reborn into mortal humanoid bodies, and sometimes fey abduct humanoid children to be raised among them.

Fey druids with true fey blood have physical features that show the heritage, such as waving, unnaturally shiny hair, a bulbous nose or small horns on the forehead. Their eyes and hair are often unnaturally colorful, and they have a glimmering aura like the reflection of the sun on morning dew.

Druids of this circle are known as fey druids. If they are fey children switched out for mortal babies, they are also known as changelings.

CIRCLE OF FEYSONG TALENTS

As a Sidhe, the **Court of Stars** talent gives you access to fey sorcerer spells. You can combine this with some melee ability through the **Court of Swords** talent, and the ability to wear armor from the Circle of War. For a fiercer warrior, combine **Troll Ancestry** with the ability to wield heavy weapons from that circle.

For a faun or satyr, the **Court of Song** gives access to bard spells.

For a fey that can shapechange into different creatures, combine **Pookah Ancestry** with the Circle of the Moon.

For a character related to dark fey, the **Redcap Ancestry** and **Feydark Ancestry** can work with either spells or melee combat.

COURT OF SONG

When the fey hold court, there is always music.

You gain a bard spell or song of up to your level as a bonus spell. You also gain 3 points towards a musical performer background.

Adventurer Feat: You can use enchanted instruments as implements. You gain Enchant Instrument (p. 31) as a bonus spell.

Champion Feat: The bards at the fey court exchange legends and stories about the icons, often about pranks and tricks the fey played on them. On a 4 on an icon relationship roll, you can use one of those legends to your advantage. Treat the 4 as a 5.

Epic Feat: Gain a second bard spell or song, at a -2 penalty to the level.

COURT OF STARS

Your wield the ancient power that mortal wizards stole from the fey.

You have access to sorcerer spells from the fey bloodline and wizard spells from the Enchantment and Illusion schools. At first level, you gain one such spell as a bonus spell. Starting from 3rd level, you can swap a Feysong druid spell for such a spell at a -2 level penalty. If you choose any wizard spell, you can use Charisma instead of Intelligence with it.

Adventurer Feat: For every talent you have from the circle of feysong, you can swap in one sorcerer / wizard spell without the level penalty.

Champion Feat: Once per battle, as a quick action, you can get the sorcerer Fey bloodline's Fey Benefit (without gathering power).

Epic Feat: While in the fey realms, your druid daily spells, including swapped in spells, are recharge 18+ after battle.

COURT OF SWORDS

For the fey, fencing is a dance, and dancing is a matter of life and death.

You can use Charisma instead of Dexterity or Strength for attack and damage when wielding a one-handed blade weapon.

You also gain a bard battle cry of up to your level as a bonus power, which you can trigger with druid basic attacks.

Adventurer Feat: Once per battle, add your Charisma modifier to a save to disengage.

Champion Feat: When the escalation die is even, you can spend a quick action to trick a nearby opponent. Your next melee attack against that opponent this turn targets their MD instead of AC.

Epic Feat: Gain a second battle cry from the bard list, at two levels below your level.

FEYDARK ANCESTRY

Your ancestors were creatures of the darkness, bogeymen and other faerie of the night.

You gain the Glimpse from the Dark at-will spell.

You can see perfectly in the dark. When you make a skill check to hide or sneak, the difficulty is reduced by one step (-5).

Champion Feat: When you engage an enemy in low light or dark conditions, deal psychic damage equal to your level to the target.

Epic Feat: You can expend a recovery to flee from a combat alone, without suffering a campaign loss.

GLIMPSE FROM THE DARK (1ST LEVEL)

Close-quarters spell; At-will

Target: One nearby enemy

Attack: Charisma + Level vs. MD

Natural Even Hit: 1d10 + Charisma psychic damage

Natural Odd Hit: The next attack roll against the target has advantage.

Natural Even Miss: The target has a -2 penalty to attack rolls against you until the end of your next turn.

Natural Odd Miss: If you are engaged with the target, you can make a disengage check as a free action.

3rd level spell: (even hit) 3d10 damage

5th level spell: (even hit) 5d10 damage

7th level spell: (even hit) 7d10 damage

9th level spell: (even hit) 10d10 damage

Adventurer Feat: You gain a +1 bonus to attack with this spell in dim light and darkness.

POOKA ANCESTRY

You are a descendant of faerie spirits who roam the countryside in various animal forms, such as a horse, a rabbit, a raven or a fox. Even in your humanoid form, you have animal features, such as furry ears or a tail.

Special: This talent requires at least one talent from the Circle of the Moon.

You gain the Pooka aspect as a bonus aspect, which you can use like other aspects from the Circle of the Moon.

Adventurer Feat: You can cast fey druid spells while in scout and beast form.

POOKA ASPECT

Beast aspect; Daily (Moon adept: Recharge 16+); Quick action

Initiate Effect: When you activate this aspect, you become invisible. The invisibility lasts until the end of the battle or scene, or until you do something flashy, like attack or cast a spell.

If an enemy misses you with a 1-3 on the natural attack roll, you can turn invisible again as an interrupt action.

Adept Effect: When you turn invisible, you can create an illusory double of yourself in a nearby location. The double is destroyed when it is attacked.

Champion Feat: You can turn invisible on a natural 1-5.

REDCAP ANCESTRY

You have descended from the most vile and brutal fey, known for dyeing their caps red with the blood of their enemies. What you lack in refined fencing skill you make up in unrestrained violence.

Skill checks to scare or intimidate are one step easier for you (-5 to difficulty).

You gain Bloodsoaked Violence as a bonus druid flexible attack.

Adventurer Feat: When you score a critical hit with an attack or spell, the target also takes 5 ongoing damage (5th level: 10 ongoing; 8th level: 20 ongoing).

Champion Feat: When you kill a target, nearby enemies with fewer hit points than 20 times your level must immediately succeed at a save or be affected by fear (-4 to attacks and can't benefit from the escalation die).

Epic Feat: Enemies under the fear effect are also vulnerable to your attacks.

BLOODSOAKED VIOLENCE

Flexible once-per-battle melee attack

Triggering Roll: Natural even hit

Effect: Deal 1d3 extra damage for each enemy you have killed this battle. Count each mook as an individual kill.

3rd level maneuver: 1d4 per kill

5th level maneuver: 1d6 per kill

7th level maneuver: 1d8 per kill

9th level maneuver: 1d12 per kill

TROLL ANCESTRY

Faerie trolls are strong and fierce warriors, and they are honor-bound to protect the faerie realms.

You have advantage on skill checks that depend on pure muscle strength. When you make a Strength-based melee attack, reroll any natural 1s with the damage roll. If you are wielding a two-handed weapon, also reroll 2s.

Adventurer Feat: Also reroll 1s on recovery rolls.

Champion Feat: Once per battle, double the hit points you regain from a recovery you spend.

Epic Feat: Add four times your Strength to melee attack damage (instead of three times).

CIRCLE OF THE FEYSONG SPELLS

The spells you cast as a fey druid are an expression of your faerie nature, and many are designed to cause mischief. You get a number of spells depending on your level and whether you are an initiate, adept or master, as per the unified progression table at the start of this chapter. You choose your spells after each full heal-up.

Unlike other druids, fey druids use Charisma instead of Wisdom as the main stat for their magic.

Adventurer Feat: If you have any druid spells from other circles, you can replace Wisdom with Charisma when casting them.

CANTRIPS

For each talent that you spend on the Circle of Feysong, you learn one cantrip from below as a bonus spell. As a Master of Feysong, you have access to all of them.

FAERIE LIGHTS

Ranged spell; Recharge 11+; Quick action

Effect: Until the end of the battle or scene, you fill the surrounding area with colorful lights that provide illumination, and prevent creatures from hiding or walking in shadows.

FEYCRAFT

Ranged spell; At-will; Quick action

Effect: You create a small conjuration or transmutation effect. Grow flowers in your hair, summon a swarm of butterflies, polish a coin to make it shiny, etc. The effect ends at the end of the scene.

FEYSIGHT

Close-quarters spell; At-will; Quick action

Effect: You see the world through the eyes of the fey. This allows you to see through fey illusions, including invisibility, find portals into the fey realms, and identify the shifting patterns that allow navigation in the feywilds.

LITTLE HELPERS

Ranged spell; At-will; Quick action

Effect: You call on small animals and house spirits to complete a small menial task such as cleaning a room, washing dishes or sewing a dress. The helpers will work tirelessly for 1d6 x 10 minutes.

PRANK

Ranged spell; At-will; Quick action

Effect: You create a small magical illusion or movement effect. With illusions, you can add music to your singing, make a fly buzz through the room, leave some smelly animal droppings or throw your voice through the room. With movement, you can tap someone on the shoulder, bind their shoelaces, or pick something from their pockets. The effect lasts as long as you concentrate on it.

1ST LEVEL FEY SPELLS

BEAUTY OF THE SIDHE

Close-quarters spell; Daily; Quick action

Target: You or a nearby ally

Effect: Until the end of the scene, the target has advantage on Charisma-based skill checks that rely on looks.

5th level spell: You can cast the spell on two targets.

9th level spell: The spell is now Recharge 16+.

Adventurer Feat: The target also has advantage on saves against the dazed and weakened conditions.

Champion Feat: The target also gains a +1 bonus to MD.

Epic Feat: The target also gains a +1 bonus to Charisma-based attack rolls.

FAERIE FIRE (FEYSONG VERSION)

Ranged spell; Daily

Target: One nearby enemy

Attack: Charisma + Level vs. PD

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

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

3rd level spell: 6d6 damage, and in addition to being *vulnerable*, the target can't turn invisible or hide from you or your allies (save ends both).

5th level spell: 6d10 damage, and the target also can't teleport (save ends all).

7th level spell: 10d10 damage

9th level spell: 2d8 x 10 damage

NOSE OF THE LEPRECHAUN

You can smell the treasure.

Close-quarters spell; Daily; Quick action

Effect: Until the end of the scene, you have advantage on skill checks to locate treasures or gold in the nearby area, even if it's hidden and there are no clues as to its location.

3rd level spell: The spell is now Recharge 16+.

5th level spell: You can now sense treasure in far away areas too, up to a few hundred feet.

SATYR'S PIPES

You have the gift of music.

Close-quarters spell; Daily; Quick action

Effect: You have advantage on skill checks to perform music and dance until the end of the scene.

3rd level spell: You also have advantage on checks to sustain bard songs.

7th level spell: When the escalation die is even, you have advantage on the attack roll with bard spells.

SEEMING

Mortal eyes see what they want to see.

Close-quarters spells; Daily; Quick action

Effect: You create an illusion of a certain role, such as a servant, an old woman, or a prince. When you create the disguise, you must succeed at a Charisma-based skill check to convince onlookers that you belong where you currently are, as a maid, servant, butler or similar. The check is usually normal difficulty (DC 15 at adventurer tier), but if the role fits the surroundings, the GM can reduce the difficulty to easy. If the disguise is different from your normal body shape and size, increase the difficulty to hard.

Adventurer Feat: You can disguise a number of creatures equal to your Charisma modifier.

UNICORN MOUNT

Ranged spell; Daily

Effect: You summon a unicorn mount (see *13th Age Monthly*, Mounted Combat, page 10) for one hour per spell level, which you can ride into battle according to the mounted combat rules. The unicorn can take two mounted combat actions per battle, which require a quick action but no mounted combat check.

3RD LEVEL FEY SPELLS

FOOL'S GOLD

Close-quarter spell; Daily

Effect: You create an illusionary pile of treasure nearby, which lasts 1d6 minutes. The spell's magic is entirely fueled by the greed of the target looking at it. Where an old hermit only sees a few rusted coppers, a red dragon will see a massive hoard of coins and gems. The objects seem real to all senses, even touch, but vanish if they are taken out of the nearby area.

When used in combat, make the following attack:

Target: All nearby enemies (one attack roll per group)

Attack: Charisma + Level vs. MD

Hit: The target is dazed (save ends).

The GM should adjust the target's MD and the save difficulty according to how greedy, or how easily distracted by shiny things, the targets are.

5th level spell: The spell ends after 1d6 hours.

MASTER OF THE HUNT

You lead the pack.

Ranged spell; Daily; Quick action

Effect: Until the end of the battle or scene, you and all nearby allies gain a +1 bonus to skill checks to track enemies. Enemies that have been successfully tracked are vulnerable to you and your allies' attacks in the next battle.

5th level spell: +2 bonus to skill checks

9th level spell: +3 bonus to skill checks

SCION OF WINTER

Wherever you step, snow follows.

Close-quarters spell; Daily; Quick action

Effect: Until the end of the battle, enemies engaged with you take a penalty to their disengage checks equal to your Charisma modifier. In addition, you gain *resist cold* 12+.

3rd level spell: At the start of your turn, deal cold damage equal to your Charisma modifier (x2 at 5th level; x3 at 8th) to all enemies engaged with you.

5th level spell: *resist cold* 15+.

9th level spell: *resist cold* 18+.

SUMMON FAUNS AND PIXIES

Ranged spell; Daily

Effect: You summon a 2nd-level Faun Troubadour (*13 Age Bestiary* 2 p. 59, 30 hp) or a 3rd-level Pixie Warrior (*13 True Ways* p. 198, 16 hp). This spell follows the summoning rules on p. 5. Summoned creatures have the stats as listed, except for reduced hit points. They don't have any nastier specials.

For a faun, if your PD is higher than your MD, the summoned one follows the Path of the Sword, otherwise the Path of the Song.

5th level spell: Summon a 4th-level Faun Harrier, or a 5th-level Faun Keeper (*13 Age Bestiary* 2 p. 59, 60 hp).

7th level spell: Summon a 6th-level Faun Enchanter, a 7th-level Faun Ranger (*13 Age Bestiary* 2 p. 60, 85 hp), or a 6th-level Pixie Knight (*13th Age Bestiary* 2 p. 67, 60 hp).

5TH LEVEL FEY SPELLS

AURA OF NOBILITY

As you are of noble blood, you are above the petty magics and pranks of the commoner fey.

Close-quarters spell; Daily; Quick action

Effect: Until the end of the battle, you can end any effect you are subject to (except ongoing damage) as a quick action.

7th level spell: You also gain a +2 bonus to MD.

DREAMSPEAKER

Ranged spell; Daily

Target: A person you know, regardless of their location

Effect: You appear in the target's dream the next time they sleep. You can deliver a message of a few minutes' length.

MOCKING INVISIBILITY

Close-quarters spell; Daily

Effect: Until the end of the battle or scene, you hide your location from onlookers by messing with their minds. You're not strictly invisible, you just always appear as something that could have been in the area but wasn't there before, like another tree in the forest, a rock in a cave or a suit of armor in the knight's hall. When you make noise, that noise is scrambled into something else, like birds chirping or temple bells.

The effect ends when you take a flashy action, such as making an attack or casting a big spell.

SIDHE KNIGHT PROTECTOR

As a protector of the seelie court, you are shielded by honor and fey magic.

Close-quarters spell; Daily; Quick action

Effect: Until the end of the battle, at the end of your turn, choose an ally adjacent to you. Until the end of your next turn, you and the chosen ally take half damage from physical attacks when the enemy's attack roll is a natural odd roll.

7TH LEVEL FEY SPELLS

DARK WHISPERS

Is that laughter? Who are they laughing at? And who is laughing?

Close-quarters spell; Daily

Effect: Until the end of the battle, make the following attack once at the start of your turn as a free action.

Target: One nearby enemy with 250 hp or fewer

Attack: Charisma + Level vs. MD

Hit: Psychic damage equal to your level, and the target is confused until the end of your next turn.

Miss: Psychic damage equal to your level

9th level spell: 500 hp or fewer

PIXIE WINGS

Butterfly wings sprout on your back that shine in all colors of the rainbow.

Close-quarters spell; Daily; Quick action

Effect: Until the end of the battle, you can fly. While airborne, you have a -2 penalty to attack rolls, and you are vulnerable to attacks. If an attack against you is a natural 1, the attacker is dazed by the colors of your wings until the end of its next turn.

Epic Feat: You no longer suffer an attack penalty, although you are still vulnerable.

SUMMON GREAT HOUND

Ranged spell; Daily

Effect: You summon a 5th-level Great Hound (*13th Age Bestiary* 2 p. 67) with 120 hp. This spell follows the summoning rules on p. 5. Summoned creatures have the stats as listed, except for reduced hit points. They don't have any nastier specials. Choose the name of the creature (Barghest, Grim or Warg) when you summon it. It fights alongside you until the end of the battle, or until it is reduced to below zero hit points.

Champion Feat: The Great Hound can stay with you until your next full heal-up (or guard over your sleep if you summon it before your rest). It will still vanish if its hit points are brought below zero.

UNSEELIE NIGHTMARE

You're gone ... all that's left is a laughter in the dark.

Close-quarters spell; Daily; Quick action

Effect: Until the end of the battle, at the end of your turn, roll a d6. If the result is odd, you emit a fear aura that affects all enemies with 70 hp or less (-4 to attacks and can't benefit from the escalation die). On an even roll, remove yourself from the battlefield. You reappear in any nearby location at the start of your next turn.

9th level spell: Increase the fear threshold to 100 hp.

Epic Feat: Instead of rolling the d6, you can now choose the effect that didn't activate last turn (either disappearing or fear).

9TH LEVEL FEY SPELLS

CRUEL MISTRESS

You channel the spirit of the Winter Queen.

Close-quarters spell; Daily; Quick action

Effect: Until the end of the battle, your spell and weapon attacks have a +4 bonus to their critical hit range. When you score a critical hit against a staggered target, it is frozen (-4 to defenses and can't take actions) until the end of your next turn. If it is not staggered, it is dazed until the end of your next turn.

THE QUEEN'S GRACES

The grace of the elves was bestowed on them by a Fey King in a long bygone age. You channel that old gift, and bestow it on your allies.

Ranged spell; Daily; Quick action

Effect: Until the end of the battle, at the start of each turn, grant a bonus action to one ally, of a type determined by a d6 roll on the table below.

1-2: Quick action

3-4: Move action

5-6: Standard action

CIRCLE OF THE LAND

This circle creates a spiritual connection to the surrounding lands, that allows you to tap into them to cast magic. It replaces the Terrain Caster and Elemental Caster talents.

THE 12 LANDS

There are 12 types of terrain that are relevant to druidic magic. *13 True Ways* introduced 8:

- * Cave, dungeon, underworld
- * Forest, woods
- * Ice, snowfields, tundra
- * Koru behemoth
- * Mountains
- * Plains, overworld
- * Ruins
- * Swamp, lake, river

This book adds four new ones:

- * Desert, wasteland: This is terrain that is dominated by deserts and sand dunes, and largely devoid of plant life.
- * Hellhole, Abyss: This terrain has been warped and corrupted by demonic power.
- * Ocean, island: This includes any large body of water. To cast these spells, druids have to be at the beach, on a ship or large sea creature, or under water.
- * Volcano: This terrain covers wherever ash and lava spew from the earth.

In addition, some spells are in the **Any Terrain** category and can be cast anywhere, regardless of the surrounding terrain.

CIRCLE OF THE LAND SPELLCASTING

As with the Terrain Caster talent, you don't prepare spells after a full heal-up as a land druid. Instead, you can use your spell slots to cast any daily spell of the terrain you are currently in. The number of spell slots is determined by the unified spell progression table at the start of this chapter. You always cast terrain spells at the highest level you have access to.

In addition to daily spells, this circle also gives access to at-will and once-per battle spells. You can take the feats in *13 True Ways* to gain access to them, or choose the **Land Attunement** or **Sacred Grove** talents to gain access.

CIRCLE OF THE LAND TALENTS

The key talents for a lands druid are **Land Attunement**, which gives you access to the at-will spell of your current terrain, and **Sacred Grove**, which always gives you access to the spells of one terrain, including the at-will spell. **Contemplation** gives you a small boon depending on the terrain you are in. Outside of battle, **Sage of the Land** provides you with a deeper, almost mystic understanding of your surroundings.

CONTEMPLATION

Your mind and body are one with the lands.

If you meditate for a few minutes on the terrain you are in, you can bond with the surrounding spirits to gain a small boon that depends on the type of terrain. The boon lasts until the next full heal-up, or until you meditate again. You can meditate as often as you like, but you can only have one boon at a time.

Cave, dungeon, underworld: You can sense tremors in the ground and subtle echoes in the air, which allow you to perceive your surroundings even in total darkness.

Desert, wastelands: Desiccate. Gain a +1 bonus to hit against creatures at full hit points.

Forest, woods: Vitality. Increase your current and maximum hit points by twice your level.

Hellhole, Abyss: You can sense the presence of demons within a few hundred feet.

Ice, snowfields, tundra: Slow metabolism. Any "save ends" effects only start affecting you after the first failed save.

Koru behemoth: Unstoppable. Gain a +1 bonus to saves.

Mountains: Your mind is clear. Gain +1 to MD.

Plains, overworld: Sunrays. When you make an attack, you can change its damage type to holy.

Ruins: All things end. Staggered enemies are vulnerable to your attacks.

Ocean, island: You can swim in water like a dolphin. You have to surface to breathe.

Swamp, lake, river: Flow. Gain a +3 bonus to disengage checks.

Volcano: When an enemy engages you, deal fire damage equal to your level to them.

Adventurer Feat: While you have the boon of a terrain type active, you can keep using its spells even after leaving that terrain. This lasts until you switch out the boon, or until the next full heal-up.

Champion Feat: Once per battle or scene, you can use your bond with the land's spirits as a quick action to perform a stunt without making a skill check. For example, river spirits could carry you to walk on water. This ends the boon effect.

Epic Feat: For one battle per day, you can grant the boon to all nearby allies until the end of the battle as a quick action.

LAND ATTUNEMENT

Your lasting bond with the lands is a reliable force to throw at your enemies.

You gain two bonus spell slots to cast one at-will spell and one per-battle spell of any terrain type that you are currently located in, even if you don't have the corresponding terrain feat.

Champion Feat: Once per battle, reroll an attack with a Circle of the Land at-will spell.

Epic Feat: You gain a +1 bonus to hit with Circle of the Land at-will spells.

SACRED GROVE

You share a mystical connection with a sacred druid grove.

Special: You can take this talent multiple times, applying to a different terrain each time.

Choose one of the 12 terrains. You gain the terrain feats for both the at-will and the once-per battle terrain spells of that land type for free.

Adventurer Feat: While in the terrain you attuned to with this talent, you have advantage on skill checks that relate to it, for example to identify plants.

Champion Feat: When you take a full heal-up in the terrain you attuned to with this talent, you can cast one daily spell of that terrain for free before your next full heal-up.

SAGE OF THE LAND

The lands speak to you, no matter where you are.

You gain 3 points towards a background that represents your deep understanding of different lands. You can use the background to identify plants and animals, to find food, water or shelter, to predict the weather, or to find paths and the like.

You also gain a bonus spell slot, which you can use to cast any spell of the Any Terrain category, of up to your level.

Adventurer Feat: Allies you travel with gain a +1 bonus to skill checks dealing with the natural environment.

CIRCLE OF THE LANDS SPELLS

You can cast the terrain spells listed under the Terrain Caster talent in *13 True Ways*, plus a number of spells from the Elemental Caster talent (13TW p. 43) that fit different terrains. Note that any at-will spells require a feat or talent to gain access to it.

Forest: Ripping Vines (at-will)

Ice: Hail Hail (at-will)

Mountains: Earth Strength (1st), Summon Earth Elemental (3rd), Wall of Stone (9th)

Plains: Gust (Air), Summon Air Elemental (3rd), Lightning Strikes (Air)

Ocean: Deeper Waters (at-will), Water Breathing (1st), Summon Water Elemental (3rd)

Swamp: Fog Bank (5th)

Volcano: Flame Spear (at-will), Summon Fire Elemental (3rd), Flame Seeds (5th)

ANY TERRAIN

You can cast the spells below regardless of the terrain you are in.

PASS WITHOUT A TRACE (1ST LEVEL)

Ranged spell; Daily

Target: You and one ally per spell level

Effect: Until the next short rest, all targets gain a +5 bonus to skill checks to navigate the surrounding terrain while leaving no tracks behind.

TERRAIN AUGURY (1ST LEVEL)

Ranged spell; Daily

Effect: You close your eyes and concentrate on the surrounding terrain for a few hundred feet. You gain a basic understanding of the landscape and special features, enough to create a rough map. You can also ask one specific question per Wisdom modifier, such as the closest source of freshwater, the presence of metals or gems, the most dangerous creature, or how close the surface is.

After casting the spell, reduce the difficulty of skill checks to navigate the area, find paths etc. by one step (-5).

3rd level spell: Cover an area a few miles across.

5th level spell: Cover an area a hundred miles across.

CREATE SHELTER (3RD LEVEL)

Ranged spell; Daily

Effect: You create a small, secure place where you and a small group of travellers can find shelter and rest. The nature of the shelter depends on the terrain you are in, and can be anything from a small hut of living bushes and trees to an igloo. While the shelter blends in with the surroundings, you need a skill check to disguise it well enough to throw off any pursuers who are actively looking for you.

DANGERS AND PERILS (3RD LEVEL)

Ranged spell; Daily

Effect: For one hour per spell level, you gain an intuitive grasp of the surrounding terrain, any natural dangers in it and any unnatural additions. Mechanically, you gain the Rogue's Trap Sense class feature.

5th level spell: You also gain the Trap Sense adventurer feat.

7th level spell: You also gain the Trap Sense champion feat.

9th level spell: You also gain the Trap Sense epic feat.

SHAPE THE PATH (5TH LEVEL)

Close-quarters spell; Daily

Effect: You create a path as you walk through the terrain. Ice shapes to form bridges, the underbrush opens to clear a path, and swamp solidifies to provide a safe surface to step on. The spell lasts for up to two hours per spell level, although the terrain returns to normal a few minutes after you pass.

7th level spell: You can shape the terrain fast enough to do it from the back of a mount.

CONTROL WEATHER (7TH LEVEL)

Ranged spell; Daily

Target: The nearby area in up to a mile radius

Effect: You gradually change the surrounding weather. With a few minutes of concentration, you can create weather that is normal for the season and the area, such as a fresh breeze in spring or snow in winter. The longer you are able to concentrate on the spell, the more extreme, unusual and destructive the weather phenomenon can be, including thunderstorms, blizzards and tornadoes.

TERRAFORM (9TH LEVEL)

Ranged spell; Daily

Target: The nearby area in up to a mile radius

Effect: You gradually change the surrounding terrain into a different type, for up to a day. With a few minutes of concentration, you can create an island in the ocean, grow a forest underneath the earth, or turn fertile land into desert. The longer you are able to concentrate on the spell, the larger the area, and the more extreme, unusual and destructive the change can be.



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TERRAIN TELEPORT (9TH LEVEL)

Ranged spell; Daily

Effect: You and up to 4 allies next to you can teleport to any location in the world that is a similar terrain as the one you are currently in, or attuned to. You can only teleport into natural terrain, not into towns or buildings.

CAVE, DUNGEON, UNDERWORLD

Adventurer Feat: You gain the Ancient Trap spell below.

ANCIENT TRAP (TERRAIN FEAT SPELL)

Ranged spell; Once per battle

Effect: Before the end of the battle, you can use the following attack once as a free action.

Trigger: A nearby enemy takes a move action.

Target: The triggering enemy

Attack: Wisdom + Level vs. PD

Hit: 2d6 + Wisdom damage

Miss: Half damage

Any natural odd roll: You can use this attack again after your next turn.

3rd level spell: 4d6 damage

5th level spell: 5d10 damage

7th level spell: 8d10 damage

9th level spell: 2d6 x 10 damage

SUMMON CAVE CREATURES (1ST LEVEL)

Ranged spell; Daily

Effect: You summon a swarm of bats with 20 hp (*Bestiary* p. 13), according to the summoning rules on p. 5. The bats remain until the end of the battle, or until they are reduced to zero hit points. They have the stats listed in their creature entries, except reduced hit points and no nastier specials.

3rd level spell: Summon a dire bat with 30 hp (B 13).

5th level spell: Summon a thunder bat with 45 hp (B 13).

7th level spell: Summon a spider mount with 80 hp (B 60).

9th level spell: Summon a phase spider with 100 hp (CB 244).

SUFFOCATE (5TH LEVEL)

Ranged spell; Daily

Target: One nearby enemy

Attack: Wisdom + Level vs. PD

Hit: The target is weakened and takes 25 ongoing damage (save ends both).

Natural 16+: The save is a hard save (16+)

Miss: 10 damage

7th level spell: 35 ongoing damage; 15 miss damage

9th level spell: 50 ongoing damage; 25 miss damage

CREATE CAVERN (7TH LEVEL)

Ranged spell; Daily

Effect: You create a near-natural cavern in the underground or a cliff side. You can create an entrance that you and your allies can open and close with a touch. The cavern disappears after 24 hours, pushing out any items or creatures that are currently in it.

FALSE CORRIDOR (9TH LEVEL)

Ranged spell; Daily

Target: 1d3 nearby enemies in a group

Attack: Wisdom + Level vs. MD

Hit: You warp the terrain around the target to trap it in a corridor that circles around itself. The target is taken off the map until it succeeds at a hard save (16+).

Miss: Damage equal to your level

DESERT, WASTELAND (NEW)

The largest wastelands on the map are Moonwreck and the Red Wastes. However, smaller magical disasters have left areas devoid of life all over the Empire.

Adventurer Feat: You gain the Dessicate spell below.

Adventurer Feat: You gain the Dehydration spell below.

Champion Feat: You can survive without food and water for days on end.

DESSICATE (TERRAIN FEAT SPELL)

Ranged spell; At-will

Target: One nearby enemy

Attack: Wisdom + Level vs. PD

Hit: 1d6 + Wisdom damage. If the target is staggered, increase the damage dice to d10.

Miss: Damage equal to your level

3rd level spell: 3d6 damage

5th level spell: 5d6 damage

7th level spell: 7d6 damage

9th level spell: 10d6 damage

DEHYDRATION (TERRAIN FEAT SPELL)

Ranged spell; Once per battle

Target: One nearby enemy

Attack: Wisdom + Level vs. PD

Hit: 5 + Wisdom ongoing damage

Miss: Damage equal to twice your level

3rd level spell: 10 ongoing damage

5th level spell: 15 ongoing damage

7th level spell: 25 ongoing damage

9th level spell: 40 ongoing damage

Adventurer Feat: The save against the ongoing damage is a hard save (16+).

FATA MORGANA (1ST LEVEL)

Ranged spell; Daily

Effect: You create the phantasmal image of an object in the distance, which lasts for about 5 minutes per spell level. Onlookers must succeed at a saving throw to discern that the image isn't real. For creatures with a higher MD than PD, the save is easy (6+). If it's the same, the save is normal (11+), and if PD is higher, the save is hard (16+).

Choose whether you want the object to be desirable or scary. If the image is desirable, those who can't discern the image as a fake will move towards it. If it's scary, they will move away from it.

SUMMON DESERT DWELLERS (1ST LEVEL)

Ranged spell; Daily

Effect: You summon a giant scorpion with 15 hp (*Core Book p. 206*), according to the summoning rules on **p. 5**. The scorpion remains until the end of the battle, or until it is reduced to zero hit points. It has the stats listed in its creature entry, except reduced hit points and no nastier specials.

3rd level spell: Summon a fireblast scorpion (below).

5th level spell: Summon a harpy with 40 hp (CB 234).

7th level spell: Summon a mantikumhar with 60 hp (B 139).

9th level spell: Summon a coursing manticore with 100 hp (B 140).

FIREBLAST SCORPION

3rd level wrecker [Beast]; Initiative: +8

Pincer and Stinger: +8 vs. AC—8 fire damage

Natural even hit: 5 ongoing fire damage

AC 18, PD 17, MD 12, HP 30

HEATSTROKE (3RD LEVEL)

Ranged spell; Once per battle

Target: 1d3 nearby enemies

Attack: Wisdom + Level vs. PD

Hit: 5d6 + Wisdom damage. If the target is staggered, it is weakened until the end of your next turn.

Miss: Damage equal to your level

5th level spell: 7d6 damage

7th level spell: 10d6 damage

9th level spell: 15d6 damage

SANDSTORM (3RD LEVEL)

Ranged spell; Daily

Effect: You summon a sandstorm in the target area, large enough to fill a room or hallway. Within the area, perception skill checks and ranged attacks have disadvantage. Moving creatures cannot be intercepted. Flying creatures must succeed at a save at the start of their turn, or they lose their actions for the turn. It takes a successful hard save or skill check and a move action to leave the area.

The first time on their turn that a creature fails any skill check or save, or misses with attack, they take 3d6 damage from flying debris.

The storm remains until the end of the battle, until you are knocked unconscious, or until you end the spell.

5th level spell: large enough to cover a ship or a courtyard; 4d6 damage

7th level spell: cover a small town; 5d6 damage

9th level spell: cover an entire valley; 7d6 damage

FLICKERING AIR (5TH LEVEL)

Jitters in the air blur your enemies' vision.

Ranged spell; Daily

Effect: Enemies take a penalty to attacks against you and all nearby allies equal to the escalation die. The effect ends when the escalation die is 5 or higher.

SAND DERVISH (5TH LEVEL)

Close-quarters spell; Daily

Effect: You transform into whirling sand and fly to a nearby location. On the way, make the following attack.

Target: 1d3 nearby enemies

Attack: Wisdom + Level vs. PD

Hit: 2d4 x 10 damage, and the target is dazed until the end of their next turn.

Miss: 15 damage

7th level spell: 2d6 x 10 damage

9th level spell: 2d10 x 10 damage

QUICKSAND (7TH LEVEL)

Ranged spell; Daily

Target: 1d3 nearby enemies in a group

Attack: Wisdom + Level vs. PD

Hit: If the target has 100 hit points or fewer, it starts making last gasp saves (16+). While making last gasp saves, the targets are stuck. On their fourth failed save, the target is swallowed by the ground. If the target has more hit points, it is hampered (save ends).

Miss: The target loses its next move action.

9th level spell: 150 hp or fewer

SAND DUNE (7TH LEVEL)

Ranged spell; Daily

Effect: Sand starts slowly building up around a target area that you can see, and grows into a massive sand dune over the next hour. The dune is high enough to bury a barn or a two-storey building. The sand dissipates with the wind over the next day. While the sand is too slow to bury those quick enough to run away from it, it can seal tunnel passages or slow pursuers, especially on horseback.

DESERT WIND (9TH LEVEL)

Close-quarters spell; Daily

Effect: Until the end of the end of the battle, you can make the following attack as a quick action once per turn.



Target: 1d3 nearby enemies
Attack: Wisdom + Level vs. PD
Hit: 2d4 x 10 + Wisdom fire damage
Miss: —

FOREST, WOODS

Adventurer Feat: You gain the Soothing Forest spell below.

Champion Feat: When you use a recovery to heal, you also gain a +1 bonus to AC until the end of your next turn.

SOOTHING FOREST (TERRAIN FEAT SPELL)

Ranged spell; Once per battle; Quick action

Target: One nearby ally per Wisdom modifier (which can include you)

Effect: The target gains temporary hit points equal to 5 + your Wisdom modifier.

3rd level spell: 10 hp + Wisdom modifier

5th level spell: 15 hp + 2x Wisdom modifier

7th level spell: 25 hp + 2x Wisdom modifier

9th level spell: 35 hp + 3x Wisdom modifier

IRONWOOD ENCHANTMENT (1ST LEVEL)

Ranged spell; Daily

Target: A wooden weapon, a wooden shield, or arrows in a quiver

Effect: Until the end of the battle, the item is unbreakable and has the adventurer tier default enchantment for its type: +1 to attack and damage for a weapon, +4 hp for a shield or +1 to critical threat range for arrows. It also grants one additional effect based on the item type.

Weapon: Thorny. On a natural 18+, deal 5 ongoing damage per tier.

Shield: Moss-covered. Gain a +2 bonus to skill checks to hide per tier.

Arrows: Root growth. On a natural even hit, the target is stuck until the end of your next turn.

5th level spell: Champion tier enchantment

9th level spell: Epic tier enchantment

SUMMON FOREST FRIENDS (1ST LEVEL)

Ranged spell; Daily

Effect: You summon a wolf with 19 hp (*Core Book p. 207*), according to the summoning rules on **p. 5**. The wolf remains until the end of the battle, or until it is reduced to zero hit points. It has the stats listed in its creature entry, except reduced hit points and no nastier specials.

3rd level spell: Summon a hunting spider with 30 hp (CB 206).

5th level spell: Summon a common treant with 43 hp (13TW 202).

7th level spell: Summon a green bulette with 80 hp (B 27).

9th level spell: Summon a dire tiger with 100 hp (13TW 160).

TREE SHAPE (3RD LEVEL)

Ranged spell; Daily

Target: You or a nearby, willing ally

Effect: You transform the ally into a tree. The target can still perceive its surroundings, but it can't take actions. As a tree, the target is immune to damage, except for fire, lightning, and axes, which do half damage. At the end of each of its turns, the target can take a free recovery to heal. The target can end the spell as a quick action.

If you use the tree shape as a disguise, make a skill check. Creatures with MD equal to the skill check or lower will think the tree is natural.

LASHING ROOTS (7TH LEVEL)

Ranged spell; Daily

Effect: Until the end of the battle, you can make the following attack once per turn as a quick action.

Target: One nearby enemy

Attack: Wisdom + Level vs. PD

Hit: 4d12 + Wisdom damage, and the roots grab the target. Grabbed targets take 25 damage at the start of their turn, until they disengage or pop free from the roots.

Miss: Damage equal to your level

9th level spell: 6d12 damage; 40 damage at the start of turn

HELLHOLE, ABYSS (NEW)

Hellholes have popped up all over the Empire. Druids who dare to tap into their magic despite the risk of permanent corruption have access to the spells in this chapter.

Adventurer Feat: You gain the Fiendish Retribution spell below.

Adventurer Feat: You gain the Wrath of the Abyss spell below.

Champion Feat: Gain *resist demon attacks* 12+. Increase to 14+ when attuned to a hell hole.

Tapping into a hellhole's magic is not without consequences. Once your druidic magic is attuned to a hellhole, there is a danger that the influence lingers. If you try to switch to a different terrain after leaving a hellhole, roll a save. The difficulty starts at easy (6+), but increases by 1 for each day spent in the hellhole. On a failed save, you stay attuned to hellhole terrain. You can attempt the save again the next day, with the difficulty decreased by 1. A natural 1 on the save should implicate serious changes to the PC, such as a switch in icon relationships, or even a switch to more demonic magic. It may be time to multiclass into demonologist or warlock.

FIENDISH RETRIBUTION (TERRAIN FEAT SPELL)

Close-quarters spell; At-will

Target: One nearby enemy

Attack: Wisdom + Level vs. PD

Hit: 1d10 + Wisdom fire damage. If the target makes an attack against you before the end of its next turn, it takes 1d10 fire damage.

Miss: You take fire damage equal to your level.

3rd level spell: 3d10 damage on hit and retribution effect

5th level spell: 5d10 damage

7th level spell: 7d10 damage

9th level spell: 10d10 damage

WRATH OF THE ABYSS (TERRAIN FEAT SPELL)

Ranged spell; Once per battle

Target: ALL enemies that have dealt damage to you this battle (keep track of this if you want to cast the spell).

Attack: Wisdom + Level vs. PD

Hit: 1d10 + Wisdom fire damage

Natural 5, 10, 15, 20: The target takes ongoing fire damage equal to the spell level.

Miss: —

Natural even miss: Half damage

3rd level spell: 3d10 damage

5th level spell: 5d10 damage

7th level spell: 7d10 damage

9th level spell: 10d10 damage

SUMMON HELLHOLE HORRORS (1ST LEVEL)

Ranged spell; Daily

Effect: You summon a fungaloid creeper (B 83, 20 hp), according to the summoning rules on p. 5. The creeper remains until the end of the battle, or until it is reduced to zero hit points. It has the stats listed in its creature entry, except reduced hit points and no nastier specials.

3rd level spell: Summon a hook scuttler (B 113, 30 hp).

5th level spell: Summon a hellhound (CB 234, 40 hp).

7th level spell: Summon 1d4 bat demon mooks (13TW 164, 20 hp).

9th level spell: Summon a hezrou (CB 212, 100 hp).

CONSUME (3RD LEVEL)

Ranged spell; Daily

Target: One nearby enemy

Attack: Wisdom + Level vs. PD

Hit: Ongoing fire damage equal to 10 times the spell level. If the target saves against the effect, or if it dies, the spell doesn't end. Instead, determine a new target randomly among all nearby or far away creatures. If the target is an enemy, that enemy now takes the ongoing damage of this spell. If it's an ally, that ally takes half the damage, once, and the spell ends.

Miss: You can cast this spell again this battle, at the start of your turn after your next turn.

DESPERATE FRENZY (3RD LEVEL)

Close-quarters spell; Daily; Quick action

Target: You or a nearby staggered ally

Effect: Until the end of battle, the target deals 1d6 extra damage with melee attacks. However, if a bonus damage die is a natural odd result, the target takes that much psychic damage.

3rd level spell: 1d12 extra damage; target 1d3 staggered allies

5th level spell: 2d8 extra damage

7th level spell: 2d12 extra damage

9th level spell: 3d12 extra damage

FIEND SKIN (5TH LEVEL)

Close-quarters spell; Daily; Quick action

Target: You or a nearby ally

Effect: Until the end of the battle, the target gains a +2 bonus to AC and PD, and *resist fire* 15+.

7th level spell: You can now cast the spell on two targets.

GOAT-FOOT STEP (5TH LEVEL)

Close-quarters spell; Daily

Effect: Deal 6d6 + Wisdom fire damage to all enemies you are engaged with, then teleport to a nearby or far away location.

7th level spell: 6d8 damage

9th level spell: 6d12 damage

INFERNAL GIFT (7TH LEVEL)

Ranged spell; Daily

Target: You or a nearby ally

Effect: Grant the target a demonic ability until the end of the battle. Roll 1d6 on the demon ability table of the sorcerer's Touch of Evil spell.

9th level spell: Roll 1d8.

ICE, TUNDRA, DEEP SNOW

Adventurer Feat: You gain the Ice Shards spell below.

ICE SHARDS (TERRAIN FEAT SPELL)

Ranged spell; At-will

Target: 1d3 nearby enemies

Attack: Wisdom + Level vs. PD

Hit: 1d6 + Wisdom cold damage

Miss: —

Natural odd miss: You take your level in cold damage.

3rd level spell: 3d4 damage

5th level spell: 2d10 damage

7th level spell: 4d10 damage

9th level spell: 6d10 damage

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SUMMON ICY ALLY (1ST LEVEL)

Ranged spell; Daily

Effect: You summon a tundra wolf (as wolf, *Core Book p. 207*, 20 hp), according to the summoning rules on **p. 5**. The wolf remains until the end of the battle, or until it is reduced to zero hit points. It has the stats listed in its creature entry, except reduced hit points and no nastier specials.

3rd level spell: Summon a remorhaz (barbellite) (B 179, 30 hp).

5th level spell: Summon a snowy owlbear (B2 212, 40 hp).

7th level spell: Summon a winter beast (B 79, 70 hp).

9th level spell: Summon a remorhaz (frostwurm) (B 180, 100 hp).

WINTER FUR (3RD LEVEL)

Close-quarters spell; Daily

Target: You and two nearby allies

Effect: The targets gain a +1 bonus to AC and PD and *resist cold* 15+ this battle.

5th level spell: three nearby allies

7th level spell: *resist cold* 18+

9th level spell: four nearby allies

WINTER SOLSTICE (7TH LEVEL)

Close-quarters spell; Daily

Effect: Decrease the escalation die by 1. You and all nearby allies can spend a recovery and gain five extra hit points per point of your Wisdom modifier. If you have the Wild Healer talent, the recoveries are free.

ICY TOMB (9TH LEVEL)

Ranged spell; Daily

Target: A nearby enemy with 250 hit points or less

Attack: Wisdom + Level vs. PD

Hit: The target starts making last gasp saves (16+). After the fourth failed save, it is permanently encased in ice and frozen.

Miss: —

Natural even miss: You regain the spell slot at the end of the battle.

KORU BEHEMOTH

Adventurer Feat: You gain the Swath of Destruction spell below.

SWATH OF DESTRUCTION (TERRAIN FEAT SPELL)

Ranged spell; Once per battle

Target: 1d3 nearby enemies in a line

Attack: Wisdom + Level vs. PD

Hit: 2d6 + Wisdom damage. If the target is engaged, it pops free as it is pushed to the side. If the target is not engaged, increase the damage dice to d10.

Miss: Damage equal to your level

3rd level spell: 4d6 damage

5th level spell: 7d6 damage

7th level spell: 10d6 damage

9th level spell: 15d6 damage

MEMORY OF THE KORU (5TH LEVEL)

Close-quarters spell; Daily

Effect: You dig into the memory of the Koru to receive visions of places along its path. Note that a Koru will only pass any place once per year, so the image you receive will always be the same season. It will not show specific events, unless they happened right before the Koru's eyes and were impressive enough to be noticed by a walking landmass. The longer you concentrate on this spell, the further back in history you can go. In an hour, you can span a century, and in a full day of concentration, you will be able to cover an entire age. If you are planning to scry into past ages, make sure you give yourself enough time for uninterrupted meditation. You can take breaks to eat or sleep, but strenuous activity like combat will throw your mind off and you need to start again.

MOUNTAINS

Adventurer Feat: You gain the Earthen Grasp spell below.

Adventurer Feat: You gain the Rockslide spell below.

EARTHEN GRASP (TERRAIN FEAT SPELL)

Ranged spell; Once per battle

Target: One nearby enemy

Attack: Wisdom + Level vs. PD

Hit: 2d8 + Wisdom damage, and the target is stuck (save ends).

Miss: Damage equal to twice your level

3rd level spell: 4d8 damage

5th level spell: 7d8 damage

7th level spell: 10d8 damage

9th level spell: 15d8 damage

Adventurer Feat: When you hit a group of mooks with this spell, treat them as one target for the stuck effect.

ROCKSLIDE (TERRAIN FEAT SPELL)

Ranged spell; Once per battle

Target: 1d3 nearby enemies, or 1d3 + 2 when cast recklessly

Attack: Wisdom + Level vs. PD

Hit: 2d4 + Wisdom damage, and the target has disadvantage on disengage checks until the end of your next turn as the fallen rocks hinder their movement.

Miss: Damage equal to your level.

Reckless miss: Your allies engaged with the target take damage equal to twice your level and have disadvantage on disengage checks until the end of your next turn.

3rd level spell: 4d4 damage
5th level spell: 7d4 damage
7th level spell: 12d4 damage
9th level spell: 2d4 x 10 damage

SUMMON MOUNTAIN MONSTER (1ST LEVEL)

Ranged spell; Daily

Effect: You summon an archer stirge (B 197, 15 hp) or cobbler stirge (20 hp), according to the summoning rules on **p. 5**. The stirge remains until the end of the battle, or until it is reduced to zero hit points. It has the stats listed in its creature entry, except reduced hit points and no nastier specials.

3rd level spell: Summon a bear (CB 207, 30 hp).
5th level spell: Summon a giant bird of prey (B2 56, 40 hp).
7th level spell: Summon a mantikumhar (B 139, 70 hp).
9th level spell: Summon 1d4+1 parasitic lightning beetle mooks (B 164, 35 hp).

THIN AIR (5TH LEVEL)

Ranged spell; Daily

Target: 1d3 nearby enemies
Attack: Wisdom + Level vs. PD
Hit: 5d6 + Wisdom damage, and the target suffers from thin air (save ends).

Thin air: The target takes damage equal to its level whenever it takes an action. It has disadvantage on all attacks. The target can spend a move action to take a deep breath, in which case the disadvantage is negated for that turn.

Miss: Half damage
7th level spell: 7d6 damage
9th level spell: 10d6 damage

IMMOVABLE MOUNTAIN (9TH LEVEL)

Close-quarters spell; Daily; Quick action

Target: You or a willing nearby ally
Effect: Until the start of your next turn, the target can't take actions, it is immune to all damage except psychic damage, and it can't be moved from its position.

OCEAN, ISLAND (NEW)

Adventurer Feat: You gain the Tidal Wave spell below.
Champion Feat: You can breathe under water for one hour per point of Constitution modifier (minimum 1).

TIDAL WAVE (TERRAIN FEAT SPELL)

Close-quarters spell; Once per battle

Target: One or more enemies engaged with you
Attack: Wisdom + Level vs. PD. You take a penalty to the attack roll equal to the number of targets.
Hit: 1d12 + Wisdom damage, and the target pops free from you

Miss: Damage equal to your level
3rd level spell: 3d12 damage
5th level spell: 5d12 damage
7th level spell: 7d12 damage
9th level spell: 10d12 damage

SEA LEGS (1ST LEVEL)

Ranged spell; Daily; Quick action

Target: You and one ally per spell level
Effect: Until the end of the battle, the target gains secure footing on any surface, no matter how wildly it is shaking. It also gains advantage on disengage checks.

SLIPPERY SURFACE (1ST LEVEL)

Ranged spell; Daily

Effect: Until the end of the battle, small water spirits dance on the ground and cause enemies to either slip or freeze in place. All nearby enemies have disadvantage on disengage checks. On an odd failure, the enemy is stuck until the start of their next turn. On an even failure, the enemy slides to the intended location, but takes a -2 penalty to their next attack from lack of balance. Flying enemies are immune to the effect.

5th level spell: Enemies who try to engage you must succeed at a disengage check to do so. On a failure, the enemy does not engage you, and the move action is lost.

SUMMON SEA SCALLYWAGS (1ST LEVEL)

Ranged spell; Daily

Effect: You summon 1d3 razor shark mooks (B 187, 5 hp), according to the summoning rules on **p. 5**. The creatures remain until the end of the battle, or until they are reduced to zero hit points. They have the stats listed in their creature entry, except for reduced hit points and no nastier specials.

3rd level spell: Summon a 1d3+1 razor sharks (B 187, 10 hp).
5th level spell: Summon a 1d3 iron sea sharks (B 188, 25 hp).
7th level spell: Summon a kelpling (B2 199, 75 hp).
9th level spell: Summon a nix (B2 200, 100 hp).

SMOOTH SAILING (3RD LEVEL)

Ranged spell; Daily

Effect: You calm the seas around the ship you are on. Until the end of the scene, the sea is calm and a strong but steady wind pushes the ship in the direction you are planning to sail.

VISIONS OF DROWNING (5TH LEVEL)

Ranged spell; Daily

Target: One nearby enemy
Attack: Wisdom + Level vs. MD
Hit: 5d10 + Wisdom psychic damage and 20 ongoing psychic damage

Natural 18+: The target takes double ongoing damage and starts making last gasp saves (hard save 16+). If it fails the fourth save, it dies as if drowning.

Miss: Half damage

7th level spell: 7d10 damage and 30 ongoing

9th level spell: 10d10 damage and 50 ongoing

ENDLESS SWARM OF FISH (7TH LEVEL)

Ranged spell; Daily

Special: You must be under water to cast this spell.

Effect: You call a giant fish swarm to surround you and copy your movements. Until the end of the battle, you have advantage on disengage checks, while enemies have disadvantage to attack you or to disengage from you.

MAELSTROM (9TH LEVEL)

Ranged spell; Daily

Special: You must be at sea to cast this spell.

Effect: You create a giant whirlpool in the sea that threatens to swallow every ship in the vicinity. Any ship in the area must make the equivalent of last gasp saves (16+). They can't make any other maneuver except trying to escape the maelstrom. After the fourth failed save, the ship is swallowed and dragged under.

The ship you are on is immune to the effect. PCs steering other ships can make a hard skill check to escape.

TSUNAMI (9TH LEVEL)

Ranged spell; Daily

Effect: A giant wave crashes across the battlefield taking all creatures with it that aren't tied down or flying.

The wave deals 6d12 damage to enemies and 2d12 damage to allies. Creatures must succeed at a save or be washed away to a far away location. The save difficulty is easy (6+) for all allies and huge enemy creatures, hard (16+) for mooks and small creatures and normal (11+) for everyone else.

PLAINS, OVERWORLD

Adventurer Feat: You gain the Flash of Lightning spell below.

FLASH OF LIGHTNING (TERRAIN FEAT SPELL)

Ranged spell; Once per battle

Target: 1d3 nearby enemies

Attack: Wisdom + Level vs. PD

Hit: 1d8 + Wisdom lightning damage

Miss: Damage equal to your level

Always: Until the end of your next turn, deal thunder damage equal to your Strength + Dexterity modifier (x2 at 5th level; x3 at 8th) to all enemies who engage you.

3rd level spell: 3d8 damage

5th level spell: 5d8 damage

7th level spell: 7d8 damage

9th level spell: 10d8 damage

Adventurer Feat: You can cast this spell as an interrupt action. If you do, only target one nearby enemy.

SLEET STORM (1ST LEVEL)

Ranged spell; Once per battle

Target: One nearby enemy

Attack: Wisdom + Level vs. PD

Hit: 2d8 + Wisdom damage, and the next attack against the target before the end of your next turn has advantage.

First Miss: Repeat the attack against a different nearby enemy.

Second Miss: —

3rd level spell: 4d8 damage

5th level spell: 7d8 damage

7th level spell: 11d8 damage

9th level spell: 16d8 damage

SUMMON PLAINS PEON (1ST LEVEL)

Ranged spell; Daily

Effect: You summon a badger (B2 55, 20 hp), according to the summoning rules on p. 5. The badger remains until the end of the battle, or until it is reduced to zero hit points. It has the stats listed in its creature entry, except reduced hit points and no nastier specials.

3rd level spell: Summon an ankheg (CB 208, 40 hp).

5th level spell: Summon a ravenous bumoorah (B 28, 46 hp).

7th level spell: Summon a bulette (CB 208, 70 hp).

9th level spell: Summon a wyvern (CB 250, 100 hp).

PLAIN SIGHT (3RD LEVEL)

Ranged spell; Daily

Effect: Remove all effects that hinder vision from the battlefield, such as fog or invisibility. Until the end of the battle, you and all nearby allies can target far away enemies with ranged attacks that target nearby enemies.

WHIRLWIND (3RD LEVEL)

Close-quarters spell; Daily

Target: All enemies you are engaged with

Attack: Wisdom + Level vs. PD

Hit: 3d8 + Wisdom damage, and the target pops free from you.

Miss: Damage equal to your level

Always: Roll a d6. If it is equal to the escalation die or lower, the whirlwind persists. You can make another whirlwind attack the next turn, as a quick action. Target 1d3 nearby enemies, they do not have to be engaged with you.

5th level spell: 5d8 damage

7th level spell: 7d8 damage

9th level spell: 10d8 damage

TORNADO (7TH LEVEL)

Ranged spell; Daily

Target: 1d4 nearby enemies

Attack: Wisdom + Level vs. PD; +2 against flying enemies

Hit: The target is lifted up and carried to a far away location. It takes 2d4 x 10 + Wisdom damage as it crashes to the ground.

Miss: 1d6 x 5 damage

Natural even miss: The target pops free from all enemies.

9th level spell: 2d6 x 10 damage; 1d4 x 10 on a miss

RUINS

Adventurer Feat: You gain the Demoralizing Dread spell below.

DEMORALIZING DREAD (TERRAIN FEAT SPELL)

Ranged spell; At-will

Target: One nearby enemy

Attack: Wisdom + Level vs. MD

Hit: 1d6 + Wisdom psychic damage

Natural even hit: The target is dazed until the end of your next turn. If it misses with an attack, it takes psychic damage equal to twice the spell level.

Miss: —

3rd level spell: 3d6 damage

5th level spell: 5d6 damage

7th level spell: 7d6 damage

9th level spell: 10d6 damage

STONES TELL STORIES (1ST LEVEL)

Ranged spell; Daily

Effect: You learn bits and pieces about the history of the place you are in, before it fell to ruins. Until your next full heal-up, you have a temporary 5-point lore background about the place.

SUMMON RUINS RASCALS (1ST LEVEL)

Ranged spell; Daily

Effect: You summon a rat swarm (Bestiary 2 p. 55), according to the summoning rules on p. 5. The rat swarm remains until the end of the battle, or until it is reduced to zero hit points. It has the stats listed in its creature entry, except reduced hit points and no nastier specials.

3rd level spell: Summon a rust monster (Bestiary p. 184).

5th level spell: Summon a rust monster obliterator (B184).

7th level spell: Summon a hellstone gargoyle (B2 139).

9th level spell: Summon a gelatinous cube (Core Book p. 241).

STRUCTURAL COLLAPSE (3RD LEVEL)

Ranged spell; Daily

Effect: You cause a nearby structure to fall apart. Its main use is to change the terrain in some favorable way, such as to create a breach in a wall to squeeze through, to destroy a bridge or collapse a tunnel to hinder pursuers etc. While this can harm creatures caught in the effect, the spell is usually too slow for combat use and allows targets to dodge it easily. (GMs can use 1d8 per level as a rough damage guidance if necessary.)

DOWNFALL (5TH LEVEL)

Ranged spell; Daily

Target: 1d3 nearby enemies

Attack: Wisdom + Level vs. MD

Hit: The target takes the escalation die as a penalty to attack rolls instead of a bonus, even if it doesn't normally use the escalation die (save ends).

Miss: Psychic damage equal to the escalation die

LIFELESS DECAY (7TH LEVEL)

Ranged spell; Daily

Target: 1d3 nearby enemies. This spell can only target enemies that are not alive, such as constructs and undead.

Attack: Wisdom + Level vs. PD

Hit: 10d6 + Wisdom damage and 30 ongoing damage. Deal double damage against staggered creatures.

Miss: Half damage and no ongoing damage

9th level spell: 15d6 damage and 50 ongoing damage

SWAMP, LAKE, RIVER

Adventurer Feat: You gain the Foul Evaporation spell below.

FOUL EVAPORATION (TERRAIN FEAT SPELL)

Ranged spell; Once per battle

Target: 1d4 nearby enemies

Attack: Wisdom + Level vs. PD

Hit: 1d10 + Wisdom poison damage

Natural even hit: 5 ongoing poison damage

Miss: A random nearby ally takes poison damage equal to your level.

3rd level spell: 3d10 damage; 10 ongoing

5th level spell: 5d10 damage; 15 ongoing

7th level spell: 7d10 damage; 25 ongoing

9th level spell: 10d10 damage; 40 ongoing

SINKHOLE TRAP (1ST LEVEL)

Close-quarters spell; Daily; Interrupt action

Trigger: A nearby enemy hits you with an attack (but not a critical hit).

Effect: The enemy rerolls the attack and takes the second result. Make the following attack:

Target: The attacker

Attack: Wisdom + Level vs. PD

Hit: 1d12 + Wisdom poison damage

Miss: Half damage

3rd level spell: 3d12 damage

5th level spell: 5d12 damage

7th level spell: 7d12 damage

9th level spell: 10d12 damage

SUMMON SWAMP CREATURE (1ST LEVEL)

Ranged spell; Daily

Effect: You summon a venomous snake (B2 55, 15 hp), according to the summoning rules on p. 5. The snake remains until the end of the battle, or until it is reduced to zero hit points. It has the stats listed in its creature entry, except reduced hit points and no nastier specials.

3rd level spell: Summon a claw flower (B 161, 30 hp).

5th level spell: Summon an otyugh (CB 243, 50 hp).

7th level spell: Summon a stalker (B2 272, 70 hp).

9th level spell: Summon a tyrant lizard (B2 272, 100 hp).

REFRESHING WATERS (3RD LEVEL)

Ranged spell; Once per battle; Quick action

Target: You or one nearby ally

Effect: Remove “save ends” effect from the target and grant 5 temporary hit points per spell level.

WILL O’WISPS (3RD LEVEL)

Ranged spell; Daily

Effect: You create a group of floating lights that hypnotize creatures and cause them to follow. This can lure them into traps, ambushes, or natural hazards. Creatures who see the wisps must succeed at a save to avoid the effect. The save is normal difficulty (11+) if a creature’s MD is higher than their PD, in which case it is hard (16+). In battle, saves are made at the end of a creature’s turn as usual. Out of battle, a creature can make a save every minute or so. Once a creature saves, the spell no longer affects it.

The save is easy (6+) for creatures whose MD is higher than their PD, but hard (16+) for mooks. The wisps stay for about ten minutes per spell level.

SWALLOW (9TH LEVEL)

Ranged spell; Daily; Quick action

Target: 1d3 random nearby staggered enemies

Attack: Wisdom + Level vs. PD

Hit: The target is swallowed by the ground and removed from the battlefield. At the end of every turn, the target can make a hard save (16+) if it’s normal sized, normal save (11+) if it’s large, or easy save (6+) if it’s huge. On a success, the target is spit out with half the hit points it had before. If the target fails its fourth save, it is permanently swallowed by the swamp.

VOLCANO

Adventurer Feat: You gain the Avenging Flame spell below.

Champion Feat: Gain *resist fire* 16+.

AVENGING FLAME (TERRAIN FEAT SPELL)

Close-quarters spell; Once per battle; Interrupt action

Trigger: You take damage from an attack by a nearby enemy.

Target: The attacker

Attack: Wisdom + Level vs. PD

Hit: 2d4 + Wisdom fire damage

Miss: Damage equal to twice your level

3rd level spell: 4d6 damage

5th level spell: 6d8 damage

7th level spell: 8d10 damage

9th level spell: 10d12 damage

Adventurer Feat: You can use this spell against far away enemies.

FLAME BLADE (3RD LEVEL)

Close-quarters spell; Daily; Quick action

Effect: Create a red-hot flame in the palm of your hand that you can wield like a blade that lasts until the end of the battle. The blade is a one-handed melee weapon with a d8 damage die. You can wield it without penalty, and you can use your Wisdom modifier for attack and damage with it. If you already have the ability to use one-handed heavy melee weapons without penalty (such as from a warrior druid talent), you gain a +2 bonus to attack rolls with the blade. If you wield a holy symbol, the blade gains the symbol’s bonus to attack and damage.

5th level spell: The blade deals an extra WEAPON damage die on a miss.

7th level spell: The blade deals two extra WEAPON damage dice on a miss.

LAVA FLOW (7TH LEVEL)

Ranged spell; Daily

Effect: You cover the nearby battlefield with streams of lava. Any combatant taking a move action must succeed at a normal difficulty skill check (DC 25; enemies roll a save) to avoid stepping into the lava, taking 20 fire damage (allies take half damage). Whenever the escalation die is increased by 1, make the following attack as a free action.

Target: 1d3 nearby enemies

Attack: Wisdom + Level vs. PD

Hit: 25 fire damage

Miss: Half damage

9th level spell: 30 damage for stepping into the lava and 40 damage with the attack.

MAGMA BOULDER (7TH LEVEL)

Ranged spell; Daily

Effect: You summon a giant boulder of molten lava, that you roll around the battlefield and into your enemies. Once per round, you can make the following attack as a quick action.

Target: One nearby enemy

Attack: Wisdom + Level vs. PD

Hit: 1d12 x 10 fire damage

Miss: Half damage

The boulder can be destroyed by dealing 200 cold damage to it. Attacks always hit it. Otherwise it persists until the end of the battle.

9th level spell: The boulder deals 1d20 x 10 damage. It can take 300 cold damage.

CIRCLE OF LIFE

This circle provides powerful healing and support spells to aid your allies. It replaces the Wild Healer talent.

Druids of this circle are known as life druids or simply healers.

CIRCLE OF LIFE TALENTS

Of the talents in this circle, **Gaia's Light** gives you a much-needed combat option, especially if you go full healer. **Font of Life** makes your healing spells grant even more hit points, while **Revitalize** lets them grant an attack bonus. If you feel your party needs someone to help them get back from the brink of death, look at the **Preserver** talent.

FONT OF LIFE

Life is the force that binds the universe together.

Whenever you grant yourself or an ally the use of a recovery to heal, add your Wisdom modifier to the amount healed (x2 at 5th level; x3 at 5th). In case of Regeneration, add the bonus before halving the amount.

Adventurer Feat: You gain an extra daily use of the Regeneration spell for each Circle of Life talent you have. This use does not expend a spell slot.

Champion Feat: The extra spells granted by the adventurer feat are now Greater Regeneration spells instead.

Epic Feat: Increase the healing bonus to 5x your Wisdom modifier.

GAIA'S LIGHT

Where there is the embrace of the Earth Mother, there is warmth.

You gain the Gaia's Light at-will spell as a bonus spell.

GAIA'S LIGHT

Ranged spell; At-will

Target: A nearby enemy

Attack: Wisdom + Level vs. PD

Hit: 1d6 + Wisdom holy damage. A nearby conscious ally heals hit points equal to your Wisdom modifier (x2 at 5th level, x3 at 8th).

Miss: Damage equal to your level

3rd level spell: 3d6 damage

5th level spell: 5d6 damage

7th level spell: 7d6 damage

9th level spell: 10d6 damage

Adventurer Feat: Increase the damage dice to d8.

Champion Feat: You can target far away enemies.

Epic Feat: You can cast this as a close-quarters spell.

PRESERVER

A strong heart stands against the darkness like a mighty sword.

While you are nearby and conscious, your allies can add your Wisdom modifier to death saves.

Adventurer Feat: When you grant a recovery to a target at zero hit points or below, it heals the maximum amount from the recovery (still halved in case of a Regeneration spell).

Champion Feat: The first recovery you grant to an ally at zero hit points or below in a battle is free.

Epic Feat: You gain the Cleric's Resurrection spell (*Core Book* p. 100) as a bonus spell. You are subject to the same restrictions as a cleric.

REVITALIZE

The power of the Earth Mother strengthens the weary.

When you target an ally with a daily druid spell from any circle, they gain a +2 bonus to their next attack roll. If the spell targets more than one ally, choose one of the targets.

Adventurer Feat: You grant the benefit with any druid spell, except at-will spells.

Champion Feat: The target also gains a +2 bonus to AC against the next attack that targets that defense.

Epic Feat: You grant the benefit to all allies targeted by the spell, instead of just one.

CIRCLE OF LIFE SPELLS

As a healer druid, you don't need to prepare spells. You have a number of spell slots, and you cast your spells from these slots.

If the spell you cast is a daily spell, the spell is expended. If you cast a once-per-battle spell, you regain the spell slot after the battle, and you can cast either the same spell again in that slot, or any other spell, including a daily spell.

CHAPTER 8

The number of spells you gain is determined by your class level and whether you are an initiate, adept or master. See the unified spell progression table at the start of the druid chapter for details.

In line with the rules changes, the existing Wild Healer spells change their frequencies and levels as below.

Regeneration: 1st level; Once per battle

Greater Regeneration: 3rd level; Daily

Wild Heal: 1st level; Daily

CYCLE OF LIFE AND DEATH (1ST LEVEL)

Ranged spell; Once per battle

Target: One nearby enemy

Attack: Wisdom + Level vs. PD; you have advantage on the attack roll

Hit: You or a nearby ally can spend a recovery to heal. Deal poison damage to the target equal to the healed amount.

Miss: Poison damage equal to your level

Champion Feat: On a miss, the healing target can choose to spend a recovery to heal half the amount, and deal half damage.

EMBRACE OF THE EARTH MOTHER (1ST LEVEL)

Ranged spell; Once per battle; Quick action

Target: One nearby creature per point of Wisdom modifier

Effect: The effect depends on the target as below:

A non-staggered ally: Gain a +3 bonus to their next attack roll.

A staggered ally: Gain a free recovery, but heal half the amount.

An unconscious ally: Gain a +5 bonus to their next death save.

An enemy: Holy damage equal to twice the level of the enemy.

Champion Feat: A staggered ally heals the full amount of the recovery. Deal three times their level damage to enemies.

GOODBERRIES (1ST LEVEL)

Close-quarters spell; Daily; Quick action

Special: You can cast this spell multiple times per day, if you have the spell slots available.

Effect: You enchant 1d3 berries with the effect of an adventurer-tier healing potion. It's a quick action to eat a berry, and it allows the user to spend a recovery to heal and regain 1d8 extra hit points. The berries last until the end of the next full heal-up.

5th level spell: 2d8 extra hit points

9th level spell: 3d8 extra hit points

Adventurer Feat: The berries also end ongoing poison damage.

LIFE BALANCE (1ST LEVEL)

Ranged spell; Daily

Target: 1d3 nearby enemies that are not staggered

Attack: Wisdom + Level vs. PD

Hit: 2d8 + Wisdom holy damage, and a nearby staggered ally heals hit points equal to half the amount.

Miss: Damage equal to your level, and a nearby staggered ally heals hit points equal to your level.

3rd level spell: 4d8 damage

5th level spell: 1d4 enemies, 6d8 damage

7th level spell: 8d8 damage

9th level spell: 1d4+1 enemies, 10d8 damage

Adventurer Feat: On a natural even hit, the ally heals the full amount.

LIFE SHROUD (1ST LEVEL)

Ranged spell; Daily; Quick action

Target: 1d4 nearby allies (including you)

Effect: Each target gains a +1 bonus to PD and MD until the end of the battle, and 5 temporary hit points.

3rd level spell: 10 temporary hit points

5th level spell: Increase the bonus to +2 while the target is not staggered; 15 temporary hit points

7th level spell: 20 temporary hit points

9th level spell: Increase the bonus to +2 even when staggered; 30 temporary hit points

Adventurer Feat: Target 1d4+1 nearby allies.

LIFE PREVAILS (3RD LEVEL)

Ranged spell; Once-per-battle

Target: One nearby undead creature, demon or devil

Attack: Wisdom + Level vs. PD

Hit: 3d10 + Wisdom ongoing holy damage

5th level spell: 5d10 ongoing damage

7th level spell: 7d10 ongoing damage

9th level spell: 10d10 ongoing damage

RAISE SPIRITS (3RD LEVEL)

Ranged spell; Once per battle; Quick action

Target: A nearby ally

Effect: Until the end of their next turn, the target has advantage on attack rolls.

Adventurer Feat: The target also has advantage on saves.

GAIA'S EMBRACE (5TH LEVEL)

Ranged spell; Daily; Quick action

Target: A nearby ally

Effect: Increase the target's recovery dice to d12s until the end of the battle.

Champion Feat: The target can reroll natural 1s and 2s on its recovery rolls.

LIFE SHELL (5TH LEVEL)

Ranged spell; Once per battle; Quick action

Target: You or a nearby ally

Effect: The target spends a recovery, and gains temporary hit points equal to the recovery roll +10 instead of healing. Undead creatures, demons and devils engaged with the target take 10 holy damage.

7th level spell: +15 temporary hit points; 15 holy damage

9th level spell: +25 temporary hit points; 25 holy damage

Champion Feat: If the escalation die is 2+, you can target an additional target with this spell.

HEALING CIRCLE (7TH LEVEL)

Ranged spell; Daily

Target: One nearby ally per point of escalation die (including you)

Effect: Each target can heal using a recovery. If a target is staggered even after using the recovery, it heals back to one point above its staggered value.

REVITALIZED SPIRITS (7TH LEVEL)

Ranged spell; Daily

Effect: Increase the escalation die by 1. Each nearby ally rolls a d6. If the result is lower than the escalation die, the ally can immediately make a basic melee or ranged attack as a free action.

LIFE GEAS (9TH LEVEL)

Close-quarters spell; Daily

Target: One deceased creature

Effect: You bring a deceased person back to life for up to one year. This does not require the target's body; if the old one is not available, a new one is created. The spell does not come without strings attached, however. The target is put under a strong geas, chosen by the caster. The geas is a commandment of up to 25 words that the target has to follow. If the target commits an infraction against the geas, it causes mental and physical pain. If it willingly and grossly violates it, the spell ends and the target dies. The target also dies if the geas is removed. The spell cannot be cast on the same target twice; there is only one chance at Redemption.

This spell has to be cast as a ritual (even if you don't have Ritual Casting). A well-prepared ritual, cast with the right components and at the right time, can allow for a longer duration than a year.

WATERS OF LIFE (9TH LEVEL)

Ranged spell; Daily; Quick action

Target: A nearby unconscious ally

Effect: Reset the target's number of failed death saves to zero. They can spend a recovery to heal. Until the end of

the battle, the target has *resist poison* and negative energy 12+. If you are a life adept, increase the resistances to 14+. As a master, increase to 16+.

Epic Feat: The target heals double hit points from the recovery.

CIRCLE OF THE MOON

Moon druids learn how to change shape into different forms of animals. They are also known as shifters.

You learn how to shift your form in two ways: The scout form transforms you into a small, inconspicuous animal for quick reconnaissance of the surrounding area, while the beast form is a fierce, combat-ready form of a big predatory animal.

SCOUT FORM

You can shift into a small, stealthy animal that is useful for scouting the environment, but too weak for combat. You can shift back and forth between scout and humanoid form as a quick action, at-will, once per round. You also shift back if you take damage.

While in scout form, you gain a temporary 1d4+1-point background related to your chosen animal form.

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

BEAST FORM

In battle, you can use the Beast Form Shift power to assume the form of a deadly predator such as a wolf, panther, tiger, bear, wolverine, lion, or giant praying mantis. You also gain the Beast Claws once-per-battle power.

BEAST FORM SHIFT

Quick action; At-will

Effect: You shift into beast form.

Weapons: You cannot use normal weapons or shields, but you can attack using your natural weapons such as claws and fangs as an unarmed attack without penalty, with a d6 damage die. You can use two-weapon fighting (reroll natural 2 on attack) with your natural weapons.

Magic items: Your magic items stick with you and you get the benefit of their default bonuses, except weapons and shields. You can use bracers to improve your unarmed attacks, like a monk.

Spells: You cannot speak or cast spells while in beast form (but see the adventurer feat below).

Shifting back: You can return to humanoid form as a quick action.

Adventurer Feat: You can speak in a growling voice and cast spells while in beast form.

BEAST CLAWS

Melee attack; Once per battle

Attack: Strength OR Dexterity + Level vs. AC

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

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

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

Special: You must be in beast form to use this power. If you have flexible attacks from the Circle of War, you can trigger them with the first attack roll, but not the second.

Adventurer Feat: Your second beast form attack (the one you roll when the first attack misses) now deals miss damage equal to your level.

Champion Feat: You can now trigger flexible attacks with the second attack roll.

BEAST ASPECTS

You gain a number of beast aspects that you can activate while in Beast Form. The number of aspects you gain depends on your level, and whether you are an initiate, adept or master, as per the unified level progression table at the start of the druid chapter.

You can only have one beast aspect active at a time. Activating a beast aspect ends any other beast aspect you have active.

Initiate: Beast aspects are daily powers for you. When activating an aspect, you gain the initiate effect.

Adept, Master: Your beast aspects are Recharge 16+ after battle. When activating an aspect, you gain the adept effect.

CIRCLE OF THE MOON TALENTS

The moon circle talents mostly focus on your beast form. The key talent is **Relentless Fury**, which greatly enhances your ability to rip enemies to shred with your claws.

Thicker Fur is a much-needed boost to your armor class.

Twin Aspects allows you to activate more than one at a time. **Shake It Off** allows you to drop an active aspect to take less damage from an attack, whereas **Spiritual Blessing** gives you more of a support role by allowing you to strengthen your allies.

Finally, **Combat Reconnaissance** focuses on your scout form, and allows you to gain a bonus in battle when you scout out enemies beforehand.

COMBAT RECONNAISSANCE

You can use the intelligence you gathered while spying on enemies and the battlefield in your scout form before combat to give your side an advantage.

Once per day (5th level: twice; 8th level: three times), when you roll initiative, make a skill check and gain a benefit based on the result. You need to achieve at least

a normal difficulty check (DC 15 at adventurer tier; 20 at champion; 25 at epic) to gain any benefits. For every 5 points you beat the DC, you gain the next higher benefit, plus any lower ones.

Failure: Nothing came of your scouting.

Normal success: You gain a +4 bonus to initiative this battle.

Hard success: As a free action at some point during the battle, you can grant one of your allies a reroll on an attack roll or save. That ally must take the new result.

Ridiculously hard success: The GM chooses between giving you a reroll at some point during the battle, or giving you a floating story-guide icon relationship result of 6 with a random icon.

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

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

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

RELENTLESS FURY

Once you awaken the beast, you attack relentlessly.

While in beast form, you can use the Beast Claws attack power of this circle at-will instead of once per battle.

SHAKE IT OFF

When death is near, you can drop the mantle of the beast to pull through.

You gain the Shake it Off power below.

SHAKE IT OFF (REVISED)

Close-quarters power; Recharge 16+ after battle; Free action

Special: To use this talent, you must be in beast form, and you must have at least one beast aspect active.

Trigger: You take damage.

Effect: You end an active beast aspect power and then take only 1d6 damage (5th level: 3d6; 8th level: 6d6) from the triggering attack. You still suffer any other effects of the attack (including ongoing damage).

Adventurer Feat: You also ignore any effects from the attack.

Champion Feat: If you shake off the damage of a melee attack, you can make a melee attack against your attacker as an interrupt action.

Epic Feat: You can use Shake it Off once per battle.

SPIRITUAL BLESSING

You can call upon the spirits to protect and empower your allies.

When you activate a beast aspect, you can grant the benefit to a nearby ally instead of yourself. You don't need to be in beast form to do so. Allies can only be subject to one aspect at a time.

Adventurer Feat: Allies you target with an aspect also gain temporary hit points equal to your Wisdom modifier (x2 at 5th level; x3 at 8th).

Champion Feat: Once per day, when activating a beast aspect, you can grant the benefit to both yourself and one ally.

Epic Feat: When you grant a beast aspect to an ally, that aspect is Recharge 16+ after battle for initiates and 11+ for adepts and masters.

THICKER FUR

Technically, it's leather armor, technically.

While in Beast Form, your base AC in light or no armor is 12.

Adventurer Feat: The first time you enter beast form in a battle, make a free recovery roll, and gain temporary hit points equal to the amount.

Champion Feat: Gain a +1 bonus to PD while in Beast Form.

Epic Feat: When you rally while in beast form, heal hit points equal to twice your recovery roll.

TWIN ASPECTS

Owlboar AND tigershark?

You can have two adventurer tier beast aspects active at the same time. If you start using an additional aspect, one previous aspect of your choice ends.

Champion Feat: You can have three adventurer tier beast aspects active at the same time.

NEW BEAST ASPECTS

You have access to all beast aspects listed under the Shifter talent in *13 True Ways*, plus the aspects below.

AIR ELEMENTAL ASPECT

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

Initiate effect: Until the end of the battle, you gain *resist non-spell damage* 16+.

Adept effect: As the initiate effect, and while you are not staggered, you gain the ability to fly. While airborne, you have a -2 penalty to attack rolls, and you are vulnerable to attacks. If you are staggered, you must have solid ground under your feet at the end of your turn or start falling.

Adventurer Feat: Until the end of the battle, on a natural odd hit with a melee attack, the target pops free from you.

Champion Feat: Until the end of the battle, if your first natural roll for a melee attack is an even hit, you can repeat the attack against a different target.

Epic Feat: Your melee attacks attack the lower of AC and PD.

EARTH ELEMENTAL ASPECT

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

Initiate effect: Until the end of the battle, you gain AC +1 and PD +1. Enemies can't just move away from you (while triggering an opportunity attack). They must succeed at a disengage check.

Adept effect: As the initiate effect, but AC +2 and PD +2. Staggered enemies also take a -5 penalty to disengage from you.

Adventurer Feat: If you spend a recovery to heal while in this aspect, gain a bonus recovery die (two at 5th level, three at 8th).

Champion Feat: When you are targeted by an attack with a natural roll of 10 or less, you can spend a recovery to heal before taking damage from the attack.

Epic Feat: Increase the AC and PD bonus to +3.

FIRE ELEMENTAL ASPECT

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

Initiate effect: Until the end of the battle, you gain *resist fire* 12+ and your melee attacks deal fire damage. On a natural even hit with a melee attack, you deal ongoing fire damage equal to twice your level.

Adept effect: As the initiate effect, but *resist fire* 16+ and three times your level ongoing damage.

Adventurer Feat: Increase the fire resistance by 2.

Champion Feat: When an enemy makes a natural odd melee attack roll against you, that attacker takes two times your level in fire damage.

Epic Feat: Until the end of the battle, enemies that taking ongoing fire damage are vulnerable to your attacks.

OWLBOAR ASPECT

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

Initiate Effect: Until the end of the battle, deal twice your level extra damage if you hit an enemy with a melee attack that you engaged this turn.

Adept Effect: As the initiate effect, the first time you engage an enemy after activating this aspect, gain a 1d6 bonus to your next melee attack against it.



Adventurer Feat: If you are reduced to negative hit points, you only fall unconscious at the end of your next turn.

Champion Feat: Increase the bonus damage to three times your level.

Epic Feat: If an enemy intercepts you, gain a 1d6 bonus to your next melee attack against them. This stacks with the adept effect.

PORCUPINE ASPECT

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

Initiate Effect: Until the end of the battle, deal poison damage equal to your Strength or Dexterity modifier (2x at 5th level; 3x at 8th) against target that make a melee attack against you. If you are grabbed or swallowed by the attack, deal double damage.

Adept Effect: As the initiate effect, and once per round as a quick action, you can make a Dexterity + Level close-quarters attack against a nearby enemy that deals 1d6 per level poison damage.

Adventurer Feat: Add your level to the poison damage.

WATER ELEMENTAL ASPECT

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

Initiate effect: You can swim with the agility of a native water creature, and breathe under water. If you miss with a melee attack, heal hit points equal to your level.

Adept effect: As the initiate effect, and you gain a +1 bonus to all attacks and defenses. If you are in contact with a large body of water, at least a pond or a small river, the bonus increases to +2.

Adventurer Feat: Double the healing effect.

Champion Feat: Until the end of the battle, you gain *resist weapon damage* 16+.

Epic Feat: Increase the adept effect bonus to +3 if you are in contact with a large body of water.

CHAMPION TIER ASPECTS (NEW)

These aspects can only be taken at 5th level or higher, and only if you are an adept or master. They require two aspect slots.

BLIGHT HORROR ASPECT

Beast aspect; Recharge 16+; Quick action

Special: This aspect requires two slots. You must be a Moon adept or master to take it.

Effect: Until the end of the battle, when you hit with a melee attack, make the following follow-up attack against the target as a free action:

Attack: Wisdom + Level vs. MD

Hit: Psychic damage equal to your level, and the target is struck with fear (-4 to attacks and can't use the escalation die, save ends). Enemies with a fear aura are immune to this.

Champion Feat: Targets struck by the fear effect also have disadvantage on checks to disengage from you.

Epic Feat: You have advantage on the follow-up attack against mooks and staggered enemies.

FIREFOX ASPECT

Beast aspect; Recharge 16+; Quick action

Special: This aspect requires two slots. You must be a Moon adept or master to take it.

Effect: Until the end of the battle, roll 1d6 at the start of your turn. If the result is equal to the escalation die or lower, you can make a melee basic attack as a quick action once this turn. This attack deals fire damage.

Champion Feat: If the d6 roll is higher than the escalation die, deal twice your level in fire damage to all enemies you are engaged with, and you have a +2 bonus to disengage checks this turn.

Epic Feat: If your quick action attack hits, you gain a +2 bonus to attack rolls against the target this turn.

GIANT SPIDER ASPECT

Beast aspect; Recharge 16+; Quick action

Special: This aspect requires two slots. You must be a Moon adept or master to take it.

Effect: Until the end of the battle, you can climb vertical surfaces without requiring a skill check. When you hit an enemy with a melee attack, make the following follow-up attack against the target as a free action:

Attack: Strength OR Dexterity + Level vs. PD

Natural Even Hit: The target is hampered until the end of your next turn.

Natural Odd Hit: The target is stuck until the end of your next turn.

Champion Feat: If you hit a hampered or stuck target with a melee attack, deal 10 (8th level: 20) ongoing poison damage to them.

Epic Feat: If the target has 150 hp (10th level: 250 hp) or less after taking damage, the hampered / stuck effect is "save ends".

ROCK BEHEMOTH ASPECT

Beast aspect; Recharge 16+; Quick action

Special: This aspect requires two slots. You must be a Moon adept or master to take it.

Effect: Until the end of the battle, you have *resist physical damage* 18+. Ignore any effects from enemy attacks that would cause you to pop free.

Champion Feat: If the natural attack roll against you is lower than 10, you ignore the attack entirely, including miss damage and non-damage effects.

Epic Feat: Enemies cannot force you to pop free from them.

TIGERSHARK ASPECT

Beast aspect; Recharge 16+; Quick action

Special: This aspect requires two slots. You must be a Moon adept or master to take it.

Effect: Until the end of the battle, you have advantage on melee attack rolls against staggered enemies.

Champion Feat: You also have advantage against enemies taking ongoing damage.

UNICORN ASPECT

Beast aspect; Recharge 16+; Quick action

Special: This aspect requires two slots. You must be a Moon adept or master to take it.

Effect: Until the end of the battle, you can heal hit points equal to your Wisdom modifier (x2 at 5th level; x3 at 8th) to a nearby conscious ally as a quick action once per round. Double the healing if the ally is staggered.

Champion Feat: Until the end of the battle, you and all nearby allies gain a +1 bonus to saving throws.

Epic Feat: If you score a critical hit with a beast form attack, a nearby ally can heal using a free recovery.

VULTURE ASPECT

Beast aspect; Recharge 16+; Quick action

Special: This aspect requires two slots. You must be a Moon adept or master to take it.

Effect: Until the end of the battle, you can fly and hover. While airborne, you have a -2 penalty to attack rolls, and you are vulnerable to attacks. You don't suffer the attack penalty against staggered enemies. When you reduce an enemy below zero hit points, you can use a recovery to heal.

Champion Feat: If you fly to engage a normal-sized or smaller target before making an attack, and you hit, you can grab them and carry them into the air.

Epic Feat: Gain three bonus recovery dice when you reduce an enemy below 0 hp and use a recovery.

CIRCLE OF WAR

This circle makes you a stronger combatant with melee or ranged weapons, and it provides flexible attacks that are fueled by the power of the wilds. It replaces the Warrior Druid talent.

Adventurer Feat: If you multiclass, the druid side is considered a "skillful warrior" and does not decrease your WEAPON damage dice.

CIRCLE OF WAR TALENTS

Choose **Martial Druid** if you want to specialize in melee weapons, or **Archer Druid** if you want to go for bows. **Hides and Leathers** lets you gain better protection from light armors, and allows you to use the magic from any spellcaster circle unhindered in the thick of battle, whereas **Clad in Steel** allows you to wear heavy armor but doesn't help with spells.

If you would like more flexibility in maneuver choice, **Ancestral Warrior** gives you access to fighter maneuvers, whereas **Abominable Nature** lets you pick from the Abomination list.

ABOMINABLE NATURE

Your combat style is bestial and primal.

You gain maneuver from the abomination class (see *Dark Pacts & Ancient Secrets*) of up to your level -2 (minimum 1) as a bonus maneuver. Like a druid flexible attack, you can use it once per battle and regain it with Ancestral Guidance. If the power calls for a native element, use poison.

Adventurer Feat: You can use the abomination's Spit Attack class feature once per battle.

Champion Feat: Gain a second abomination maneuver of up to your level -4.

Epic Feat: When you trigger an abomination maneuver from this talent, you also gain a +1 bonus to AC until the end of your next turn.

ANCESTRAL SOLDIER

You stand ready to defend the wilds, your home since the time of ancient generations.

You gain a fighter maneuver of up to your level -2 (minimum 1) as a bonus maneuver. Like a druid flexible attack, you can use it once per battle and regain it with Ancestral Guidance.

Adventurer Feat: The first flexible attack you use each battle is not expended.

Champion Feat: Gain a second fighter maneuver of up to your level -4.



Epic Feat: Once per battle, after making an attack roll, and you don't like your maneuver choice for the natural roll, roll a second d20 and choose a maneuver based on that roll instead. Note that this only changes whether the attack was a hit or miss for the purpose of triggering a maneuver, nothing else.

ARCHER DRUID

The strength of trees and the blowing of the wind guide your arrows.

You can use warrior circle flexible attacks as flexible ranged attacks instead of melee attacks. In addition, you can use longbows without taking the -2 attack penalty that other druids suffer.

Adventurer Feat: When you miss with a ranged weapon attack, deal damage equal to twice your level.

Champion Feat: You can cast druid at-will spells that normally only target nearby enemies on far away targets with a -2 penalty to the attack roll.

Epic Feat: Once per battle, you can reroll a missed attack with a ranged weapon.

CLAD IN STEEL

Metal armor is the strength of earth.

You don't suffer a -2 penalty to attack rolls for wearing heavy armor, like other druids.

Adventurer Feat: Your base hit points are 7 + CON mod instead of 6 + CON mod.

Champion Feat: Once per battle, you can rally as a quick action after you hit with a druid melee attack.

Epic Feat: Once per battle, when you are hit by an enemy attack against AC, you can halve the damage as a free action.

HIDES AND LEATHERS

You wear the hide of beasts like a second skin.

Your AC in light armor is 12 instead of 10 like most other druids, and you don't take opportunity attacks from enemies engaged with you when you cast ranged druid spells.

Adventurer Feat: When you use a recovery to heal, add your Wisdom modifier (x2 at 5th level; x3 at 8th) to the amount of hp healed.

Champion Feat: You gain a bonus to disengage checks equal to the escalation die.

Epic Feat: Once per battle, you can rally as a quick action after you hit with a druid melee attack.

MARTIAL DRUID

You have taken up arms to protect the wilds.

You can use one-handed 1d8 martial weapons as well as shields without taking the attack penalty that other druids suffer.

Adventurer Feat: You can use two-handed d10 martial weapons without attack penalty.

Champion Feat: When wielding a two-handed melee weapon, you can reroll natural 1s on the damage die. When wielding a shield, you gain a +1 bonus to PD.

Epic Feat: Once per battle, you can reroll a missed attack with a melee weapon.

NEW CIRCLE OF WAR FLEXIBLE ATTACKS

As a warrior druid, you gain flexible attacks that you can trigger when making a basic melee attack during your turn. Roll your attack, then choose one of the flexible attacks you know that can be triggered by your natural attack roll.

However, unlike the fighter, you can use your flexible attacks only once per battle.

You must choose which flexible attacks you know. The number of flexible attacks you gain is determined by your class level and whether you are an initiate, adept or master. See the unified progression table at the start of the druid chapter for details. You can change the flexible attacks you know when you gain a level.

Unlike the druid flexible maneuvers in *13 True Ways*, which are all available at first level, the maneuvers in this book do have a level attached to them, and most of them are only available as your druid gains levels.

1ST LEVEL MANEUVERS

EVASIVE INSTINCT

Flexible once-per-battle melee attack

Triggering Roll: Any natural odd roll

Effect: Until the start of your next turn, you gain a +2 bonus to PD and you take no damage from missed attacks.

Adventurer Feat: If you trigger this maneuver when the escalation die is even, it's not expended.

FERAL BITE

Flexible once-per-battle melee attack

Triggering Roll: Natural even hit

Effect: Deal 1d6 extra poison damage. If you have an active beast aspect, increase the bonus damage dice to d10s.

3rd level maneuver: 2d6 damage

5th level maneuver: 3d6 damage

7th level maneuver: 4d6 damage

9th level maneuver: 5d6 damage

Adventurer Feat: Add your Constitution modifier to the extra damage (x2 at 5th level; x3 at 8th).

DRUID

3RD LEVEL MANEUVERS

FLYING SPARKS

Flexible once-per-battle melee attack

Triggering Roll: Any natural odd roll

Effect: Until the end of your next turn, enemies that engage you or disengage from you take lightning damage equal to your Wisdom modifier (x2 at 5th level; x3 at 8th) plus level. If you have a Circle of the Elements talent, the effect lasts until the end of the battle.

Adventurer Feat: Enemies also take the damage if they pop free or teleport away.

NAUSEATING TOUCH

Flexible once-per-battle melee attack

Triggering Roll: Natural odd hit

Effect: The target takes a -4 penalty to defense against the next attack vs. PD or MD that targets it.

Adventurer Feat: You can use this flexible attack at-will.

PACK STRIKE

Flexible once-per-battle melee attack

Triggering Roll: Any natural even roll

Effect: If your animal companion is nearby, it can pop free from all enemies it is currently engaged with, and make a melee attack against this target, with disadvantage.

Champion Feat: Your animal companion takes no attack penalty.

5TH LEVEL MANEUVERS

NATURE'S VIGOR

Flexible once-per-battle melee attack

Triggering Roll: Natural odd hit

Effect: You can heal using a recovery. Add twice your Wisdom modifier (x3 at 8th level) to the amount healed.

Champion Feat: A nearby ally heals half the amount. If you are a Circle of Life druid, all nearby allies heal half the amount.

PIXIE DANCE

Flexible once-per-battle melee attack

Triggering Roll: Any natural odd roll

Effect: You and a nearby ally switch the enemies you are engaged with. If you are a Feychild druid, also deal extra psychic damage equal to your level.

Champion Feat: Also gain a +2 bonus to AC and PD until the end of your next turn.

WILTING STEEL

Flexible once-per-battle melee attack

Triggering Roll: Natural 18+

Effect: The target is weakened until the end of its next

turn. If you have a talent from the Circle of Decay, the effect is "save ends".

Champion Feat: You can trigger this attack on a natural 16+.

7TH LEVEL MANEUVERS

ICY GRASP

Flexible once-per-battle melee attack

Triggering Roll: Natural 18+

Effect: Deal 1d6 extra cold damage per tier, and if the target has fewer current hit points than your maximum, it is frozen (can't take actions) until the end of your next turn.

Epic Feat: If you trigger this maneuver on a natural 20, the freezing effect is "save ends".

PIXIE PUNCH

Flexible once-per-battle melee attack

Triggering Roll: Any natural even roll

Effect: Until the end of your next turn, the enemy loses any ability that makes it harder to hit, such as invisibility.

Adventurer Feat: If you have the Feychild talent, it is also unable to trigger any ability that triggers on even rolls.

STRIDING STRIKE

Flexible once-per-battle melee attack

Triggering Roll: Any natural odd roll

Effect: Teleport to a nearby location after making the attack. If you have the terrain caster talent, you can heal using a recovery.

Epic Feat: Heal 5 extra hit points per point of escalation die.

9TH LEVEL MANEUVERS

FAERIE TIMESLIP

Flexible once-per-battle melee attack

Triggering Roll: Natural 20

Effect: You throw the target into a time loop, from where it is unable to interfere in the battle. Remove it from the battlefield (hard save 16+ ends).

POUNCE

Flexible once-per-battle melee attack

Triggering Roll: Natural even hit

Effect: Make a second melee attack against the same enemy as a free action, with a -4 penalty to the attack. If you have an active beast aspect, you take no attack penalty. The second attack cannot trigger flexible attacks.

Epic Feat: The second attack can now trigger flexible attacks.



FIGHTER

FIGHTER

The fighter talents in this book allow you to specialize your build in different ways.

ADVENTURER TIER TALENTS

To start with the straightforward options, **Brute** amps up your damage output, whereas **War Orphan** makes you tougher all around.

If you'd like to focus on a fighting style, **Power Block** is great with a shield, **Fencer** supports slender blades and light armors, whereas **Two Healthy Fists** allows you to kick ass and punch face without weapons, and **Lock & Load** makes you a sharpshooter with crossbows.

If you'd like to protect your allies in a classic defender role, **Combat Challenge** and **Showstopper** allow you to punish enemies for attacking.

If you like flexibility, **Battlemaster** gives an extra fighter maneuver, while other talents allow you to dip into other classes: **Cry for Glory** gives access to bardic battle cries, **Tactical Talent** to commander tactics, **Warrior of the Wild** to warrior druid maneuvers, and **Eldritch Knight** to wizard and swordmage spells. If you'd rather come up with cool stunts on the spot, **Bravado** is what you're looking for.

Outside of battle, look at the **Air of Authority** allows you to defuse a situation before a fight breaks out, whereas **Veteran of the Watch** makes you better at detecting sneaking enemies and ambushes.

AIR OF AUTHORITY

All you need to do is give a stern look and put your hand on the hilt of your sword to shut a potentially tight situation down.

Once per scene, you can make a Charisma + level "attack" against the highest MD in the room. If you succeed, you can hush a room, stop a mob, or convince a bunch of thugs that you are not to be messed with.

Adventurer Feat: Add an appropriate background to the Charisma roll.

Champion Feat: Once per day, if you succeed at the Charisma check but a fight still starts, set the escalation die to 1 at the start of the battle.

BATTLEMASTER

It's good to have that extra ace up your sleeve.

You gain a bonus fighter maneuver. When you spend a feat on a fighter maneuver, also gain a feat of the same tier (adventurer, champion, epic) with a different fighter maneuver for free.

BRAVADO

When you are outmanned and outgunned, it takes guile and skill to do the unexpected to turn the tide of battle.

Once per battle, as a standard action, you can pull off an attack that is outside of what is normally covered by the rules. Smash a pillar to collapse the ceiling. Flip a table and charge into a wall of enemies with it. Smash an enemy into an open pit of lava. Improvise. Your GM will help you with the specifics, such as how many enemies you can catch, what the damage would be, and any additional effects. This talent allows you to pull off the stunt without additional skill checks, but you still need to roll to attack.

Attacks made with this talent don't trigger fighter maneuvers.

Adventurer Feat: You have advantage on your Bravado attack roll.

BRUTE

"Puny humans break easy."

Add your level to the damage on a hit with fighter melee attacks.

Adventurer Feat: You have advantage on Strength-based skill checks to damage or destroy things.

Champion Feat: When you reduce a target to zero hit points, deal the remaining damage to a different nearby enemy (as if every enemy were a mook).

Epic Feat: If you kill an enemy, gain a +1 bonus to your next melee attack.

COMBAT CHALLENGE

You are a dominant force on the battlefield, and you prove it with every strike.

When you make a fighter attack against an enemy you are engaged with, you mark the target. The mark ends when you are no longer engaged with the target, or when the target makes an attack against you.

While the target is marked, it takes a -2 penalty to attacks that do not target you. When the marked enemy makes an attack that does not target you, you can make a basic melee attack against it as an interrupt action.

Adventurer Feat: If a marked enemy can pop free from you through an ability, it still has to succeed at a disengage check, otherwise it stays engaged.

Champion Feat: You can use fighter maneuvers with interrupt attacks triggered by the mark.

Epic Feat: Marked enemies must succeed at a disengage check even if they use a teleport or similar powers to get away from you, otherwise the teleport fails and it stays engaged.



CRY FOR GLORY

"We shall fight in the crypts. We shall fight in the caverns and hallways. We shall fight in the dungeons. We shall never surrender."

You gain a battle cry from the bard list as a bonus flexible attack. You can trigger the battle cry with fighter melee attacks.

Adventurer Feat: You can use Charisma instead of Dexterity or Constitution with your fighter maneuvers and your Threatening class feature.

Champion Feat: You can switch a fighter maneuver for a bard battle cry two levels lower.

Epic Feat: Gain a second battle cry as a bonus maneuver, of up to 4 levels below your class level.

ELDRITCH KNIGHT

Even if you don't wear the hat, you have picked up a trick or two from your wizard friends.

You gain the swordmage's Mark with Sigil as a daily power (see *Dark Pacts & Ancient Secrets*). Choose one sigil to use with the spell. Starting from 3rd level, you can switch out a fighter maneuver for a swordmage or wizard spell two levels lower.

Champion Feat: Gain one wizard utility spell as a bonus power.

Epic Feat: You can use Mark with Sigil once per battle.

FENCER

"En garde!"

You can use Dexterity instead of Strength for attack and damage with fighter melee attacks.

When you wield a small (d4 damage die) or light (d6 damage die) one-handed melee weapon, you gain a +2 bonus to your critical threat range.

Adventurer Feat: Increase your base AC to 11 without armor and 14 in light armor.

Champion Feat: Increase your base PD in light or no armor to 11.

Epic Feat: Add your Dexterity modifier to disengage checks when wearing light or no armor.

LOCK & LOAD

"Are you feeling lucky, punk?"

You can reload a heavy crossbow as a quick action instead of a move action.

When you spend a quick action to reload a crossbow of any type, you gain a +2 bonus to critical threat range on your next attack with it this turn.

Adventurer Feat: You can trigger flexible melee attack maneuvers when making a fighter ranged attack with a crossbow.

Champion Feat: Reloading any crossbow is now a free action. You still get the +2 crit range bonus.

Epic Feat: Once per battle, you can use a move action to gain advantage on your next attack roll with a crossbow.

POWER BLOCK

"Shields up!"

Once per battle, you can force an opponent to reroll an attack against your AC or PD. If you wield a shield, the reroll is at a -2 penalty.

Adventurer Feat: Increase the reroll penalty to -4 if you wield a shield and the attack is a ranged attack.

Champion Feat: When you wield a shield, also gain a +1 bonus to PD.

Epic Feat: Increase the AC bonus you gain from a shield to +2.

SHOWSTOPPER

"Hey, what do you think you're doing?"

When an enemy triggers an opportunity attack from you, and your opportunity attack is a natural even hit, you cause the triggering action to fail and the enemy loses that action.

Once per battle, when an enemy engaged with you makes an attack that would not trigger an opportunity attack from you normally, you can make an opportunity attack against them anyway.

Adventurer Feat: You can use your fighter maneuvers with opportunity attacks.

Champion Feat: The triggering action fails on any hit with an opportunity attack.

Epic Feat: If an enemy disengages from you with a successful disengage check, you can still make an opportunity attack. However, the attack deals half damage, and you don't prevent the opponent from moving away.

TACTICAL TALENT

You fight with your brains, always one step ahead of your opponent.

You gain a commander tactic as a bonus power.

Adventurer Feat: You can substitute Intelligence for Dexterity or Constitution with your fighter maneuvers and Threatening class feature. You can substitute Intelligence for Charisma with the commander tactics gained through this talent.

Champion Feat: You can switch a fighter maneuver for a commander tactic two levels lower.

Epic Feat: One tactic you switched for a fighter maneuver does not take the level penalty.

TWO HEALTHY FISTS

“Come closer, meet Suzie and Brenda!”

You do not suffer the standard -2 penalty to unarmed attacks, and your damage die with unarmed melee attacks increases to d8. If you have both hands free, you gain the two-weapon fighting bonus with unarmed attacks (reroll natural 2 on the attack die). If you have your hands full, you can still make unarmed attacks such as kicks and head butts.

Adventurer Feat: When you are grabbed by an attack, you can immediately roll a save to end the effect.

Champion Feat: When you roll damage on an unarmed attack, reroll natural 1s once.

Epic Feat: Once per battle, make an unarmed attack as a quick action.

WAR ORPHAN

When you were just a child, your parents were killed by marauding orcs, creeping hell hole horrors or rampant owlbears. You were abandoned and forgotten, but you pulled through. Starving, begging, scavenging, you persisted. You had nothing and nobody to rely on but yourself. You picked up arms when you were strong enough to hold a sword. War is the only thing you know, but you have learned to survive.

You gain a +1 bonus to PD and MD. Increase your recovery dice by one step (usually to d12).

As a natural loner, you have no interests in the greater machinations of powerful beings, and you have one less icon relationship point, for a total of two at level 1.

Adventurer Feat: Add your Constitution modifier to death saves.

Champion Feat: Add your Constitution modifier to all saves.

Epic Feat: Once per battle, roll a save at the start of your turn, in addition to the saves you roll at the end.

WARRIOR OF THE WILD

“The wilds call me.”

Gain a flexible attack from the warrior druid list (13TW p. 61) as a bonus maneuver. You can trigger it with your fighter melee attacks.

Adventurer Feat: You gain 3 points towards a background in wilderness survival.

Champion Feat: You can switch a fighter maneuver for a warrior druid maneuver two levels lower.

Epic Feat: You can cast the Wild Healer’s Regeneration spell once per battle.

CHAMPION TIER TALENTS (NEW)

This book introduces a new type of fighter talent, champion talents. These can only be picked for your 6th level talent slot (you can still take any of the other talents in that slot).

The straightforward options are **Friggin’ Tank** to make you a punching bag full of hp and **Weapon Specialization** for an attack bonus with a weapon type. If you like more control over your options, **One with the Blade** allows you to swap odd / even when you need it, and **Second Try** gives a second use of a once-per-battle power. **Mage Slayer** lets you go toe-to-toe with pesky spellcasters.

FRIGGIN’ TANK

Keep ‘em coming—you don’t go down easily.

Increase your base hit points to 10 + Con mod.

Champion Feat: When you use a recovery to heal, you gain any hit points above your maximum as temporary hit points. You can take recoveries while you are at maximum hit points. These temporary hit points don’t stack with temporary hit points you already have—use the higher total.

Epic Feat: When you are reduced below zero hit points, you remain conscious, and you can still take actions. You still roll death saves normally, and you fall unconscious when you fail a death save.

MAGE SLAYER

When a mad wizard goes on a rampage, you’re the one they call.

Once per battle, when an enemy targets you with a spell, you can roll a save (11+) to counter the spell as an interrupt action. Success means the spell has no effect on you. At the GM’s discretion, this ability also protects against monster attacks that are similar to spells, such as the breath of a dragon.

Champion Feat: When you successfully counter a spell cast by a nearby enemy, you can pop free from all enemies and charge the caster (engage and make a basic melee attack) as a free action.

Epic Feat: If you have a positive icon relationship with the Archmage or a draconic icon, the save is an easy save (6+).

ONE WITH THE BLADE

“When you were carousing, I studied the blade. When you were chasing wenches, I studied the blade. And now that the world is on fire and the barbarians are at the gate, you have the audacity to ask me for help?”

Once per battle, you can increase the natural roll of one of your melee attacks by 1, after making the die roll.



Champion Feat: If you roll a natural 20 on an attack, you gain an additional use of this talent for the battle.

Epic Feat: Once per day, you can increase the roll by 3 instead.

SECOND TRY

“Let’s do that again.”

Each battle, you can use one of your once-per-battle powers a second time. This can be a once-per-battle fighter talent, a fighter maneuver or a racial power.

Epic Feat: You can now use two different powers a second time each battle.

ULTIMATE COMBAT REFLEXES

In combat, your regular actions, i.e. your standard, move and quick action, are no longer limited to when it is your turn in the initiative order. You can take them any time you like during a round. Make sure to keep track of the actions you have taken during a given round, for example by flipping a card. When you take a regular action in response to what an ally or enemy does, your action resolves after theirs.

This does not affect other combat rules. You still roll initiative, roll saves at the end of your turn, and use interrupt actions, intercepts and opportunity attacks normally, without any changes.

WEAPON SPECIALIZATION

“This is my sword. There are many like it, but this one is mine.”

Choose one type of weapon, such as two-handed martial weapons or heavy crossbows. You gain a +1 bonus to attack with this type of weapon.

Champion Feat: Gain the bonus with a second weapon type.

Epic Feat: Increase your WEAPON damage dice by one step with your chosen weapons.



MANEUVERS

1ST LEVEL MANEUVERS

BOTTOMS UP

Flexible melee or ranged attack

Triggering Roll: Any miss

Effect: Drink a potion as a free action.

Champion Feat: You can use an oil or a rune as a free action instead.

Epic Feat: You can pour a potion down a nearby unconscious ally’s throat instead.

COVER SHOT

Flexible ranged attack

Triggering Roll: Any natural odd miss

Effect: An ally engaged with the target can pop free.

Adventurer Feat: You can trigger this maneuver on any natural odd roll.

FLANKING STRIKE

Dealing with your ally leaves an opening in the enemy’s defenses that lets you get to their weak spot.

Flexible melee or ranged attack

Special: At least one ally must be engaged with the same enemy.

Triggering Roll: Any natural even roll

Effect: Deal extra damage equal to your Intelligence modifier (x2 at 5th level; x3 at 8th).

Champion Feat: Your ally can make a disengage check.

MINOR CLEAVE

Flexible melee attack

Triggering Roll: Any natural even roll

Effect: Deal your Strength modifier in damage (x2 at 5th level; x3 at 8th) to a different enemy you are engaged with.

Adventurer Feat: You can deal the damage to any nearby enemy.

Champion Feat: Add your level to the damage.

PRESS HARD

Flexible melee attack

Triggering Roll: Any natural odd roll

Effect: Until the end of your next turn, the target has disadvantage on disengage checks.

Adventurer Feat: You also gain a +1 bonus to your next melee attack against the target this battle.

FIGHTER

RE-AIM

Flexible ranged attack

Triggering Roll: Natural even miss

Effect: Until the end of your next turn, you gain a +2 bonus to ranged attacks against the target.

Adventurer Feat: If your next ranged attack against the target is a hit, deal an extra WEAPON damage die (x2 at 5th level; x3 at 8th).

Champion Feat: You can also use this maneuver on a natural odd miss.

SHIFT WEIGHT

Flexible melee attack

Special: You must be wielding a two-handed weapon.

Triggering Roll: Any natural odd roll

Effect: After resolving the attack, increase your WEAPON damage dice by one step (usually from d10 to d12) until the end of your next turn.

STRENGTHEN RESOLVE

Flexible melee or ranged attack

Triggering Roll: Any natural odd roll

Effect: You gain a cumulative +1 bonus to saves against effects this battle, up to a maximum of +5.

Champion Feat: Increase the bonus to +2, and the maximum to +6.

SUCKER PUNCH

You put your whole weight behind the strike to smack them down.

Flexible melee attack

Special: You must be making an unarmed attack.

Triggering Roll: Natural even hit

Effect: Add your Constitution modifier (x2 at 5th level; x3 at 8th) to damage.

Adventurer Feat: If the escalation die is 5+, the target is also dazed until the end of your next turn.

3RD LEVEL MANEUVERS

CALM THE MIND

Flexible melee or ranged attack

Triggering Roll: Any natural odd roll

Effect: Until the end of the battle, you gain a cumulative +1 bonus to MD (up to +4).

Adventurer Feat: You also gain *resist psychic* 14+.

CLOTHESLINE

You dive elbow first into the target to throw them to the ground.

Flexible melee attack

Special: You must be making an unarmed attack.

Triggering Roll: Natural even hit

Effect: The next melee attack by an ally against the target has advantage. The target can prevent this by taking a move action to stand up.

Adventurer Feat: If the escalation die is 5+, kick the target on the ground for extra damage equal to your Strength modifier.

DIVE FOR COVER

Flexible ranged attack

Special: You cannot use this maneuver when engaged with an enemy.

Triggering Roll: Any natural even roll

Effect: Gain +2 AC until the end of your next turn.

Adventurer Feat: You also gain the bonus to PD.

Champion Feat: Against ranged attacks, increase the bonus to +4.

Epic Feat: You can move to far away range as a quick action.

GET A READ

Flexible melee or ranged attack

Triggering Roll: Natural odd hit

Effect: Ask a question about the target, such as "What are its vulnerabilities?" or "What is its lowest defense?" Make an Intelligence or Wisdom-based skill check against its MD. If you succeed, you learn the answer to your question.

Adventurer Feat: On a natural 16+ on the skill check, you get the answer to a second question.

HIT A WASP NEST

Your stray arrow hit something that distracts the opponent for a moment. It could be snow from a tree branch, burning oil from a lamp, or a sail going loose.

Flexible ranged attack

Triggering Roll: Any natural odd miss

Effect: The enemy takes a -2 penalty to AC, PD and MD until the start of your next turn.

Champion Feat: Increase the penalty to -4.

IMPROVISED FLANK

Flexible melee attack

Triggering Roll: Natural even hit

Effect: An ally engaged with the same enemy can make a basic melee attack against it with disadvantage.

Adventurer Feat: If the ally's attack hits, it deals additional damage equal to your Intelligence modifier (x2 at 5th level; x3 at 8th).



CHAPTER 9

THE TOMBSTONE

You lift the target and plant it headfirst into the ground.

Flexible melee attack; Once per battle

Special: You must be making an unarmed attack.

Triggering Roll: Natural odd hit

Effect: The target has disadvantage on their next attack.

Adventurer Feat: Add your Constitution modifier to the damage roll (x2 at 5th level; x3 at 8th).

Champion Feat: You can use this maneuver at-will.

5TH LEVEL MANEUVERS

BREACHING STRIKE

Flexible melee or ranged attack

Triggering Roll: Any natural even roll

Effect: If the target has any resistance against the attack, ignore the resistance and deal full damage.

Champion Feat: Ignore the resistance of the target until the end of the battle.

BRUTAL BLOWS

Flexible melee attack; Once per battle

Triggering Roll: Any natural even hit

Effect: Repeat the attack roll against the target three additional times. For each roll that would be a hit, deal 10 extra damage. For each roll that missed, you take a -2 penalty to AC and PD until the end of your next turn.

7th level maneuver: 15 extra damage

9th level maneuver: 25 extra damage

Champion Feat: The first missed roll does not incur the attack penalty.

MARK THE WEAK SPOT

Flexible melee or ranged attack

Triggering Roll: Natural 16+

Effect: Until the end of your next turn, the target is vulnerable to all attacks.

Champion Feat: On a natural 18+, the effect is "save ends".

MOVE INTO FLANKING POSITION

Flexible melee attack

Triggering Roll: Natural even miss

Effect: The next ally to make a melee attack against the target before the end of your next turn gains a bonus to the attack roll equal to your Intelligence modifier.

Champion Feat: The ally's attack also deals extra damage equal to twice your Intelligence modifier (x 3 at 8th level).

NUTCRACKER SUITE

Flexible melee attack

Special: You must be making an unarmed attack.

Triggering Roll: Natural 18+

Effect: The target is dazed (save ends).

Champion Feat: The target also takes ongoing damage equal to twice your Constitution modifier (x3 at 8th level).

OFF-HAND PARRY

Flexible melee attack

Special: You must be wielding two weapons.

Triggering Roll: Natural 16+

Effect: The next melee attack against you before the end of your next turn has disadvantage on the attack roll.

RECKLESS SWING

Flexible melee attack

Special: You must be wielding a two-handed weapon.

Triggering Roll: Any even miss

Effect: Deal half the damage of a hit instead of miss damage. Until the end of your next turn, you take a -4 penalty to defenses.

Champion Feat: On an even miss, deal extra damage equal to your Dexterity modifier.

RISKY STAB

Flexible melee attack

Special: You must be wielding two weapons.

Triggering Roll: Any even miss

Effect: Make a second melee attack against the target. This attack cannot trigger maneuvers. If the attack misses, the target can make a melee attack against you as a free action.

Champion Feat: The target's follow-up attack has disadvantage.

STAREDOWN

Flexible melee attack

Triggering Roll: Natural odd miss

Effect: Make a Wisdom + level attack roll against the target's MD. If you hit, the target is dazed until the end of your next turn. If you miss, you are dazed until the end of your next turn.

TAKE A BREATHER

Flexible melee or ranged attack; Once per battle

Triggering Roll: Natural odd miss

Effect: You can use a recovery to heal.

Champion Feat: You can use this maneuver at-will.

FIGHTER

7TH LEVEL MANEUVERS

FAKE CLUMSINESS

Flexible melee attack

Triggering Roll: Natural 1

Effect: Your next melee attack against the target has advantage.

Epic Feat: Your next melee attack has advantage, even if it's against a different target.

PORCUPINE STANCE

Flexible melee attack; Once per battle

Special: You must be wielding two weapons.

Triggering Roll: Any natural odd roll

Effect: Until the start of your next turn, you can make a basic melee attack as an interrupt action against an enemy that makes a melee attack against you.

Champion Feat: The attack can trigger maneuvers.

RAISED SHIELD

Flexible melee attack; Once per battle

Special: You must be wielding a shield.

Triggering Roll: Any natural odd roll

Effect: The next time you or an adjacent ally takes damage from an attack against AC or PD before the end of your next turn, halve it.

Champion Feat: If the attack targets both you and the ally, you can half the damage against both.

RECKLESS STANCE

Flexible melee attack

Triggering Roll: Any natural odd hit

Effect: Attacks against you have advantage until the end of your next turn. Your first melee attack on your next turn deals double damage.

Champion Feat: Also gain a +2 bonus to the attack roll with your next attack.

SLICE WIDE OPEN

Flexible melee or ranged attack

Triggering Roll: Natural 16+

Effect: The target takes half damage immediately and half damage as ongoing damage.

Champion Feat: Add your Dexterity modifier (x2; x3 at 8th level) to the ongoing damage.

TACTICAL DEFENSE LINE

Flexible melee attack; Once per battle

Triggering Roll: Any natural even roll

Effect: Gain a bonus to all defenses equal to your Intelligence modifier until the start of your next turn.

Champion Feat: If you are wielding a shield, you can also grant the bonus to an adjacent ally.

9TH LEVEL MANEUVERS

BOOM, HEADSHOT

Flexible ranged attack; Once per battle

Triggering Roll: Natural even hit

Effect: Deal maximum damage instead of rolling damage dice.

BRUTE FORCE

Flexible melee attack; Once per battle

Special: You must be wielding a two-handed weapon

Triggering Roll: Natural even hit

Effect: Deal maximum damage instead of rolling damage dice.

EXPERT FEINT

Flexible melee attack; Once per battle

Special: You must be wielding a one-handed melee weapon.

Triggering Roll: Natural even miss

Effect: Make a basic melee attack against the MD of the target.

Epic Feat: The follow-up attack can also trigger maneuvers.

HAIL OF ARROWS

Flexible ranged attack

Triggering Roll: Natural even hit

Effect: Deal half damage to one other nearby enemy.

Epic Feat: Once per battle, deal half damage to one nearby enemy per point of escalation die with this maneuver.

MARK FOR DEATH

Flexible melee or ranged attack

Triggering Roll: Natural odd hit

Effect: Until the end of your next turn, when you attack the target, treat the escalation die as 6.

SKULLBASH

Flexible melee attack

Special: You must be wielding a two-handed weapon.

Triggering Roll: Natural odd hit

Effect: Move the target to the end of the initiative order. If the target already took a turn this round, it doesn't get a second turn.

TRUE MASTERY

Flexible melee or ranged attack

Triggering Roll: Natural 20

Effect: Trigger two other maneuvers you know with this attack. You can choose a maneuver even if it normally could not be triggered on a natural 20.





ШОПК

МОНК

While the monk forms in this book follow the same rules as the forms in *13 True Ways*, you'll notice that they follow a slightly different design. The powers in this book have opening attacks that give a bonus which lasts for a full attack cycle, i.e. until the start of your next turn after the finishing attack.

The *13 True Ways* powers have a finishing strike that gives an ongoing bonus for the rest of the battle, but battles tend to last only a few rounds in *13th Age*. You won't benefit much from a bonus you gain when the escalation die is already at 2 if the battle is over the next turn. The new cycle bonus mechanic for opening attacks addresses this problem.

CYCLE BONUS (NEW KEYWORD)

This is a monk-specific keyword. You gain a cycle bonus for the duration of your current attack progression, that is, for your opening, flow and finishing attack, until the start of your next turn after using a finishing attack. It also ends if anything breaks the current attack progression, such as the end of the battle, when you don't attack for a round, or when you start a new progression by using an opening attack.

ADVENTURER TIER TALENTS

On the defensive side, **Crystal Mind** and **Iron Body** help against attacks that target MD and PD. **Shell of the Storm Turtle** not only makes your monk's AC less likely to get hit, it also removes some bookkeeping as your AC no longer changes each turn. **Waterfall in the Clouded Gorge** helps with healing.

For style, get the **Kensai** talent if you'd like to re flavor your monk as a martial artist, or **Ninjutsu** for a ninja.

If your monk is the old master archetype, consider the **Crane Style** talent to move your attack and damage stat to Wisdom, matching the archetype of a master who executes his strikes with minimal force and movement. The **Tattooed Monk** for more flexibility thanks to an additional form.

You'll also find two more of the seven deadly secrets, **Fire Fist** and **Freezing Fist**, which both call upon elemental forces to defeat your foes.

CRAPE STYLE

The old masters have taught you the ways of mind over body.

You use Wisdom for attack and damage with unarmed attacks. However, your base hit points are reduced by 1 to 6 + CON mod.

Ki Power (Spread the Wings): You can spend a ki point to add your Wisdom modifier to a disengage check, after you roll.

Adventurer Feat: Whenever you spend a ki point, also gain temporary hit points equal to your level.

Champion Feat: Whenever you spend a ki point, you also gain a +1 bonus to all defenses until the end of your next turn.

Epic Feat: Once per battle, as an interrupt action, you can spend a ki point to make a melee basic attack against an enemy who misses you with a melee attack.

CRYSTAL MIND

You have achieved a clarity of mind beyond what mortals can hope to achieve. You often appear distant, unemotional and unworldly. This is far from the truth. When you choose to experience an emotion, you can do so with more intensity than any of the uninitiated. It is merely that you do not require simple triggers such as drinking or gambling to experience joy.

When an attack that targets MD hits you, you can roll a normal save. If you succeed, you take only half damage from the attack.

Ki Power (Cleansing of Thought): You can spend a ki point as a free action to gain *resist psychic damage* 16+ until the end of the battle.

Adventurer Feat: Add your Wisdom modifier to Crystal Mind saves.

Champion Feat: On a successful save, you also block any non-damage effect from the attack.

Epic Feat: If you roll a natural 18+ on the save, you instead take no damage from the attack and can choose one nearby enemy. It takes one-quarter of the damage as you deflect the attack, and suffers any effects from it.

FIRE FIST (SEVEN DEADLY SECRETS)

You earned your initiation to the mysteries of the dragon temple.

Special: If you use Fire Fist in a battle, you can't use any other Deadly Secrets talents that battle.

You gain the following power:

Close-quarters power; Once per battle; Quick action



Effect: Until the end of the battle, if the escalation die is 1+, your JAB, PUNCH and KICK attacks deal fire damage, and you deal 1d4 extra damage on a hit.

2nd level monk: 1d6 extra damage

4th level monk: 1d8 extra damage

6th level monk: 2d6 extra damage

8th level monk: 2d10 extra damage

10th level monk: 3d12 extra damage

Adventurer Feat: Also deal the extra damage on a miss.

Champion Feat: On a natural 18+ attack roll, deal maximum damage with the Fire Fist extra damage.

Ki Power (Immolating Fist): After rolling the extra fire damage, you can spend a ki point to deal ongoing fire damage to the target equal to the extra damage.

Epic Feat: Double the ongoing damage from Immolating Fist.

FREEZING FIST (SEVEN DEADLY SECRETS)

Winter is coming.

Special: If you use Freezing Fist in a battle, you can't use any other Deadly Secrets talents that battle.

You gain the following power:

Close-quarters power; Once per battle; Free action

Trigger: You hit with an unarmed melee attack.

Effect: Deal extra cold damage equal to your level, and the target is dazed until the end of your next turn. If it is staggered, it is frozen (as stunned; -4 to defenses and can't take actions) until the end of your next turn instead.

Adventurer Feat: Deal extra cold damage equal to twice your level.

Champion Feat: You can spend a ki point to use freezing fist a second time in a battle.

Epic Feat: You now deal 1d8 per level extra cold damage instead.

Ki Power (Icy Breath): When you use Freezing Fist, spend a ki point to give all enemies engaged with you disadvantage to disengage checks until the end of your next turn.

IRON BODY

You can push your body beyond mortal limits. You can walk over hot coals and meditate for hours in an ice-cold waterfall. You can put your body in a state where you can survive days, months, even years with a minimum of air, water, or food.

You take half damage from ongoing damage, and from any damage caused by the surrounding environment.

Ki Power (Seal of Steel): You can spend a ki point to turn a failed save against ongoing damage, or the weakened, hampered, vulnerable or stuck conditions, into a success.

Adventurer Feat: Increase your recovery dice to d10.

Champion Feat: You gain *resist poison* 16+.

Epic Feat: At the start of each battle, you gain temporary hit points equal to 10 times your Constitution modifier.

KENSAI

Kensais, or Sword Saints, train in combat with melee weapons to the highest level of perfection. The legend speaks of warriors that have taken down dragons with a single strike.

Any melee weapon is a monk weapon for you. You wield them without penalty, and you can use your monk forms with them. When wielding a melee weapon, use that weapon's usual WEAPON damage die instead of your JAB, PUNCH or KICK.

When you wield a two-handed weapon, use Strength instead of Dexterity for the attack roll. You don't reroll natural 2 on the attack, as you are not two-weapon-fighting.

Ki Power (Soulblade): As a free action, spend a ki point to imbue a weapon you wield as a true magic item (+1 to attacks and damage; +2 at 5th level; +3 at 8th) until the end of the battle. On your next hit with it, deal one extra WEAPON die damage (x2 at 5th level; x3 at 8th).

Adventurer Feat: You can use the Soulblade ki power once per day without spending a ki point.

Champion Feat: You can spend a ki point to recharge a magic item power of a true magic item melee weapon.

Epic Feat: If you have bonded with a weapon via Soulblade before, you can spend a ki point to call it to your hand from a nearby or far away location.



Pinjitsu

When you can't see me, I can see you. When you can see me, you are already dead.

You learn a Rogue power of your level or lower. If it is an attack power, you can use your JAB as the weapon, and it counts as an opening attack. If you choose a momentum power, don't track momentum—instead, spend one ki point to use the power.

Ki Power (Yamiuchi): When you hit with a melee attack against an enemy that is also engaged with one of your allies, you can spend a ki point to deal Sneak Attack damage as a rogue of your level.

Adventurer Tier: Gain three background points towards a stealth and espionage background.

Champion Feat: Gain a second Rogue power, which counts as a PUNCH if it is an attack, and can be used as a flow attack.

Epic Feat: Gain a third Rogue power, which counts as a KICK if it is an attack, and can be used as a finishing attack.

Shell of the Storm Turtle

A mystic aura protects you like a shell.

Increase your base AC in light or no armor to 14. This replaces the variable defense bonus you gain from using your monk forms.

Ki Power (Retreat into the Shell): Once per battle, while you are not engaged with any enemy, you can spend a ki point as a quick action to gain a +1 bonus to AC until the end of the battle.

Adventurer Feat: When you use Retreat into the Shell, you gain *resist lightning* 16+ until the end of the battle.

Champion Feat: Retreat into the Shell also increases your PD by 1.

Epic Feat: Retreat into the Shell now increases all defenses by 1.

Tattooed Monk

You haven't just studied your techniques. They are permanently etched into your skin, in mystic symbols of bright colors.

You learn an additional adventurer tier form.

Ki Power (Flow of the Ink): Once per battle, as a quick action, you can spend a ki point to move forward one step in the progression from opening to flow or from flow to finishing.

Adventurer Feat: You can switch one adventurer tier form you know for a different one during a short rest.

Champion Feat: You can choose a champion tier form as your bonus form instead.

Epic Feat: You can choose an epic tier form as your bonus form instead.

Waterfall in the Clouded Gorge

Years of meditation under the waterfall have hardened your resolve.

When you spend a recovery to heal, add your Wisdom modifier to the amount you heal (x2 at 5th level; x3 at 8th).

Adventurer Feat: When you spend a recovery to heal, you also gain a +2 bonus to PD and MD until the end of your next turn.

Ki Power (Crashing Waters): Once per battle, you can spend a ki point to rally as a quick action.

Champion Feat: When you use Crashing Waters, also gain 5 temporary hit points per level.

Epic Feat: Once per day, use Crashing Waters without spending a ki point.

Champion Tier Talents

For champion talents, **Black Rose Acolyte** gives access to necromancy, while **Magefist** gives access to spells from the swordmage class. **Perfect Kata** makes your attacks more powerful if you stick to the same form for a cycle. **Shuriken Master** gives you ranged options. **Prison Within** gives you rage-like powers, fueled by a demon inside you.

Finally, the last of the seven deadly secrets, **Death Touch**, is literally deadly.

Black Rose Acolyte

The other art taught by the Order of the Black Rose is flower arrangement, especially for funerals.

Choose a necromancer spell of your level or lower as a bonus power. You can choose any spell except summoning spells and spells granted by talents. You can switch the spell after each full heal-up. If the spell is an at-will attack spell, you can cast it in place of a flow attack. If the spell is a limited use attack spell, you can cast it in place of a finishing attack, at the frequency you can normally cast it (such as daily). Use your Wisdom as the ability score that determines attack and damage with the spell.

Ki Power (Tribute to Death): If an enemy has 5 times your level in hit points or less after you hit them with a monk melee attack, you can expend a ki point to reduce them to zero hit points.

Champion Feat: When you use a monk power that has an elemental damage type, such as fire, you can change that damage to negative energy instead.

Epic Feat: You can use the Tribute to Death ki power once per day without expending a ki point.



DEATH TOUCH (SEVEN DEADLY SECRETS)

The most forbidden of the deadly secrets. Each master teaching it knows that one day a student will use it to take their place.

Special: If you use Death Touch in a battle, you can't use any other Deadly Secrets talents that battle.

You gain the following power:

Close-quarters power; Once per battle; Free action

Trigger: You hit an enemy with an unarmed melee attack.

Effect: If the target has 50 hit points or less after taking damage from the attack, you kill it. Otherwise, the target is weakened (-4 to attacks and defenses; save ends).

7th level monk: 75 hit points or less

9th level monk: 100 hit points or less

Champion Feat: If you kill a target with Death Touch, you can spend a ki point to use a recovery to heal.

Epic Feat: Kill a target with 150 hit points or less.

Ki Power (Fatal Surprise): Once per battle, you can spend a ki point to use Death Touch even if you have already used a different Deadly Secret this battle.

MAGEFIST

The elves channel magic into their blades. There is no blade.

Choose a swordmage spell (see *Dark Pacts and Ancient Secrets*) of your level or lower as a bonus power. You can cast it in place of a finishing attack, at the frequency you can normally cast it (such as daily). You can switch the spell after each full heal-up. Use your Wisdom instead of Intelligence as the ability score that determines attack and damage with the spell, and KICK for WEAPON damage.

Ki Power (Ki Sigil): Choose a swordmage sigil when you gain this talent. You can spend a ki point to place the sigil on an enemy with the Mark with Sigil spell.

Champion Feat: Once per day, you can use ki sigil without expending a ki point.

Epic Feat: Gain a second swordmage spell, at two levels below your monk level.

PERFECT KATA

I fear the man who has practiced one kick ten thousand times.

If your flow attack is from the same form as your opening attack, you gain a +1 bonus to your critical threat range with it. If your finishing attack is from the same form as both your opening and flow attack, you gain a +2 bonus to its critical threat range.

Ki Power (Nidan): Before making your attack roll, you can spend a ki point to double the critical threat range bonus gained from this talent, i.e. +2 to a flow attack or

+4 to a finishing attack. If the power requires multiple attack rolls this turn, you gain the benefit for all of them.

Champion Feat: You can use the Nidan ki power once per day without expending a ki point.

Epic Feat: In addition to a bonus to your critical threat range, also gain the same bonus to the attack roll. This bonus is also doubled when you expend a ki point.

PRISON WITHIN

Demons and evil spirits who possess the power to enter their victim's mind are the most frightening adversaries of good, because they can hide among the innocent and any attempt to purge the spirit puts them in danger too. Therefore, most devout monks volunteer to imprison these creatures within themselves, where they are under control and prevented from doing mischief.

Once per day, as a quick action when the escalation die is 1+, you can unleash the power of the imprisoned demon. Until the end of the battle, you have advantage on melee attacks. However, if both attack rolls show the same number, the demon eats away at your soul, and you lose a recovery. If you have no recoveries left, you take a -1 penalty to attacks and defenses until your next full heal-up.

Ki Power (The Demon Roars): When you unleash the demon, if both dice of your melee attack show the same number, you can spend a ki point to deal 1d6 fire damage per level to the target.

Champion Feat: You also gain *resist fire* 16+ while the demon is unleashed.

Epic Feat: You can spend a 5 or 6 with the Diabolist to gain an additional use of this talent that day.

SHURIKEN MASTER

Hair pins were banned at the imperial court after the incident in the year of the water dragon.

Once per battle, you can make a ranged basic attack with a small thrown weapon as a quick action.

Champion Feat: Increase your damage dice with small thrown weapons to d6.

Epic Feat: Once per battle, you can make an opening attack as a ranged attack with a small thrown weapon instead of its usual type.

Ki Power (Back of the Hand): You can spend a ki point to use this talent an additional time per battle.

EPIC TIER TALENTS

At epic tier, you can choose **One with the Void** to regain a ki point on a quick rest. **Midnight Storm** helps you cycle through your forms faster with a quick action flow attack. **Moonlight Reflection** summons a double of yourself. **Wind in the Reeds** allows you to massively reduce the damage you take from one attack.

MIDNIGHT STORM TOPPLES THE OAK

A master's strike is never late, nor is it early, it strikes precisely when he means it to.

Once per battle, you can make a monk basic melee attack as a quick action, using the same damage die (JAB, PUNCH or KICK) as your last melee attack.

Ki Power (Morning Tempest): You can spend a ki point to gain a second use of this talent in a battle, when the escalation die is 3+.

Epic Feat: Once per day, you can use the Morning Tempest ki power without spending a ki point.

MOONLIGHT REFLECTION

Few are ready to face their final enemy, themselves.

For one battle per day, as a quick action, you can summon a shadow double of yourself. At the end of each turn, roll a d6. If the result is lower than the escalation die, the shadow double makes a melee basic attack against a nearby enemy of your choice, using your stats and doing JAB, PUNCH or KICK damage based on your current stage in the cycle. The double does not interact with the battle in any other way.

Ki Power (Ripples in the Pond): You can spend a ki point to set the d6 to 1 after you roll it (potentially triggering the shadow double attack).

Epic Feat: Damage by your shadow double is either holy or negative energy damage (choose when you take the feat).

ONE WITH THE VOID

It's the energy between all things ... a tension, a balance ... that binds the universe together.

You regain a ki point when you take a quick rest.

Ki Power (One with the World): You can spend a ki point to increase the natural roll of any d20 roll by 1, not just attack rolls.

Epic Feat: When you spend a ki point to increase a natural roll, you can increase it by two instead.

WIND IN THE REEDS

"I accepted the hit to gauge your level of commitment."

The first time you are hit in a battle, make a save. If you succeed, you only take damage equal to the level of the enemy.

Ki Power (Another Petal Falls): You can spend a ki point to use this power a second time in a battle.

Epic Feat: If you fail the save, you take only half damage.

ADVENTURER TIER FORMS

CRAZED MONKEY

OPENING ATTACK (MONKEY SCREECH)

Melee attack

Attack: Dexterity + Level vs. AC

Hit: JAB + Strength damage

Cycle bonus: You take a -2 penalty to AC, but all JAB, PUNCH and KICK damage dice are exploding dice (including this attack).

Miss: Damage equal to your level. You can spend a ki point to gain the cycle bonus.

FLOW ATTACK (MONKEY JUMP)

Melee attack

Always: You can pop free and engage a different nearby enemy.

Attack: Dexterity + Level vs. AC

Hit: PUNCH + Strength damage

Natural even hit: Pop free, engage a different enemy, and make a second attack with JAB damage.

Miss: Damage equal to your level

FINISHING ATTACK (MONKEY SWING)

Melee attack

Always: Pop free and make an acrobatic stunt, swinging across the battlefield on a rope, chandelier, or whatever is available, and engage the target of the attack.

Target: One nearby or far away enemy

Attack: Dexterity + Level vs. AC

Hit: KICK + Strength damage

Natural even hit: Deal 1d4 extra damage per point of Dexterity modifier.

Miss: Damage equal to your level

3rd level monk: Use d6 for extra damage

5th level monk: Use d8 for extra damage

7th level monk: Use d10 for extra damage

9th level monk: Use d12 for extra damage

Adventurer Feat: You can spend a ki point on this attack to target one additional enemy.



DRUNKEN FIST

OPENING ATTACK (WINE-ADDLED STEP)

Melee attack

Attack: Dexterity + Level vs. the target's lowest defense

Hit: JAB + Strength damage, and the next attack against you has disadvantage.

Cycle bonus: You can spend a ki point as a free action to give the next attack against you disadvantage.

Miss: One enemy you are engaged with (GM's choice) can make a melee attack against you as a free action. The enemy has disadvantage on the attack.

Adventurer Feat: If an enemy misses you with a melee attack during this cycle, deal psychic damage equal to your Wisdom modifier (x2 at 5th level; x3 at 8th).

FLOW ATTACK (SWIG FROM THE JUG)

Melee attack

Always: You can drink a potion as a free action.

Attack: Dexterity + Level vs. the target's lowest defense

Hit: PUNCH + Strength damage

Miss: One enemy you are engaged with (GM's choice) can make a melee attack against you as a free action. The enemy has disadvantage on the attack.

Ki Power (Power Brew): If the potion has a random effect (like the bonus hit points gained from a healing potion), you can spend a ki point to set the result as the maximum.

FINISHING ATTACK (SWAGGERING SPIN)

Melee attack

Attack: Dexterity + Level vs. the target's lowest defense

Hit: KICK + Strength damage

Natural even hit: The target has disadvantage on its attack rolls (save ends).

Miss: One enemy you are engaged with (GM's choice) can make a melee attack against you as a free action. The enemy has disadvantage on the attack.

FIREWALKER

Ki Power (Firewalk): Spend a ki point to gain *resist fire* 12+ until the end of the battle. If you already have fire resistance, increase it by 2.

5th level monk: Increase the resistance to 16+.

OPENING ATTACK (FLYING CINDERS)

Melee attack

Attack: Dexterity + Level vs. AC

Hit: JAB + Strength fire damage

Cycle bonus: Whenever an enemy makes a melee attack against you, deal fire damage equal to your Wisdom modifier (x2 at 5th level; x3 at 8th) to the attacker.

Miss: Damage equal to your level. You can spend a ki point to gain the cycle bonus.

Adventurer Feat: Add your level to the damage dealt with the cycle bonus.

FLOW ATTACK (AWAKEN THE FLAMES)

Melee attack

Attack: Dexterity + Level vs. AC

Hit: Ongoing fire damage equal to 5 times your level

Miss: Damage equal to your level

FINISHING ATTACK (FAN OF FLAMES)

Melee attack

Attack: Dexterity + Level vs. AC. If the target is taking ongoing fire damage, you have advantage on the attack roll.

Hit: KICK + Strength fire damage. Deal fire damage equal to your Wisdom modifier (x2 at 5th level; x3 at 8th) to 1d4 nearby enemies.

Miss: Damage equal to your level

RABID BADGER

Adventurer Feat: Reduce the attack penalty of all attacks in this form to -2.

OPENING ATTACK (BADGER)

Melee attack

Attack: Dexterity + Level -4 vs. AC

Hit: JAB + Strength + 1d6 per level damage

Miss: 1d6 damage (5th level: 2d6; 8th level: 3d6)

FLOW ATTACK (BADGER BADGER)

Melee attack

Target: Two enemies

Attack: Dexterity + Level -4 vs. AC

Hit: PUNCH + Strength damage

Miss: 1d6 damage (5th level: 2d6; 8th level: 3d6)

FINISHING ATTACK (BADGER BADGER BADGER)

Melee attack

Attack: Dexterity + Level -4 vs. AC

Hit: KICK + Strength damage

Miss: 1d6 damage (5th level: 2d6; 8th level: 3d6)

Always: Make two follow-up attacks against the same target.

Attack: Dexterity + Level -4 vs. AC

Hit: JAB damage

Miss: —

RED CLIFF

OPENING ATTACK (RAISE THE WALL)

Melee attack

Attack: Dexterity + Level vs. AC

Hit: JAB + Strength damage

Cycle bonus: Enemies take a penalty to disengage from you equal to your Wisdom modifier.

Miss: Damage equal to your level. You can spend a ki point to gain the cycle bonus.

Adventurer Feat: With the cycle bonus, also reduce the damage you take from enemy attacks by your level.

FLOW ATTACK (BREAK THE BARRIER)

Melee attack

Attack: Dexterity + Level vs. AC

Hit: PUNCH + Strength damage

First Miss: Repeat the attack once against a different enemy you are engaged with.

Second Miss: Pop free from all enemies.

FINISHING ATTACK (FORCE RETREAT)

Melee attack

Attack: Dexterity + Level vs. AC

Hit: The target can choose to either take no damage, pop free and retreat to a far away location, OR take double KICK + Strength damage.

Miss: 1d8 damage (5th level: 2d8; 8th level: 3d8)

SHADOW FIST

OPENING ATTACK (EMBRACE THE SHADOW)

Melee attack

Attack: Dexterity + Level vs. MD

Hit: JAB + Strength damage

Cycle bonus: Gain a bonus to disengage checks equal to your Wisdom modifier.

Miss: Damage equal to your level. You can spend a ki point to gain the cycle bonus.

FLOW ATTACK (SHADOW CURTAIN)

Melee attack

Attack: Dexterity + Level vs. MD

Hit: PUNCH + Strength damage, and if the next attack against you is a natural odd roll, change the target to this enemy.

Miss: Damage equal to your level

FINISHING ATTACK (SHADOW DANCE)

Melee attack

Attack: Dexterity + Level vs. MD

Hit: KICK + Strength damage, and you teleport to a nearby location you can see.

Miss: You can spend a ki point to reroll the attack, and add your Wisdom modifier as a bonus to the attack.

Adventurer Feat: On a hit, you can teleport the target instead.

SACRED FIST

OPENING ATTACK (SACRED WILLOW SUTRA)

Melee attack

Attack: Dexterity + Level vs. AC

Hit: JAB + Wisdom holy damage

Cycle bonus: Your melee attacks deal holy damage, and you can replace Strength with Wisdom for damage.

Miss: Damage equal to your level. You can spend a ki point to gain the cycle bonus.

Adventurer Feat: With the cycle bonus, add both Strength AND Wisdom to damage rolls instead of replacing one with the other.

FLOW ATTACK (CLEAR SPRING UNDER THE WEEPING WILLOW)

Melee attack

Attack: Dexterity + Level vs. AC

Hit: PUNCH + Wisdom damage. You or a nearby conscious ally can heal hit points equal to 1d4 + your Wisdom modifier (2d4 + Wis x2 at 5th level; 4d4 + Wis x3 at 8th).

Miss: The target takes a -2 penalty to attacks against you until the end of your next turn.

Champion Feat: On a hit, the target of your healing also gains a +2 bonus to AC until the end of your next turn.

FINISHING ATTACK (MOONLIGHT REFLECTION IN THE STREAM)

Melee attack

Attack: Dexterity + Level vs. AC

Hit: KICK + Wisdom damage. Spend a recovery to heal. Heal half yourself, and grant the same amount to the nearby wounded ally with the lowest hit point total. You gain a +2 bonus to AC until the end of your next turn.

Miss: You gain a +2 bonus to AC until the end of your next turn, and the nearby ally with the lowest hit point total heals hit points equal to your level.



CHAMPION TIER FORMS

CALM OF THE LOTUS POND

OPENING ATTACK (LOTUS BLOOM)

Melee attack

Attack: Dexterity + Level vs. AC

Hit: JAB + Strength damage

Cycle bonus: Roll saves at the start of your turn instead of at the end.

Miss: Damage equal to your level. You can spend a ki point to gain the cycle bonus.

FLOW ATTACK (KOI IN THE WATER)

Melee attack

Attack: Dexterity + Level vs. AC

Hit: PUNCH + Strength damage. Starting from next turn, change your position in the initiative order to act directly after one ally of your choice.

Miss: Damage equal to your level

FINISHING ATTACK (FROG CROAKING IN THE POND)

Melee attack

Target: One nearby enemy

Attack: Dexterity + Level vs. AC

Hit: KICK + Strength damage. The target's next attack roll is a miss, unless the natural roll is an 18+.

Miss: Damage equal to your level

Champion Feat: If the escalation die is 4+, you can target two enemies you are engaged with.

FORBIDDEN TEACHINGS OF KOK ABAATOR

OPENING ATTACK (FINGER OF DUST)

Melee attack

Attack: Dexterity + Level vs. PD

Hit: JAB + Strength negative energy damage, plus 1d6 damage for each icon relationship point with the Lich King.

Cycle bonus: When a target has 25 hp or fewer after you hit it with a melee attack, you reduce it to zero hp.

Miss: Damage equal to your level. You can spend a ki point to gain the cycle bonus.

7th level monk: 1d10 per icon relationship point; 40 hp or fewer

9th level monk: 2d8 per icon relationship point; 60 hp or fewer

FLOW ATTACK (FINGER OF BONES)

Melee attack

Target: One nearby enemy

Attack: Dexterity + Level vs. PD

Hit: KICK + Strength negative energy damage. If you reduce the target to 0 hp or fewer, raise it as a 5th level just-ripped-free skeleton mook (13TW p. 88) under your control.

Miss: Damage equal to your level

7th level monk: 7th level mook

9th level monk: 9th level mook

FINISHING ATTACK (FINGER OF BLOOD)

Melee attack

Attack: Dexterity + Level vs. PD

Hit: PUNCH + Strength negative energy damage. You can spend a recovery to heal hit points equal to the damage (instead of a recovery roll).

Natural even hit: You can spend a ki point instead of a recovery.

Miss: Half damage, and heal hit points equal to your level.

Champion Feat: You can target any nearby enemy with this attack, without being engaged.

GREAT WAVE OF CRASHING WATERS

OPENING ATTACK (STORM GATHERING AT SEA)

Melee attack

Attack: Dexterity + Level vs. AC

Hit: JAB + Strength damage

Cycle bonus: When you hit with a melee attack, you can force the target to pop free from you. If you do, reroll any damage dice that come up as natural 1.

Miss: Damage equal to your level. You can spend a ki point to gain the cycle bonus.

FLOW ATTACK (SHIP ROCKING ON THE WAVES)

Melee attack

Attack: Dexterity + Level vs. AC

Hit: KICK + Strength damage. Until the end of your next turn, you gain a +4 bonus to AC against melee attacks.

Miss: Damage equal to your level

FINISHING ATTACK (WAVE CRASHES AGAINST THE COAST)

Melee attack

Attack: Make three separate attack rolls, Dexterity + Level vs. each of the target's three defenses (AC, PD and MD). If at least one of the rolls hits, the attack is a hit.

Hit: PUNCH + Strength damage. For each defense that you hit, gain an additional effect as below.

Hit against AC: Deal 1d12 extra damage (8th level: 2d12).

Hit against PD: The target is forced to pop free from you, and you push it to a nearby location of your

choice. If the location is dangerous (acid pit, over a ledge etc.), it can make a save to prevent that danger.

Hit against MD: The target is hampered until the end of your next turn.

Miss: —

Epic Feat: Before making the attack, you can engage a nearby enemy as a free action.

POLISHED JADE

OPENING ATTACK (JADE JEWEL)

Melee attack

Attack: Dexterity + Level vs. MD

Hit: JAB + Strength damage

Cycle bonus: Gain a +2 bonus to MD.

Miss: Damage equal to your level + Wisdom modifier. You can spend a ki point to gain the cycle bonus.

FLOW ATTACK (JADE CUT)

Melee attack

Attack: Dexterity + Level vs. PD

Hit: PUNCH + Strength damage

Natural 16+: The attack deals maximum damage.

Miss: Damage equal to your level

FINISHING ATTACK (JADE AND PEARL)

Melee attack

Target: One nearby enemy

Attack: Dexterity + Level vs. PD

Hit: KICK + Strength damage. The target cannot reduce this damage in any way, such as through resistance. The attack also doesn't trigger interrupt actions.

Miss: Damage equal to your level

Champion Feat: Deal half damage on a miss.

SCALES OF THE SERPENT

OPENING ATTACK (SERPENTINE GAZE)

Close-quarters attack

Target: One nearby enemy

Attack: Wisdom + Level vs. MD

Hit: Psychic damage equal to twice your level

Cycle bonus: The target cannot attack you until you make an attack against it. You cannot affect the same enemy twice in the same battle with this power.

Miss: Damage equal to your level

FLOW ATTACK (SLITHERING COIL)

Melee attack

Target: One nearby enemy

Always: Move to engage the enemy. This movement cannot be intercepted.

Special: If the target is under your Serpentine Gaze effect, you can spend a ki point to gain advantage on the attack roll.

Attack: Dexterity OR Strength + Level vs. AC

Hit: You grab the target, and it takes ongoing poison damage equal to twice your level (save ends both).

Miss: Damage equal to your level

FINISHING ATTACK (DEATH FANG)

Melee attack

Special: If the target is grabbed by you, you can spend a ki point to gain advantage on the attack roll.

Attack: Dexterity + Level vs. AC

Hit: 40 ongoing poison damage

Miss: Half damage

7th level: 70 ongoing damage

9th level: 100 ongoing damage

Champion Feat: Each time the target fails a save against the ongoing damage, increase that damage by twice your level.

WHITE DRAGON MOUNTAIN

OPENING ATTACK (GLACIAL TOUCH)

Melee attack

Target: One nearby enemy

Attack: Dexterity + Level vs. PD

Hit: JAB + Strength + Wisdom cold damage

Cycle bonus: When you miss with an attack, deal extra cold damage equal to twice your Wisdom modifier (x3 at 8th level).

Miss: Damage equal to your level + twice your Wisdom modifier (x3 at 8th level). You can spend a ki point to gain the cycle bonus.

Champion Feat: On a natural even hit, the target is dazed until the end of your next turn.

FLOW ATTACK (SPREAD THE ICE)

Melee attack

Target: All enemies you are engaged with

Always: Any targets that don't fly have disadvantage on disengage checks until the end of your next turn.

Attack: Dexterity + Level vs. PD

Hit: PUNCH + Strength + Wisdom cold damage

Miss: Damage equal to your level

FINISHING ATTACK (AVALANCHE BREATH)

Close-quarters power

Target: 1d3 nearby enemies

Attack: Dexterity + Level vs. PD

Hit: 1d10 per level + Strength + Wisdom cold damage

Miss: Half damage

Always: Until the end of the battle, when your monk attack is a natural 1-5, you can spend 2 ki points to use Avalanche Breath as a quick action once on the same turn.



EPIC TIER FORMS

CLOUDS OF THE MORNING MIST

OPENING ATTACK (STEP BETWEEN THE CLOUDS)

Melee attack

Attack: Dexterity + Level vs. AC

Hit: JAB + Strength damage

Cycle bonus: You have *resist physical damage* 16+.
Miss: Damage equal to your level. You can spend a ki point to gain the cycle bonus.

FLOW ATTACK (STEP FROM THE CLOUDS)

Melee attack

Target: One nearby or far away enemy

Always: Teleport to engage the enemy

Attack: Dexterity + Level vs. AC

Hit: PUNCH + Strength damage

Miss: Damage equal to your level

Epic Feat: Deal half damage on a miss.

FINISHING ATTACK (VANISH WITHOUT A TRACE)

Melee attack

Attack: Dexterity + Level vs. AC

Hit: KICK + Strength damage, and you are invisible until the start of your next turn.

Miss: Choose to deal half damage OR become invisible until the start of your next turn.



GHOST FIST

OPENING ATTACK (GHOSTS AWAKEN)

Melee attack

Attack: Dexterity + Level vs. AC

Hit: JAB + Strength damage.

Cycle bonus: When a nearby enemy makes a melee attack against you, you can spend a ki point to make the attack below as an interrupt action. The interrupt resolves before their attack.

Target: The enemy who attacked you

Attack: Dexterity + Level vs. PD

Hit: JAB + Strength force damage, and the target's attack has disadvantage.

Miss: Damage equal to your level

Miss: Damage equal to your level

Epic Feat: You can make the interrupt attack granted by the cycle bonus when attacked by a nearby enemy with a ranged or close-quarters attack. You can pop free and engage the enemy to make the attack.

FLOW ATTACK (SHATTER THE SPIRIT)

Melee attack

Attack: Dexterity + Level vs. AC

Hit: PUNCH + Strength damage, and the target is hampered (save ends). The target can choose to take five times its level in damage to shake off the condition as a free action, without a save.

Miss: Damage equal to your level

FINISHING ATTACK (POSSESSING SPIRIT)

Melee attack

Attack: Wisdom + Level vs. MD; if the target is hampered, you have advantage on the attack.

Hit: KICK psychic damage. The target immediately makes an attack against another nearby enemy of your choosing.

Miss: Half damage

HEAVENLY KICK

OPENING ATTACK (FOOT PARTS THE CLOUDS)

Melee attack

Attack: Dexterity + Level vs. AC

Hit: KICK + Strength damage. You can spend a ki point to reroll any number of damage dice once.

Miss: Damage equal to your level

FLOW ATTACK (PRODIGIOUS LEAP)

Melee attack

Always: Fly to engage a nearby or far away enemy.

Attack: Dexterity + Level vs. AC

Hit: KICK + Strength damage

Natural even hit: Deal half damage to a different nearby enemy. You can spend a ki point to deal half damage to a second nearby enemy.

Miss: Damage equal to your level

FINISHING ATTACK (STOMPING STORM GIANT)

Melee attack

Attack: Dexterity + Level vs. AC

Hit: KICK + Strength + 3d6 lightning damage

Natural even hit: If the target has 150 hp or fewer after the attack, it is stunned until the end of your next turn. You can spend a ki point to increase the limit to 500 hp.

Miss: Lightning damage equal to your level + 3d6.

10th level monk: Increase the bonus damage to 5d6, and the stun limit to 250 / 1000 hp.

QUIVERING PALM

Epic Feat: You can target PD instead of AC with Quivering Palm attacks.

OPENING ATTACK (INTERRUPTED KI FLOW)

Melee attack

Attack: Dexterity + Level vs. AC

Hit: JAB + Strength damage. The target is vulnerable to your attacks, and it cannot gain temporary hit points or heal (save ends both).

Miss: Damage equal to your level

FLOW ATTACK (KI BLOCK)

Melee attack

Attack: Dexterity + Level vs. AC

Hit: PUNCH + Strength damage, and the target is ki blocked (save ends).

Ki blocked: The target cannot roll saves against other effects, including ongoing damage, until it saves against this effect.

Miss: Damage equal to your level

FINISHING ATTACK (MARKED FOR DEATH)

Melee attack

Attack: Dexterity + Level vs. AC

Hit: The target takes double damage from all attacks against it (save ends; the effect also ends if the target is staggered by an attack).

Miss: The next attack that hits the target deals 25 extra damage.

RISE OF THE RED DRAGON

OPENING ATTACK (THE DRAGON AWAKENS)

Close-quarters power

Effect (cycle bonus): For the current attack cycle, you change your shape into a humanoid-sized dragon. You can fly and you have *resist fire* 16+. Once per round, you can spend a ki point to make the following breath weapon attack as a quick action.

Target: 1d3 nearby enemies

Attack: Dexterity + Level vs. PD

Hit: 5d6 + Strength fire damage

Miss: Damage equal to your level

Epic Feat: The first time you use your breath weapon in a battle, it does not cost a ki point.

FLOW ATTACK (SWOOPING DRAGON)

Melee attack

Special: If you fly to engage the enemy before making this attack, gain a +2 bonus to the attack roll.

Attack: Dexterity + Level vs. AC

Hit: PUNCH + Strength damage

Natural even hit: If the target is humanoid size or smaller, you can grab it.

First Miss: Make a second attack roll against the same enemy.

Second Miss: —

FINISHING ATTACK (RAMPAGING DRAGON)

Melee attack

Attack: Dexterity + Level vs. AC

Hit: KICK + Strength damage, and nearby staggered enemies are struck with fear (-4 to attack and can't use the escalation die) until the end of your next turn. If you hit with the breath weapon attack gained from The Dragon Awakens this turn, deal double damage.

Miss: Half damage





НЕКРОМАНЦЕР

NECROMANCER

With the new talents and spells in this book, you can develop your necromancer character in new and interesting directions.

If you are going the summoning route, **Grave Bond** increases your ability to keep your summoned undead in the fight. If you would like to make it clear that your spells coerce and torture summoned creatures, **Eternal Tormentor** offers the opposite of the Redeemer talent.

If you'd rather take down your enemies with direct spells, the **Bloodseeker** talent enhances your ability to deal direct damage, whereas the **Solemn Beauty** talent makes your spells harder to resist.

Choose **Black Cabalist** if your Necromancer is the serious and studious type, or **Disgusting Display of Depravity** if they are really in it for a good show.

If you'd rather play something less frail, look at the **Tomb Knight** and **Vigor Mortis** talents to build a character who won't be chopped to pieces immediately if they get caught in melee combat.

NECROMANCER TALENTS

BLACK CABALIST

You were initiated to the first circle of the Black Cabal, an ancient, occult form of necromancy. For years you have spent night after night hunched over dusty tomes and gnarly parchments, secluded from a society that will never truly appreciate your gift, but even now, you have merely begun to unlock its true secrets.

You have advantage (roll twice and take the better result) on skill checks regarding occult lore, death, and necromancy. This includes skill checks you make to cast necromantic rituals.

Adventurer Feat: Once per day, when you cast a necromancer spell, narrate how you studied the spell in a flashback. You have advantage on the first attack roll with the spell.

Champion Feat: If you invest a feat into a necromancer spell, you also gain the benefits of any other feat of that spell, up to your current tier.

Epic Feat: Once per day, you can cast a necromantic ritual by sacrificing a living creature instead of expending a spell.

BLOODSEEKER

Your necromantic powers have a vampiric origin. You thirst for blood—you can hear the sound of a beating heart from across the room, and the fresh smell of an open wound is intoxicating.

You have advantage on skill checks to sense the heartbeat of nearby living creatures.

Once per battle, you can drink a cup of blood as a standard action to fuel your magic, similar to a sorcerer gathering power. Heal hit points equal to your Charisma modifier (x2 at 5th level; x3 at 8th) + level. The next spell you cast this battle deals double damage. If you cast a summoning spell, the creature you summon has advantage on its first attack, and that attack deals double damage.

Adventurer Feat: When you cast an empowered necromancer spell, the target is vulnerable to it (+2 to your critical threat range).

Champion Feat: When you gather power, you can also save against a “save ends” effect.

Epic Feat: You now heal your Charisma modifier x3 + twice your level.

DISGUSTING DISPLAY OF DEPRAVITY

Necromancy is a widely despised form of magic, but you don't hide your art to avoid attention. You revel in it. Your spells are all ominous chants, flying skulls, and dripping blood, and your summoned creatures are horribly disfigured stuff of nightmares.

Once per day per Charisma modifier, when you cast a necromancer daily spell, also make a Charisma + Level attack vs. the highest MD of all nearby enemies. If you hit, all nearby enemies are struck by fear (-4 to attack and can't use the escalation die) until the end of your next turn.

Adventurer Feat: You have advantage on skill checks to intimidate or disgust people.

Champion Feat: If you miss, you still affect all nearby mooks.

Epic Feat: On a natural 17+, the fear effect is “save ends” against all enemies with fewer than 170 hit points.

ETERNAL TORMENTOR

You take perverse pleasure from taking command over restless spirits, bending their will and directing their anger toward your enemies. Your spells are twisted and painful for every soul under your control, and in return they rattle their chains even harder.



Special: You cannot choose both this talent and the Redeemer talent.

Undead you summon deal extra damage equal to your level on a hit.

However, if an undead you summoned rolls a natural 1 on an attack, your control slips and it is free to act as it pleases (under GM control). Brainless undead like skeletons and zombies just shuffle off or attack the nearest living creature until destroyed, whereas intelligent undead like wraiths will try to get back at their tormentor. You cannot dismiss undead who have slipped from your control. As a standard action, you can attempt to regain control of your summoned undead with an Intelligence + Level vs. MD attack.

Adventurer Feat: On a critical hit, your summoned undead deal 1d6 extra damage (2d6 at 5th level; 3d6 at 8th).

Champion Feat: When you spend a quick action to allow a summoned undead to benefit from the escalation die (as per the summoning rules on p. 5), it gains a +2 bonus to its critical threat range that round.

Epic Feat: Your non-mook summoned undead deal 3d6 extra damage on normal hits too.

GRAVE BOND

Undead you summon can feed from your life essence.

Whenever you spend a recovery to heal, one nearby undead you summoned, or your skeletal minion, heals half of the amount.

Adventurer Feat: You can choose to grant the full amount to the undead and heal half the amount yourself.

Champion Feat: When you heal your summoned undead with this talent, the target also gains a +2 bonus to attacks and defenses until the end of your next turn.

Epic Feat: All other undead under your control, except the primary target, heal a quarter of the amount.

SOLEMN BEAUTY

You have a dark, otherworldly aura, the face of an angel on a mask of death.

The first time an enemy rolls a save against an effect from your necromancer spells, increase the save DC by your Charisma modifier. This includes saves against ongoing damage. Note that a natural roll of 18+ always saves.

Adventurer Feat: When an enemy fails a save against one of your spells, heal hit points equal to the spell level.

Champion Feat: Once per scene, you gain advantage on a Charisma-based skill check, as you enthrall the target with your otherworldly presence.

Epic Feat: Against mooks and normal-strength enemies, you always increase the save DC, not just the first.

TOMB KNIGHT

Once, you were a proud warrior, a soldier, or even a noble knight, and a force to be reckoned with on the battlefield. But that is a memory of the past, as you have fallen. The darkness consumed you. While the strength left your body, you have gained strange, cursed powers. You still cling to the old insignia of your status, the armor, the sword. It is only a question of time until your shoulders become too weak to carry them. You would no longer beat a skilled swordsman in a fair fight, but then, you no longer fight fair.

You can wield one-handed martial melee weapons and wear shields and heavy armor without an attack penalty. Increase your base AC in heavy armor to 13.

You gain a 3-point background toward knightly virtues, such as heraldry, falconry, jousting, or courtly love.

Special: If you are a multiclassed necromancer, you now count as a “skillful warrior” and no longer reduce your WEAPON die from the necromancer side. However, you lose one necromancer spell slot of the highest level you can cast.

Adventurer Feat: When wielding a shield, you can cast ranged necromancer spells without provoking opportunity attacks.

Champion Feat: If you hit with your next melee attack after you cast a necromancer spell, you deal additional negative energy damage equal to the spell level. Only count the highest level spell, multiple spells do not stack.

Epic Feat: You gain a +1 bonus to hit with necromancer spells against enemies you are engaged with.

VIGOR MORTIS

The powers of death aren't just gnawing on your body, they have twisted it in weird ways. Either you don't feel pain anymore, or you have become addicted to it.

Increase your base PD to 11 and your base hit points to 7 + Con.

Once per day per Dexterity modifier (minimum 1), you can perform a bizarre freak show stunt with your body. Bend it in unnatural ways, pierce it, cough up bugs, maybe even detach and reattach a limb. If you stare into the disgusted faces of your fellow players, you are doing it right. This does not require a skill check, unless the GM decides to require one, such as for a particularly artistic execution.

Adventurer Feat: While staggered, increase your recovery dice to d8s.

Champion Feat: You can expend one use of your stunt as an interrupt action to reduce the damage you take from a physical attack to half.

Epic Feat: Gain three extra daily uses of your stunt.

NECROMANCER SPELLS

1ST LEVEL SPELLS

BAT FORM

Close-quarters spell; Daily

Effect: You transform into a small, winged, bat-like creature with glowing red eyes. In bat form, you can fly, locate objects via echolocation, hunt insects, and sleep upside down, but you can't really fight. Your small size and erratic movement makes you harder to hit (+2 AC), but if you take any damage, you revert back to your normal form. Otherwise, you can stay in bat form for up to a full day, or change back as a standard action any time. You cannot cast spells in bat form.

Champion Feat: You can transform one ally per spell level into a bat.

CHILL TOUCH

Close-quarters spell; At-will

Target: One enemy you are engaged with

Attack: Intelligence + Level vs. PD

Hit: 1d8 + Intelligence cold damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Miss: Damage equal to your level

3rd level spell: 3d8 damage

5th level spell: 5d8 damage

7th level spell: 7d8 damage

9th level spell: 10d8 damage

Champion Feat: On a natural even hit, the target is dazed instead (-4 to attack) taking a -2 penalty.

Epic Feat: Deal 15 damage to all other enemies you are engaged with.

DEATH'S MEMORY

Close-quarters spell; Recharge 17+

Effect: Touch a corpse of a creature to receive a vision of how it died. You can use this spell on other objects, too, to receive a vision of its connection to death, if any, for example a murder weapon.

Adventurer Feat: The spell is now Recharge 13+.

MINOR DRAIN

Ranged spell; Anti-Cyclic (cast once per battle OR at-will when the escalation die is odd)

Target: One nearby creature

Attack: Intelligence + Level vs. PD

Hit: 1d4 + Intelligence negative energy damage, and you heal hit points equal to half the damage dealt.

Miss: Deal damage and heal hit points equal to your level.

3rd level spell: 3d4 damage

5th level spell: 5d4 damage

7th level spell: 7d4 damage

9th level spell: 9d4 damage

Adventurer Feat: You can grant any healing that would go above your maximum hit points to a nearby ally instead.

Champion Feat: Increase the damage dice to d6s.

Epic Feat: Increase the damage dice to d8s.

SENSE DEATH

Close-quarters spell; Daily

Effect: For the next 1d6 hours, you have a heightened awareness of the presence of death around you. You have advantage on skill checks to sense the presence of undead creatures and lingering spirits of the deceased. You also sense nearby dangers that have killed someone in the past, such as the deadly traps that protect an ancient tomb.

Adventurer Feat: You can cast the spell on a nearby ally.

SPECTRAL HAND

Close-quarters spell; Recharge 11+; Quick action

Effect: Create a floating hand of spectral matter that lasts until the end of the battle. The hand can engage a nearby enemy when you create it, and you can move it to a different enemy as a quick action. Through the hand, you can target this enemy with any of your spells, regardless of the spell's normal range. The spell does not provoke opportunity attacks. The hand has your defenses, and hit points equal to twice the spell level. It ignores any damage except force and holy damage.

Adventurer Feat: The hand can now engage far away enemies.

Champion Feat: Spells cast through the hand deal extra damage equal to the Spectral Hand's spell level.

Epic Feat: You can move the hand as a free action on your turn.

With spells like Death's Memory, GMs need to balance how much information they can reveal to drive the plot forward without skipping entire arcs of a planned adventure. For example, if the current adventure calls for a murder mystery, you don't want the spell to lead the PCs directly to the murderer. On the other hand, you want to reward the player for bringing a spell that is useful in the situation. The trick is to reveal enough information to provide a useful clue and move the plot forward. Maybe the victim was only able to gather a quick glance of the murderer. Maybe the PC can gather an image of their face but can't connect it to a name yet.

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SUMMON BLASPHEMOUS WATCHDOG

Ranged spell; Daily

Effect: You summon a skeletal hound (*Core Book* p. 246, 18 hp), as per the summoning rules on **p. 5**. The hound acts as a watchdog for you or your possessions and joins you in combat until the next sunrise, or until its hit points are reduced to zero, whichever comes first.

3rd level spell: Summon a spectral hound instead.

Adventurer Feat: If the hound is next to you, you have advantage on skill checks to notice impending dangers.

Champion Feat: You can sense your hound barking over several miles distance.

Epic Feat: Your hound can teleport next to you on command, regardless of where it is.

SPECTRAL HOUND

3rd level wrecker [Undead]; Initiative: +5

Savage bite: +9 vs. AC—12 damage

Natural even hit or miss: The spectral hound can make an un-canine howl attack as a free action.

[Special trigger] C: Un-canine howl +9 vs. MD (1d3 nearby enemies in a group)—5 psychic damage

Resist physical damage 17+: The spectral nature of the hound lets it take half damage from attacks with mundane weapons unless the natural attack roll is 17+.

Spectral Hound Level Advancement

LEVEL	ATK.	BITE DMG.	HOWL DMG.	AC	PD	MD	HP
3	+9	12	5	17	16	12	28
5	+12	17	8	20	19	15	42
7	+14	30	13	22	21	17	66
9	+17	48	22	25	24	20	92

SUMMON ROTTING CORPSE

Ranged spell; Daily

Effect: You summon one rotting corpse, as per the summoning rules on **p. 5**. The corpse fights for you until the end of the battle, or until it drops to 0 hp, whichever comes first. As you cast the spell at higher levels, you can summon higher level versions of the corpse.

ROTTING CORPSE

1st level undead [blocker]

Created by enough magic to animate it, but not enough to preserve it, a rotting corpse is a slow, festering, hulking mess that can be smelled from a mile away.

Putrid Fist: +4 vs. AC--5 poison damage

Any natural even roll: (Putrid fumes) Deal 1d8 poison damage to your rotting corpse and all enemies engaged with it.

Slow: The rotting corpse has disadvantage on disengage checks.

Resist poison 17+; vulnerability holy

Adventurer Feat: Trigger putrid fumes the first time the corpse is hit by an attack between each of your turns.

Champion Feat: The first time your rotting corpse hits a target in a battle, the target is dazed until the end of your next turn.

Rotting Corpse Level Advancement

LEVEL	ATK.	ATK DMG.	FUMES DMG.	AC	PD	MD	HP
1	+4	5	1d6	14	14	10	20
3	+7	8	2d6	16	16	12	30
5	+9	14	3d6	19	19	15	50
7	+12	21	4d6	21	21	17	82
9	+15	33	6d6	24	24	20	122

SUMMON UNDEAD

(Note: This is the same spell as listed in *13 True Ways* p. 86. This entry offers additional undead that you can summon with the spell.)

Ranged spell; Daily

Effect: You summon a mob of 1d3 + 1 crumbling skeleton mooks (*13 True Ways* p. 86) or 1d3 + 1 bone archers (below), as per the summoning rules on **p. 5**. These skeletons fight for you until the end of the battle, or until they drop to 0 hp, whichever comes first. As you cast the spell at higher levels, you can summon the following mooks.

3rd level spell: 1d3 + 1 putrid zombie mooks (13TW) or 1d3 + 1 zombombies (below)

5th level spell: 1d3 + 1 starving ghoulish mooks (13TW) or 1d3 + 1 skeletal mages (below)

7th level spell: 1d3 + 1 masterless vampire spawn mooks (13TW) or 1d3 + 1 giant skeletons (below)

9th level spell: 1d3 + 1 Blackamber skeletal warrior mooks (13TW) or 1d3 + 1 minor liches (below)

BONE ARCHER

1st level mook [Undead]; Initiative: +6

(Ranged) Skeletal Bow: +6 vs. AC—3 damage

Vulnerability: holy; *Resist weapons 15+*

Mook: Kill one bone archer mook for every 5 damage you deal to the mob.

NECROMANCER

Bone Archer Level Advancement

LEVEL	ATK.	DMG.	AC	PD	MD	HP
1	+6	3	13	14	10	5
3	+8	6	15	16	12	8
5	+11	9	18	19	15	12
7	+13	16	20	21	17	18
9	+16	24	23	24	20	27

ZOMBOMBIE

3rd level mook [Undead]; Initiative: +2

Putrid claw: +7 vs. AC—5 poison damage

C: Putrid explosion +7 vs. PD—(When the zombombie is killed, against all enemies engaged with it) 2d10 poison damage

Miss: Half damage

Always: 1d10 poison damage to each ally engaged with at least one target

Headshot: A critical hit against a zombombie deals triple damage instead of the normal double damage for a crit.

Vulnerability: holy

Mook: Kill one zombombie mook for every 12 damage you deal to the mob.

Zombombie Level Advancement

LEVEL	ATK.	ATK. DMG.	EXP. DMG.	AC	PD	MD	HP
3	+7	5	2d10 / 1d10	13	14	10	12
5	+10	8	3d10 / 2d6	16	17	13	16
7	+12	14	4d10 / 2d10	18	19	15	22
9	+15	21	6d10 / 3d10	21	22	18	30

SKELETAL MAGE

5th level mook [Undead]; Initiative: +9

When you summon a skeletal mage, roll 1d4 to determine its element: (1) fire (2) cold (3) lightning (4) poison.

(Ranged) Bone Magic: +9 vs. PD—10 [random element] damage, +3 for each other nearby skeletal mage

Vulnerability: holy; resist [random element] 13+

Mook: Kill one skeletal mage mook for every 20 damage you deal to the mob.

Skeletal Mage Level Advancement

LEVEL	ATK.	DAMAGE	AC	PD	MD	HP
5	+9	10 + 3/mage	17	15	19	20
7	+11	15 + 5/mage	19	17	21	32
9	+14	22 + 8/mage	22	20	24	50

GIANT SKELETON

7th level mook [Undead]; Initiative: +10

Giant Femur Club: +9 vs. AC—25 damage

Vulnerability: holy; Resist weapons 15+

Mook: Kill one giant skeleton mook for every 33 damage you deal to the mob.

Giant Skeleton Level Advancement

LEVEL	ATK.	DMG.	AC	PD	MD	HP
7	+9	25	21	20	16	33
9	+12	40	23	22	18	55

MINOR LICH

9th level mook [Undead]; Initiative: +15

(Ranged) Finger of Death: +15 vs. PD—30 negative energy damage. If the target has 30 or less hit points after the hit, it dies.

Vulnerability: holy; Resist negative energy 15+

AC 22, PD 17, MD 21, HP 30 (mook)

Mook: Kill one minor lich mook for every 30 damage you deal to the mob.

TEETH

You send out spectral teeth to gnaw at your enemies.

Ranged spell; At-will

Target: Two nearby enemies

Attack: Intelligence + Level vs. PD

Hit: 1d4 + Intelligence negative energy damage

Miss: —

3rd level spell: 1d10 damage

5th level spell: 2d10 damage

7th level spell: 3d10 damage

9th level spell: 4d10 damage

Adventurer Feat: If both attacks hit, heal hit points equal to your Charisma modifier (x2 at 5th level, x3 at 8th) to a nearby undead under your control.

Champion Feat: Deal 1d10 extra damage against staggered enemies. (8th level: 2d10)

Epic Feat: Add your level to the healing effect.

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THIRSTING BLADES

Close-quarters spell; At-will

Target: Two nearby melee weapons

Effect: The next time the wielder of the weapon hits with an attack, they can choose to pay 2 hit points. If they do, the attack deals 2d6 extra damage.

3rd level spell: 3 hit points; 2d10 extra damage

5th level spell: 5 hit points; 3d10 extra damage

7th level spell: 8 hit points; 4d12 extra damage

9th level spell: 13 hit points; 1d8 x 10 extra damage

Adventurer Feat: The wielder of the weapon can choose to pay the hit points before making the attack. If they do, they gain a +1 bonus to the attack.

TOXIC STEEL

Melee attack; At-will

Attack: Intelligence + Level vs. AC

Hit: WEAPON + Strength + Intelligence poison damage

Natural 17+: 3 ongoing poison damage

Miss: Your level in damage

3rd level spell: 5 ongoing poison damage

5th level spell: 10 ongoing poison damage

7th level spell: 15 ongoing poison damage

9th level spell: 25 ongoing poison damage

Adventurer Feat: Deal extra damage equal to your Intelligence modifier on a miss.

Champion Feat: Deal ongoing damage on a natural 15+.

3RD LEVEL SPELLS

BLADE OF SUFFERING

Melee attack; At-will

Attack: Intelligence + Level vs. AC

Hit: WEAPON + Intelligence negative energy damage. Until the start of your next turn, the target takes 1d8 extra damage from your allies' attacks.

Miss: Your level in damage

5th level spell: 2d8 extra damage

7th level spell: 3d8 extra damage

9th level spell: 4d8 extra damage

Adventurer Feat: Increase the extra damage to d10s.

BLOOD DONATION

Close-quarters spell; Once per battle; Quick action

Effect: One nearby willing ally can spend a recovery and make a recovery roll, except you gain the healing. If no nearby ally is willing, deal 1 point of damage to all nearby creatures and you heal hit points equal to your level.

BONE ARMOR

You clad yourself in the bones of your fallen enemies.

Close-quarters spell; Daily

Effect: Until the end of the battle, you gain a +1 bonus

to AC. Once per round, when you reduce a non-mook enemy below zero hit points, or the last of a group of mooks, increase the armor bonus by +1. The maximum bonus from this spell is +4.

7th level spell: The maximum bonus is now +5.

Adventurer Feat: You can increase the armor bonus when an ally reduces a non-mook enemy below zero hit points, but still only once per round.

Champion Feat: Also gain the bonus to PD.

BONE SPEAR

You summon a mystical spear of bone that passes right through the enemies in its way.

Close-quarters spell; Once per battle; Chain spell

Target: One nearby creature

Attack: Intelligence + Level vs. PD

Hit: 3d8 + Intelligence negative energy damage

Miss: Negative energy damage equal to your level

5th level spell: 5d8 damage

7th level spell: 7d8 damage

9th level spell: 10d8 damage

Chain spell: Each time your natural attack roll is even, you can attack a different target with the spell.

Adventurer Feat: If you are engaged with the first target of the spell, gain a +2 bonus to the attack roll against it.

Champion Feat: Deal 1d8 extra damage on the first attack (8th level: 2d8).

BRITTLE BONES

Ranged spell; Daily; Quick action

Target: One nearby enemy

Attack: Intelligence + Level vs. PD

Hit: Melee attacks against the target deal 1d12 extra damage, and the target cannot *resist damage* from melee attacks (hard save 16+ ends).

Miss: The next melee attack against the target before the end of your next turn deals 1d12 extra damage.

5th level spell: 2d12 extra damage

7th level spell: 3d12 extra damage

9th level spell: 4d12 extra damage

Adventurer Feat: The spell is now Recharge 17+ after battle.

DEATHRATTLE

Close-quarters spell; Once per battle; Interrupt action

Trigger: You are reduced below zero hit points by an attack.

Target: Your attacker

Attack: Intelligence + Level vs. MD

Hit: Psychic damage equal to the damage of the attack that brought you below zero hit points, or 5 times the spell level (whichever is higher).

NECROMANCER

Natural even hit: The target is dazed until the end of your next turn.

Natural odd hit: Deal half damage to 1d3 nearby enemies.

Miss: Half damage

Champion Feat: On an even hit, the target is weakened instead. On an odd hit, target 1d4 nearby enemies.

GHoul TOUCH

Close-quarters spell; Once per battle

Target: One enemy you are engaged with

Attack: Intelligence + Level vs. PD

Hit: 3d12 + Intelligence negative energy damage.

Natural 19+: The target is stunned until the end of its next turn.

Miss: Half damage

5th level spell: 5d12 damage, stun on natural 17+

7th level spell: 7d12 damage, stun on natural 15+

9th level spell: 10d12 damage, stun on natural 13+

Champion Feat: After the stun ends, the target is hampered until the end of its next turn.

ORB OF UNLIFE

I'm gonna say die with a little help from my friends.

Ranged spell; At-will

Target: One nearby enemy

Attack: Intelligence + Level vs. PD

Hit: 3d8 + Intelligence negative energy damage. If one nearby ally is willing to sacrifice 1d8 hit points, deal extra damage equal to that amount.

Miss: Damage equal to your level

5th level spell: 5d8 damage; sacrifice 2d8

7th level spell: 7d8 damage; sacrifice 3d8

9th level spell: 10d8 damage; sacrifice 4d8

Adventurer Feat: Deal extra damage equal to twice the amount of sacrificed hit points.

SHARED PAIN

Ranged attack; Once per battle

Target: One nearby enemy

Attack: Intelligence + Level vs. PD

Hit: Starting with you, you and each nearby ally can choose to pay any number of hit points into the spell. For every 5 hit points paid in total, deal 1d20 damage to the enemy target, up to a maximum of 4d20.

Miss: As a hit, but deal 1d8 damage for each hit point paid (up to 4d8).

5th level spell: Up to 6d20 / 6d8 damage

7th level spell: Up to 9d20 / 9d8 damage

9th level spell: Up to 15d20 / 15d8 damage

Champion Feat: You can cast this spell as an interrupt when an enemy is making an attack against you. It resolves before the attack.

SUMMON FLESH GOLEM

Ranged spell; Daily

Effect: You summon one flesh golem, as per the summoning rules on p. 5. The golem fights for you until the end of the battle, or until it drops to 0 hp, whichever comes first. As you cast the spell at higher levels, you can summon higher level versions.

FLESH GOLEM

3rd level undead [troop]

Hastily patched together, and just as likely to patch itself up with chunks of meat ripped from its enemies, or to fall apart as it strikes. At least its smell doesn't kill.

Meaty Hook: +9 vs. AC—10 damage. If the golem is staggered, it heals 1d10 hp.

Energy magnet: When a ranged or close-quarter attack that causes cold, fire, force, lightning, or negative energy damage targets you or a nearby ally, the flesh golem has a 50% chance of becoming the main target instead.

Adventurer Feat: Whenever the golem redirects an energy attack to itself, it deals half of the redirected attack's damage to all enemies it is engaged with.

Flesh Golem Level Advancement

LEVEL	ATK.	DMG.	HEAL	AC	PD	MD	HP
3	+9	10	1d10	18	18	14	28
5	+12	15	2d10	21	21	17	44
7	+14	25	3d10	24	24	19	72
9	+17	45	4d10	26	26	22	108

VISIONS OF GRIEF

The deepest connection between the mortal world and the Underworld is in the hearts of people.

Close-quarters spell; Recharge 13+ after the scene

Target: A nearby person

Effect: You receive a short vision of the strongest feelings that the target has towards a deceased person. The emotions can range the whole gamut from regret, to anger, to longing and love.

5TH LEVEL SPELLS

AURA OF FORBIDDANCE

Visions of their own deaths make enemies reluctant to approach you.

Close-quarters spell; Recharge 17+ after battle; Quick action

Effect: Until the end of your next turn, enemies must succeed at a hard save (16+) to engage or attack you. If

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they fail, they take psychic damage equal to your Charisma modifier (x2 at 5th level; x3 at 8th), they are struck by fear (-4 to attack, can't use the escalation die) and can't engage you until the end of your next turn. Enemies who successfully saved against the effect are immune to the spell until the end of the battle.

After the end of your next turn, the spell effect continues, but the save is now a normal save (11+). The following turn, it is an easy save (6+), after which the spell ends.

Champion Feat: The spell is now Recharge 13+.

Epic Feat: You can cast this spell as a free action when you roll initiative.

BONE WALL

Close-quarters spell; Daily

Effect: You create a barrier of piled-up bones across the battlefield that lasts until the end of the battle. The barrier is tall enough to reach a 10-foot-high ceiling and block a 20-foot-wide corridor. It takes a move action and a normal difficulty skill check to climb to the top of the barrier. It is possible to shoot through the barrier with disadvantage on the attack roll.

Enemies can deal 10 times the spell level in damage to the barrier to create a hole that is big enough for a normal-sized creature to squeeze through.

Champion Feat: You can use your own spells through the barrier without disadvantage.

CORPSE EXPLOSION

At the moment of death, great spiritual energies are released, which you harness in a fiery explosion.

Close-quarters spell; Daily; Interrupt action

Trigger: A nearby non-mook creature, or the last of a group of mooks, dies

Target: The 1d3 enemies closest to the killed creature. You can cast this spell recklessly to target 1d6 enemies instead.

Attack: Intelligence + Level vs. PD

Hit: 3d6 fire damage, multiplied by the level of the killed creature

Miss: Half damage

Reckless miss: Your allies engaged with the missed target take 1d6 fire damage per level of the killed creature.

Champion Feat: When casting this spell recklessly, target a number of creatures equal to the d6 roll or the escalation die, whichever is higher.

DARK CONDUIT

Close-quarters spell; Daily; Quick action

Target: A nearby ally

Effect: Until the end of the battle, the target deals 2d6 extra negative energy damage on a hit with a melee attack. Both you and the target heal hit points equal to half the extra damage.

7th level spell: 2d10 extra damage

9th level spell: 4d8 extra damage

Champion Feat: The spell is now Recharge 17+ after battle.

DEATH MARK

Melee attack; Once per battle

Attack: Intelligence + Level vs. AC

Hit: WEAPON + Strength + Intelligence negative energy damage. Your attack rolls against the target have advantage (save ends).

Miss: Your level in damage

Champion Feat: On a miss, the spell is not expended.

Epic Feat: The target is also vulnerable to your attacks (save ends both).

SPIRIT SHIELD

Close-quarters spell; Daily; Quick action

Target: You or a nearby ally

Effect: The target spends a recovery and gains temporary hit points equal to the recovery roll. Until the end of the battle, whenever the target is hit by an attack, protective spirits deal negative energy damage equal to the spell level to the attacker.

Champion Feat: The target makes a save (11+). On a success, the recovery is free.

SUMMON BONE PILE

Ranged spell; Daily

Effect: You summon one animated pile of bones, as per the summoning rules on p. 5. The pile fights for you until the end of the battle, or until it drops to 0 hp, whichever comes first. As you cast the spell at higher levels, you can summon higher level versions.

BONE PILE

5th level undead [troop]

A hulking, unstructured pile of bones that can split and merge at will.

Bone Whip: +12 vs. AC, 2 attacks—9 damage

Natural even hit: The target is chained to the pile. A chained target has disadvantage on disengage checks and the pile has advantage on attacks against it (a successful save or disengage check ends the effect).

Strangle: At the start of its turn, the pile can make one attack against each creature chained to it as a free action.

NECROMANCER

Split: The bone pile can split itself into two creatures as a quick action. Each half-pile only has only one attack per standard action, and half of the hit points from before the split. A half-pile can't split again.

Merge: If the two halves are not engaged, they can merge as a free action on your turn. If they do, add the hit points of both halves, and they regain the ability to make two attacks.

Champion Feat: If a nearby creature with bones in it (such as a humanoid) is killed, it heals hit points equal to your level. If the pile is split, only one half can gain the benefit.

Epic Feat: The pile can rattle as a quick action. When it does, it makes its next attack against MD instead of AC.

Bone Pile Level Advancement

LEVEL	ATK.	DMG.	AC	PD	MD	HP
5	+12	9	22	21	17	48
7	+14	13	24	23	19	72
9	+17	21	27	26	22	108

SUMMON BONE RIDER

Ranged spell; Daily

Effect: You summon Bone Rider, as per the summoning rules on p. 5. The undead fights for you until the end of the battle or until it drops to 0 hp, whichever comes first.

7th level spell: Summon a headless knight

9th level spell: Summon a ghost rider

BONE RIDER

5th level troop [Undead]; Initiative: +7

Bone blade +10 vs. AC—20 damage

Mounted advantage: Against unmounted, normal-size and smaller targets, the bone rider gains a +2 bonus to attack and deals +1d8 damage.

Give chase: On open terrain, enemies have disadvantage on disengage checks against the bone rider.

Vulnerability: holy; *Resist weapons* 15+

Bone Rider Level Advancement

LEVEL	ATK.	DMG.	AC	PD	MD	HP
5	+10	20	20	19	15	50
7	+12	35	22	21	17	85
9	+15	58	25	24	20	125

UNDERWORLD LIGHTNING ROD

Ranged spell; Recharge 16+; Quick action

Target: All nearby allied undead you control (including yourself if you are undead)

Effect: The targets gain *resist negative energy* and lightning 15+ until the end of the battle. Whenever the resistance reduces damage, the target heals hit points equal to this spell's level.

Champion Feat: The resistance also includes fire, cold, and thunder damage.

VAMPIRIC TOUCH

Close-quarters spell; Daily

Target: One enemy you are engaged with

Attack: Intelligence + Level vs. PD

Hit: Heal using a free recovery, and deal damage to the target equal to the hit points healed.

Miss: Necrotic damage and healing equal to your level

Champion Feat: Gain a +2 bonus to the attack roll if the target is staggered.

Epic Feat: Increase your recovery dice to d12s for this spell.

7TH LEVEL SPELLS

BLOOD COMMAND

Close-quarters spell; Once per battle

Target: One nearby enemy

Attack: Intelligence + Level vs. PD

Hit: 6d6 + Intelligence negative energy damage, and you heal hit points equal to half the amount of damage dealt. If the target has 100 hp or less after taking damage, you control the target on its next turn. If you give the target a suicidal command, it can immediately save against the effect.

Miss: Necrotic damage equal to your level

9th level spell: 10d8 damage; 150 hp or less

Champion Feat: Gain a +2 bonus to the attack roll if the target is staggered.

Epic Feat: Increase your recovery dice to d12s for this spell.

BLOOD TITHE

Ranged spell; Daily

Target: One enemy

Attack: Intelligence + Level vs. PD

Hit: Whenever the target takes ongoing damage from any source, you heal hit points equal to the ongoing damage dealt (save ends).

Miss: You regain the spell at the end of the battle.

Champion Feat: At the end of its turn, the target has to decide whether it wants to save against ongoing damage effects or this spell. It can't do both.

CHAPTER II

BONE PRISON

Ranged spell; Daily

Target: One nearby enemy

Attack: Intelligence + Level vs. PD

Hit: The target is caught in a bone prison. It cannot engage enemies outside of the prison, but ranged and close-quarters attacks are still possible. The prison is destroyed if 20 times the spell's level in damage is dealt to it.

Miss: You create the prison but fail to catch the enemy with it.

Champion Feat: You can target 1d3 enemies in a group with this spell, but that also targets all creatures engaged to them, and the targets can't be large or bigger.

DESPERATE VENGEANCE

Death is a willing ally if you pay the price.

Close-quarters spell; Daily

Special: When you cast this spell, add one failed death save to the number you failed this battle. For each ally willing to do the same, increase the number of targets by one.

Target: One nearby or far away enemy

Attack: Intelligence + Level vs. PD. For each ally who is currently unconscious and gave up a death save, you gain advantage on one attack roll.

Hit: Negative energy damage equal to half the target's total hit points (up to 444 damage).

Miss: Negative energy damage equal to a quarter of the target's total hit points (up to 222 damage).

9th level spell: Up to 666 / 333 damage.

HAILS FROM THE GRAVE

The screeching wails of tortured spirits drive your enemies insane.

Close-quarters spell; Daily

Target: 1d3 nearby enemies in a group

Attack: Intelligence + Level vs. MD

Hit: 8d8 + Intelligence psychic damage. If the target has 200 hp or less after taking damage, it is also confused (save ends).

Miss: Half damage, and no confusion

9th level spell: 8d12 damage; confused up to 400 hp

Champion Feat: Deal 3d8 psychic damage to 1d3 other nearby enemies.

ONE FOOT IN THE GRAVE

Ranged spell; Daily

Effect: You, any undead you have summoned, and up to 4 nearby allies teleport to a crypt or graveyard that you have visited before. Any living creatures travelling with you must succeed at a save or lose a recovery (if they have any). You can teleport up to one mile per point of Intelligence modifier.

9th level spell: You can teleport up to 100 miles per point of Intelligence modifier.

Epic Feat: You can teleport twice as many creatures OR you can teleport living beings without causing them to lose a recovery.

SCYTHE OF THE REAPER

Death is certain, but you never know where or when it strikes.

Close-quarters spell; Daily

Target: A random nearby enemy

Attack: Intelligence + Level vs. PD. Gain advantage on the attack roll against staggered enemies.

Hit: 2d8 x 10 negative energy damage

Miss: Half damage

9th level spell: 3d8 x 10 damage

Champion Feat: If the escalation die is 3+, you can cast this spell as a free action, even when it is not your turn.

SOULBOUND RETURN

Ranged spell; Daily

Target: A dead ally

Effect: You or a living, willing ally binds some of their own life force into the body of the deceased target to bring them back to life. This is a strenuous experience that puts a heavy toll on both the giver and the recipient. Both permanently lose a recovery, they roll one less die for recoveries.

The resurrected target randomly chooses an ability score and reduces it by 2, and gains the necromancer *Sorta Dead* talent as a bonus talent. In their zombie-like state, they retain their own consciousness and free will, but their life is now forever linked to the giver. Whenever the giver takes damage and the resurrected ally is nearby, they can force their ally to take half of that damage.

If the resurrected ally is killed again, they can only be brought back as a mindless zombie.

Soulbound Return is a devil's bargain. You get to keep playing your beloved character, but at what price? Beware the Lich King even if he brings gifts ...

NECROMANCER

SUMMON BLOOD GOLEM

Ranged spell; Daily

Effect: You summon one blood golem, as per the summoning rules on p. 5. The golem fights for you until the end of the battle, or until it drops to 0 hp, whichever comes first. As you cast the spell at higher levels, you can summon higher level versions.

BLOOD GOLEM

7th level undead [troop]

Blood golems are created from large quantities of blood, and they feed on the blood of the creatures they slay.

Scabbed Claws: +14 vs. AC—6d6 damage. Your golem heals hit points equal to the sum of all damage dice that come up even, and you heal hit points equal to the sum of all damage dice that come up odd.

Blood-activated: When you summon a blood golem, spend a recovery without healing.

Golem immunity: The golem can't be dazed, weakened, confused, made vulnerable, or touched by ongoing damage.

Blood Golem Level Advancement

LEVEL	ATK.	DMG.	AC	PD	MD	HP
7	+14	6d6	24	24	20	70
9	+17	9d6	27	27	23	115

9TH LEVEL SPELLS

ANGEL OF DEATH

Close-quarters spell; Daily; Quick action

Effect: You grow black raven wings that allow you to fly until the end of the battle. The first time you hit an enemy with an attack each turn, that enemy also takes 25 ongoing negative energy damage.

Epic Feat: If the enemy is staggered, deal 40 ongoing damage instead and the save is a hard save (16+).

BLOOD VORTEX

Ranged spell; Daily

Special: If you have 50 hit points or less, you can cast Blood Vortex at-will.

Target: One nearby enemy per point of Charisma modifier

Attack: Intelligence + level vs. PD

Hit: 2d8 x 10 + Intelligence negative energy damage

Miss: Half damage

CREEPING MADNESS

Close-quarters spell; Daily

Effect: Until the end of the battle, poisonous fumes from the deepest recesses of the Underworld pour onto the battlefield. At the start of their turn, each enemy on the

battlefield takes 30 poison damage (save for half). Allies must succeed at an easy save (6+) or take 10 poison damage.

Any creature that is reduced to 0 hp or below by the poison remains conscious, but they are confused (attacking their own allies). If a confused creature takes damage, or if they are healed above zero hit points, the confusion effect ends. Confused creatures take no damage from the poison.

Epic Feat: Increase the damage against enemies who fail their save by 5 times the escalation die.

RETURN STRONGER THAN EVER BEFORE

Close-quarters spell; Recharge 17+; No action

Trigger: You succeed at a death save (you can cast this spell while unconscious)

Effect: Immediately spend a recovery to heal. The first necromancer spell you cast after the start of your next turn deals double damage OR summons twice as many creatures.

Epic Feat: Heal twice the amount of hit points on a save.

SIPHON ULTIMATE POWER

Ranged spell; Daily

Effect: Ask each nearby ally if they are willing to support your casting of the spell. For each willing ally, you gain an extra standard action this turn, and you can use one of their spells or powers. If that power is not at-will, it is expended. You can replace any ability score in the power's description with Intelligence. You only gain the spell or power itself, no other abilities or bonuses that are not part of the description, unless they are required for it to work.

After casting this spell, you take a -1 penalty to all attacks and defenses for each extra action you took (save ends).

SUMMON DRACOLICH

Ranged spell; Daily

Effect: You summon a dracolich, as per the summoning rules on p. 5. The creature fights for you until the end of the battle or until it drops to 0 hp, whichever comes first.

(SUMMONED) DRACOLICH

9th level caster [Undead, Dragon]; Initiative: +14

Bone Claws: +14 vs. AC, 2 attacks—20 damage

Natural 5 or less: The Dracolich can use its Blight Breath attack on its next turn.

(Special) C: Blight Breath +13 vs. PD (1d3 nearby enemies)—20 negative energy damage, and the target is blighted. Blighted enemies take half of the damage they deal with their next attack.

Vulnerability: holy; Flight

AC 25, PD 22, MD 22, HP 130



OCCULTIST

OCCULTIST

As the class with up to six talents, the most in the game, but a rather short list of choices, the occultist really benefits from more options. As a new option, you'll find champion- and epic-tier talents that you can take once your path to power has taken you to 5th and 8th level.

ADVENTURER TIER TALENTS

For straightforward options, consider **Child of Prophecy** for an extra spell, or **Watch the World Burn** for more damage. If you would like to play your occultist as a classic healer-support character, consider the **Karmic Cure** talent, which gives you a healing ability as an alternative to Karmic Rebuke.

If you are looking to complement the Hewer of Truth talent for a more melee-focused build, consider the **Blade of Castigation** talent to make a melee attack with your rebuke and **Knight of the Purple Gate** for armor. **Reeds of Rectitude** turns you into an archer.

Planar Chaos to dabble in chaos magic, whereas **Weaver of Fates** gives access to fateweaver spells.

If you're looking to put a twist on the occultist concept, consider **Air of Exuberance** to tie your magic to Charisma, or **Plot Twist**, which puts a kibosh on the whole uniqueness theory that *13 True Ways* tried to establish. The **Iconoclast** talent ties all your icon relations to your allies.

AIR OF EXUBERANCE

The reality distortion field that surrounds you is part of your charm. It's as if you have convinced the universe to bend around you.

You can replace Intelligence with Charisma when casting your occultist spells. You also gain Charm Person (*Core Book* p. 88) as a bonus spell at your class level.

Adventurer Feat: Whenever you retain focus with an Occultist spell, you gain temporary hit points equal to your Charisma modifier (x2 at 5th level; x3 at 8th).

Champion Feat: When you hit an enemy with Karmic Rebuke, deal psychic damage equal to your level to a different nearby enemy.

Epic Feat: Once per battle, when you are missed by an attack, the attacker takes the miss effect, and you take no damage.

BLADE OF CASTIGATION

It's the mind that cuts, but the body that bleeds.

You gain the Martial Rebuke power, which you can use instead of Karmic Rebuke to expend your focus on your turn.

MARTIAL REBUKE

Close-quarters spell; At-will; Quick action; expends focus

Effect: Make a basic melee attack.

Adventurer Feat: On a natural 5, 10, 15, or 20 on the attack roll, you can teleport to a nearby location after making the attack.

Champion Feat: Increase the WEAPON damage dice of the attack by one step (1d4 to 1d6 for a dagger, or 1d8 to 1d10 for a longsword).

Epic Feat: If the target is staggered, increase your critical threat range with this attack by your Intelligence modifier.

CHILD OF PROPHECY

Your birth was not a coincidence. It was part of a plan. You may not agree with the plan, or even be aware of it, but it's there. Not only are you the only occultist alive, you might be strongest that ever walked.

Gain a bonus occultist spell.

However, the prophecy also alludes to your ultimate downfall, whether it's a spear to the chest or being burned at the stake. Choose an appropriate damage type, such as physical weapons or fire. You are vulnerable to this damage type.

Adventurer Feat: Gain a 3-point background related to the prophecy.

Champion Feat: Gain the adventurer feats of all occultist spells you know.

Epic Feat: Gain the champion feats of all occultist spells you know.

ICONOCLAST

All icons pay attention to you, but not all of them get close enough to influence your life.

Special: You cannot take this talent if you have the Icon Channeler or Icon Envoy talents.

You don't have icon relationships of your own. Instead, whenever the party rolls icon relationships, you hand out 4 bonus icon relationship dice, split in any way you like between your allies. You choose the icon they roll for, but including these dice, no ally can roll more than 3 dice for a single icon.

At 5th level, hand out 5 dice, and at 8th level, six.

Adventurer Feat: If any ally rolls a 1 on their icon relationship dice, you gain that 1. At any time during the session, you can spend two 1s with two different icons to learn something about the relationship between those two icons.

Champion Feat: If any ally rolls a 2 on their icon relationship dice, you gain that 2. At any time during the session, you can spend one 2 to gain a +2 bonus to defense against an attack by an enemy connected to that icon.

Epic Feat: If any ally rolls a 3 on their icon relationship dice, you gain that 3. At any time during the session, you can spend one 3 to gain a +3 bonus to a skill check related to that icon.

KARMIC CURE

You were born to heal the world, not to destroy it.

You gain the Karmic Cure power, which you can use instead of Karmic Rebuke to expend your focus on your turn.

KARMIC CURE

Close-quarters spell; At-will; Quick action; Expend focus

Effect: You or a nearby ally can use a recovery to heal.

Adventurer Feat: Add your Wisdom modifier to the amount healed (x2 at 5th level; x3 at 8th).

Champion Feat: The recoveries granted by this ability use exploding dice (roll an extra die for each that comes up as maximum).

Epic Feat: If the escalation die is odd, the target can spend a second recovery. If it is even, a second target can spend a recovery.

KNIGHT OF THE PURPLE GATE

Unique as you are, you still bleed when they cut you. Protect yourself.

You can wear heavy armor and use a shield at no attack penalty.

Adventurer Feat: Gaining focus no longer provokes an opportunity attack.

Champion Feat: Increase your recovery dice to d8.

Epic Feat: While you have focus, you have a +1 bonus to all defenses.

PLANAR CHAOS

When you stare into the void, the void stares back.

Whenever you roll a natural 1, 7, 13 or 19 on a d20 roll for an occultist spell, you can roll on the chaos mage High Weirdness table (13TW p. 18) and gain an at-will chaos mage spell of up to your level, which you can cast once that battle. Roll 1d6 to see whether you get an attack (1-2), defense (3-4), or iconic spell (5-6). You can choose iconic spells from any icon that you have a relationship with.

Adventurer Feat: Once per battle, gain a once-per-battle chaos mage spell instead. In addition, you can use this talent without rolling for High Weirdness.

Champion Feat: Once per day, gain a daily chaos mage spell instead.

Epic Feat: When you gain a chaos mage spell with this talent, also roll 1d6 on the warp talent for that spell type.

PLOT TWIST

Spoiler Alert: The Occultist, the one that all the prophecies talk about? Not you. Yes, you're someone with magic powers that twist and turn events on a small scale, but all that mumbo-jumbo about shaping destiny and bringing on a new age is all about some hapless schmuck out there. Any cults who would be looking to recruit you for their cause, any would-be assassins that try to erase you before you become a threat, they are really looking for someone else.

You exude an aura of not-being-special that's almost supernatural on its own. You could be the wallflower in the quiet corner of a party, or the loud reveler in the middle of it, but there's just something really mundane about you. You could tell people to their face that you're chosen for a great destiny and they'll laugh it off.

In battle, enemies will ignore you until you actively participate. Gaining focus doesn't end the effect, but casting a spell or making an attack does.

Adventurer Feat: You lose the Delayed Magical Healing class "feature."

Champion Feat: Once per day, when you use a 5 on an icon relationship die, you can decide that the backlash happens to someone else, not you.

Epic Feat: When you have focus, you can only be attacked by enemies engaged with you—other enemies simply overlook you, as long as there are other targets to attack. Enemies with a personal enmity towards you can save against the effect, and on a success ignore it until the end of the battle.

REEDS OF RECTITUDE

Space is an illusion. The arrow on your bow is the same arrow that pierces your enemy's chest.

You can use a ranged weapon without attack penalty. You can use Intelligence instead of Strength for your attack rolls with that weapon, and Wisdom instead of Strength for your damage rolls.

You can also target far away enemies with your occultist spells that only target nearby enemies, at a -2 penalty to the attack roll.

Adventurer Feat: If you also have the Blade of Castigation talent, you can make a basic ranged attack with Martial Rebuke, instead of a melee attack.

Champion Feat: Once per battle, when you miss with a ranged weapon attack, deal half damage.

Epic Feat: While you have focus, you ignore the resistances of any enemy you attack with a ranged weapon attack.

VENGEFUL MIND SHARD

Your Karmic Rebuke is an ethereal manifestation that lashes out at your enemies.

Choose a flexible attack from the fighter class, of up to your level. However, instead of basic attacks, you trigger this maneuver with the attack roll of your Karmic Rebuke class feature.

If you have the Blade of Castigation talent, you can trigger the maneuver with Martial Rebuke.

Adventurer Feat: Choose a fighter talent that can be used once per battle. You can use this talent once per day, but you must expend your focus to do so.

Champion Feat: Gain a second fighter maneuver, two levels lower than your class level.

Epic Feat: The first time you use Karmic Rebuke (or Martial Rebuke) in a battle, you have advantage on the attack roll.

WATCH THE WORLD BURN

Some men just want to watch the world turn, others ...

Change all psychic damage you deal to fire damage, and the damage dice are exploding dice (roll any die that shows up as the maximum again and add the reroll).

Adventurer Feat: When you target an enemy with an occultist spell, and you would retain focus, you can expend your focus instead and deal 1d6 per level (exploding dice) fire damage to the target. You can do this even on a miss.

Champion Feat: Whenever you roll extra damage dice from exploding dice, also deal the extra damage to a second nearby enemy.

Epic Feat: Once per day, attack one nearby enemy per Intelligence modifier with an occultist spell that only has one target.

WEAVER OF FATES

A dark pact connects you to the most ancient of occultist secrets.

Gain an adventurer-tier meditation from the fateweaver list (see *Dark Pacts & Ancient Secrets*) as a bonus power. You can use the focus gained from the meditation like you use your occultist focus. Starting at 3rd level, you can switch out an occultist spell for a fateweaver spell two levels lower.

Adventurer Feat: You can use the fateweaver's Follow the Thread class feature once per day.

Champion Feat: Upgrade your meditation to champion tier, OR choose a second adventurer tier meditation.

Epic Feat: Upgrade your meditation from champion to epic tier, OR choose a third adventurer tier meditation.

CHAMPION TIER TALENTS (NEW)

You must be 5th level to take these talents. All three of the talents below add a new once-per-battle option to your repertoire.

Fangs of the Horned Serpent is an alternative to Karmic Rebuke. **Spatial Warp** gives a teleport, whereas **Temporal Slip** gives a second interrupt action, very useful since your spells rely on these.

FANGS OF THE HORNEDED SERPENT

Her gaze is as deadly as her bite.

You gain the Fangs of the Horned Serpent power, which you can use to expend focus on your turn.

FANGS OF THE HORNEDED SERPENT

Close-quarters spell; Once per battle; Quick action; Expend focus

Target: One nearby enemy

Attack: Intelligence + Level vs. PD

Hit: 10 + Wisdom modifier ongoing poison damage

7th level spell: 20 ongoing damage

9th level spell: 30 ongoing damage

Miss: Poison damage equal to your level + Wisdom modifier

Champion Feat: Hit or miss, deal lightning damage equal to your Wisdom modifier (x2; x3 at 8th level) to 1d4 nearby enemies.

Epic Feat: On a natural even hit, an ethereal snake wraps itself around the target, causing it to be hampered until the end of your next turn.

SPATIAL WARP

You don't bend space, you merely see paths that are closed to the uninitiated.

Once per battle, when you retain focus while casting an occultist spell, you can teleport to a nearby location you can see as a free action.

Champion Feat: On a natural even roll, you can teleport the target instead. If you do, deal your level in psychic damage to it.

TEMPORAL SLIP

You don't bend time, you merely see moments that are closed to the uninitiated.

Once per battle, you can use a second interrupt action between two of your turns.

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

Epic Feat: You can use interrupt actions as long as you have focus.

EPIC TIER TALENTS (NEW)

You must be 8th level to take these talents.

Event Horizon is a powerful daily alternative to Karmic Rebuke. **Karma Houdini** is free advantage on a spell attack. **Transcendence** merges your mind with a global conscience.

EVENT HORIZON

You share secrets the mundane mind is not prepared for.

You gain the Event Horizon power, which you can use to expend focus on your turn.

EVENT HORIZON

Close-quarters spell; Daily; Quick action; Expend focus

Target: One nearby enemy

Attack: Intelligence + Level vs. MD

Hit: 2d4 x 10 + Wisdom psychic damage and the target is stunned until the end of your next turn.

Miss: The target can choose to either take half damage, or let a different nearby enemy suffer full damage (but no stun).

9th level spell: 3d4 x 10 damage

Epic Feat: On a natural 18+, the stun effect is “save ends.”

KARMA HOUDINI

The less you want things, the more the universe is willing to give them to you.

Once per battle, you can reroll an attack roll for an occultist spell. You can use the higher of the two rolls for the attack, and the lower to see whether you retain focus.

Epic Feat: If the lower roll is a natural 1, you can use this talent again in this battle.

TRANSCENDENCE

You are not omniscient, you merely see where the universe repeats itself.

You gain 5 points toward a Transcendence background. This background represents your connection to a shared universal conscience. If you close your eyes for a few seconds, you can merge with the font of all knowledge and dig up even the most remote and obscure insight that is beyond mere mortal comprehension.

You also gain a bonus occultist spell.

Epic Feat: Increase the background to 7.

OCCULTIST SPELLS

1ST LEVEL SPELLS

AURAMANCY

Close-quarters spell; Recharge 6+ after scene

Target: A nearby person or object

Effect: You detect any unusual, supernatural connection on the target, such as arcane powers, an icon relation, strong devotion to a god or a pact with a devil. You sense the general nature of the aura, and you can discern details with a successful skill check. A completely mundane object or person gives off no information.

Adventurer Feat: When you have this spell, you have a hunch when you are in the presence of very strong aura, although you still have to cast the spell to locate it.

DEJA VU

Close-quarters spell; Recharge 16+ after the battle / scene; Interrupt action; expend focus

Special: You can cast this spell out of combat. In that case, it doesn't require, expend, or retain focus.

Trigger: You fail a skill check.

Effect: Reroll the check and add your Wisdom modifier to the roll.

Retain Focus: 1–5

Adventurer Feat: The spell is now Recharge 6+.

MIRIFIC MISS

Close-quarters spell; At-will; Interrupt action to cast; Expend focus

Trigger: One of your allies misses a nearby enemy with an attack.

Target: The enemy missed by the attack

Attack: Intelligence + Level vs. MD

Natural Even Hit: Deal psychic damage to the target equal to 1d8 + Wisdom plus the amount of miss damage dealt by your ally.

Natural Odd Hit: Deal 1d4 + Wisdom psychic damage to the target, and your ally gains temporary hit points equal to the miss damage they dealt to the target.

Miss: You gain temporary hit points equal to the miss damage dealt by your ally.

Retain Focus: 1–5

3rd level spell: 3d8/3d4 damage

5th level spell: 5d8/5d4 damage

7th level spell: 7d8/7d4 damage

9th level spell: 9d8/9d4 damage

Adventurer Feat: On a natural 5, 10, 15, or 20 on your attack roll, your ally can reroll the attack. (This can turn the triggering attack into a hit, meaning zero miss damage for the purpose of this spell)

OCCULTIST

MOMENTOUS DISTRACTION

Close-quarters spell; Recharge 6+ after battle; Interrupt action; Expend focus

Trigger: You or a nearby ally fails a disengage check.

Target: The enemy you or the ally is trying to disengage from.

Attack: Intelligence + Level vs. MD

Hit: 1d8 + Wisdom psychic damage, and the ally can reroll the disengage check.

Miss: Damage equal your level

3rd level spell: 3d8 damage

5th level spell: 5d8 damage

7th level spell: 7d8 damage

9th level spell: 10d8 damage

Retain Focus: 1–10

Adventurer Feat: If the disengage check is successful, the target is unable to see the person who disengaged until the end of their next turn.

Champion Feat: Reroll the disengage checks on an even miss with the attack.

PARALLAX AEGIS

Close-quarters spell; At-will; Interrupt action; Expend focus

Trigger: A nearby ally takes damage from an enemy attack.

Target: The attacker

Attack: Intelligence + Level vs. PD

Hit: 1d4 + Wisdom force damage, and you reduce the damage taken by the ally by that amount.

Miss: Damage equal your level

3rd level spell: 3d4 damage

5th level spell: 5d4 damage

7th level spell: 7d4 damage

9th level spell: 9d4 damage

Retain Focus: 1–5

Adventurer Feat: On a natural even hit, the ally can pop free from the enemy.

Champion Feat: Retain focus on 1-10.

RAMPANT REVERBERATION

Close-quarters spell; Recharge 16+ after battle; Interrupt action; Expend focus

Trigger: A nearby ally deals damage to an enemy.

Target: Two enemies other than the ally's target

Attack: Intelligence + Level vs. PD

Hit: Psychic damage equal to half the damage of the ally's attack + your Wisdom modifier.

Miss: You take psychic damage equal to the target's level.

Retain Focus: 1–5

Adventurer Feat: You no longer take damage on a miss.

SANGUINE ECHO

Close-quarters spell; Recharge 6+ after battle; Interrupt action; Expend focus

Trigger: A nearby ally uses a recovery to heal.

Effect: The 1d3 nearby allies with the lowest hit point total (including you, but triggering ally) heal hit points equal to half the recovery roll.

Retain Focus: 1–5

3rd level spell: 1d4 allies

7th level spell: 1d6 allies

Adventurer Feat: Nearby allies that you didn't target with the effect can heal hit points equal to your Wisdom modifier (x2 at 5th level; x3 at 8th).

SECRETS REVEALED

Close-quarters spell; Daily

Target: A piece of writing or code

Effect: You can read the piece of writing or code as if it was written plainly in a language you know.

Adventurer Feat: The spell can now make faded or erased writing visible.

3RD LEVEL SPELLS

CROMULENT EMBIGGENING

Close-quarters spell; Recharge 6+ after battle; Interrupt action; Expend focus

Trigger: A nearby ally scores an odd hit with a melee attack.

Effect: For this attack, and until the end of the battle, the ally increases their melee WEAPON damage dice by one step.

Retain Focus: 1–5

Adventurer Feat: You now retain focus on 1-10.

KARMIC FLIP

Close-quarters spell; Recharge 6+ after battle; Interrupt action to cast; expend focus

Trigger: A nearby ally makes an attack roll against an enemy.

Target: The enemy targeted by your ally

Attack: Intelligence + Level vs. MD

Hit: 3d8 + Wisdom psychic damage. If the ally's natural attack roll was even, it is now treated as odd, and vice versa.

Miss: Half damage

Retain Focus: 1–5

5th level spell: 5d8 damage

7th level spell: 7d8 damage

9th level spell: 9d8 damage

Adventurer Feat: You can now target any nearby enemy of your choice with this spell.

PRIMORDIAL ACIDIFICATION

Close-quarters spell; Recharge 16+ after battle; Interrupt action; Expend focus

Trigger: A nearby ally scores an odd hit with a melee or ranged weapon attack.

Target: The target of the attack

Attack: Intelligence + Level vs. PD

Hit: 10 ongoing acid damage. If the target is staggered, it is also hampered.

Miss: Acid damage equal to your level + 1d6

5th level spell: 15 ongoing damage

7th level spell: 25 ongoing damage

9th level spell: 40 ongoing damage

Retain Focus: 1–5

Adventurer Feat: If the target is killed before it saves against the effect, the ooze moves onto the next enemy. Repeat the attack as a free action.

Champion Feat: If you cast this spell while the escalation die is 5+, deal 3d6 extra ongoing damage.

SURGING ESCUTCHEON

Close-quarters spell; Recharge 6+ after battle; Interrupt action; Expend focus

Trigger: A nearby ally uses a recovery.

Effect: The triggering ally gains a +4 bonus to all defenses until they are missed by an attack, or until the end of the battle.

Retain Focus: 1–10

Adventurer Feat: While the halo is active, the ally also heals damage equal to the spell level whenever they are hit by an enemy attack.

THE UNKNOWN UNKNOWN

Close-quarters spell; Recharge 11+ after battle; Interrupt action; Expend focus

Special: You can cast this spell out of combat. In that case, it doesn't require, expend, or retain focus. Make the recharge roll at the end of the scene.

Trigger: You or a nearby ally is hit by a surprise attack, such as by a trap or a hidden enemy.

Effect: Reroll the attack and take the second result.

Adventurer Feat: If the reroll is an odd miss, add an unexpected beneficial effect. Maybe the trap is now jammed and unable to trigger, or the enemy falls out of the tree they were hiding in.

5TH LEVEL SPELLS

ASTRAL PROJECTION

Ranged spell; Daily

Effect: Your conscious self leaves your body, and you project an image of yourself and your voice in a distant location. You perceive the surroundings of the target location, and the projected image mimics your movements, but you can't interact with the environment.

To project yourself to a specific location, you must have some connection to it. It could be that you spent a long time there, or a person you know is present. The spell lasts as long as you concentrate on it.

ATTACK OF THE CLONE

Close-quarters spell; Cyclic (once per battle OR at-will when the escalation die is even); Interrupt action; Expend focus

Trigger: A nearby ally makes an at-will attack against one target.

Effect: Summon a ghostly copy of the ally that repeats the attack against a different enemy as if the ally would make the attack. The copy vanishes after making the attack.

Retain Focus: 1–5 (based on the clone's attack roll)



AUTHORIZED OVERRIDE

Close-quarters spell; Recharge 16+ after battle; Interrupt action to cast; Expend focus

Trigger: A nearby ally misses with an attack roll.

Always: The ally rerolls the attack, then make the attack below. If the ally's reroll was a miss, you have advantage on your attack roll.

Target: The enemy targeted by your ally

Attack: Intelligence + Level vs. MD

Hit: 7d10 + Wisdom psychic damage

Miss: You take damage equal to your level.

Retain Focus: 1–5

7th level spell: 1d12 x 10 damage

9th level spell: 2d8 x 10 damage

Champion Feat: If you fail to retain focus with this spell, you can pop free from all enemies as a free action.

AWE-INSPIRING PRESENCE

Close-quarters power; Recharge 16+ after the scene

Effect: You make the full extent of your occult powers visible to everyone. You project an aura of such immense power that onlookers might mistake you for an angelic being or a terrible nightmare. Whichever image you choose to show, anyone with an MD of 10 + your level or less will be struck with awe and unable to approach you. Targets with a higher MD are able to shake off the effect with a successful save. If you try to use this awe to give commands or get a tribe of kobolds to worship you as a god, a skill check is in order.

This spell is best used out of combat. An aura of invincibility is quickly dispelled if everyone can see that you still bleed if shot with an arrow.

Champion Feat: When casting the spell, gain a temporary 5-point background that you can use to leave an impression with people.

SHOOTING FIREWORKS

Close-quarters spell; Recharge 16+ after battle; Interrupt action; Expend focus

Trigger: A nearby ally misses with a ranged weapon attack.

Effect: Make three attacks, each against a different nearby enemy. Determine the energy type of each attack with a d4 roll: (1) lightning (2) fire (3) poison (4) psychic.

Attack: Intelligence + Level vs. MD

Hit: 6d10 + Wisdom damage

Miss: 2d10 damage

Retain Focus: 1–5 (first attack roll only)

7th level spell: 10d10 damage

9th level spell: 2d8 x 10 damage

Champion Feat: Make four attacks.

TEMPORAL SPLICE

Close-quarters spell; Recharge 6+ after battle; Quick action

Effect: This battle, you can take a second interrupt action between your turns. When you do, you lose the standard action on your next turn.

WAKING WARD

Close-quarters spell; Recharge 16+ after battle; Quick action

Target: A nearby ally

Effect: The ally gains 50 temporary hit points until the end of the battle or scene. Whenever the ally takes damage that reduces these temporary hit points, you regain focus if you don't currently have it.

7th level spell: 80 temporary hit points

9th level spell: 140 temporary hit points

Champion Feat: Also target a second nearby ally, for half the amount of temporary hit points.

7TH LEVEL SPELLS

ARCANE CATAclysm

Close-quarters spell; Recharge 11+ after battle; Interrupt action; Expend focus

Trigger: A nearby ally scores a natural even hit with a spell.

Target: A nearby enemy that was not targeted by the spell.

Attack: Intelligence + Level vs. PD

Hit: Force damage equal to the spell's damage

Miss: Force damage equal to half the spell's damage

Retain Focus: 1–5

Champion Feat: Retain focus on any roll if the triggering spell was a critical hit.

ARMY OF ME

Close-quarters spell; Recharge 16+ after battle

Effect: Spend up to three recoveries. Instead of healing, summon a copy of yourself in a nearby location for each recovery you spend. Each copy's hit points are equal to the recovery roll. These copies are dimension-shifted copies of yourself. They can take a move and standard action, and they can make weapon attacks, but all damage they do is halved. Only you can gain focus and cast spells. Clones are destroyed if they are reduced to zero hit points or below. If you are killed, you can transfer yourself into one of your clones. At the end of the battle, you merge with your clones. Add up all hit points and discard any above your maximum.

Champion Feat: Each living clone increases the retain focus range of your spells by 1.

ASCENDANT REINCARNATION

Close-quarters spell; Once per life; No action

Trigger: You fail a death save.

Special: You can cast this spell while unconscious and at zero hit points.

Effect: You die, and your conscience is transferred to the next occultist, as it always would be. However, this spell guarantees that you, as one incarnation of the occultist, have been strong enough to imprint some essence of yourself on the shared memory of all occultists, and will be remembered. Usually, the occultist is reincarnated into a newborn child in the next age, but in times of desperation, when an age comes to a close, there have been occultists in quick succession, even awakening their power well into adulthood.

Create a new occultist character of a randomly determined race and gender, with a randomly determined multiclass based on its pre-incarnation life. This character gains a free 5-point background that represents your memories and experiences.

POCKET LABYRINTH DIMENSION

Quiet, or the goblin king will do the magic dance again.

Close-quarters spell; Recharge 16+ after battle; Interrupt action; Expend focus

Trigger: A nearby enemy moves to engage you or a nearby ally.

Attack: Intelligence + Level vs. MD

Hit: The target is caught in a pocket labyrinth dimension and has to find the exit to escape. Smart enemies (MD higher than PD) need an easy save (6+) to escape. Brutish foes (PD higher than MD) need a hard save (16+). If both are equal, the save is 11+.

Miss: —

Natural even miss: Teleport the engaged ally to a nearby location.

Retain Focus: 1–5

Epic Feat: Attack the lower defense of PD or MD with this spell.

9TH LEVEL SPELLS

AGE-TRAVERSING GATEWAY

Close-quarters spell; Daily

Effect: You open a gate to a different age, long enough for a small group of people to pass through. These gates can only be opened at certain locations, where influential historical events have left their mark all the way to the present, and only during certain stellar constellations. For example, to travel back to a famous battle, you would first have to determine its location, then open a gate at the spot. A successful skill check is required to pinpoint the exact point in time you wish to travel to. It's easy to end up days or even years off the mark if you traverse

the centuries. Be careful with changing the past, as the present you return to may end up very different from the place you (and only you) remember.

BUTTERFLY EFFECT

Close-quarters spell; Daily

Effect: You summon a colorful butterfly that flaps its wings once. This sets a chain of connected events in motion. You determine the general outcome of each event ("Snow is falling on Dragon Peak"), but not the details. The connection does not have to be obvious, as your magic works in mysterious ways. Each step in the chain takes up to a full day to resolve. After each event, roll a d20. If the roll is equal to the number of events caused by the spell, or lower, the spell ends. You cannot end the spell voluntarily—a high enough roll always causes the next event.

However, the spell does not end on a roll of natural 1. On a natural 1, the spell spins out of control, and you reroll the die. From that point on, you still describe the event, but there is some catastrophic twist, and each subsequent 1 only makes it worse. These unforeseen consequences are described by other players, starting with the person on your left.

TEMPORAL ANOMALY

Close-quarters spell; Recharge 16+ after battle; Interrupt action; Expend focus

Trigger: A nearby enemy rolls a natural 1–5 on an attack.

Target: The triggering enemy

Attack: Intelligence + Level vs. MD

Hit: 7d10 + Wisdom psychic damage, and a nearby ally can make a free standard action attack against the target.

Miss: Half damage, and allies engaged with the target can pop free.

Retain Focus: 1–5 (first attack roll only)

Epic Feat: A second nearby ally can also make an attack against the target.

TRANSCENDENT ASCENDANCE

Close-quarters spell; Once per life; No action

Trigger: You fail your last death save.

Special: You can cast this spell while unconscious.

Effect: You unshackle yourself from your decaying physical body. Not dead, not undead, you continue to exist on a different plane of existence. You can still manifest as a ghost-like apparition, but your attention is now elsewhere, beyond the trifles of mortals. Other PCs can now choose you as an icon relation or worship you as a god.



PALADIN

PALADIN

This chapter adds new talents for the paladin class, including champion and epic talents to offer broader options for your 5th- and 8th-level talent slot, similar to the barbarian in the *Core Book*.

It also makes your Smite Evil class feature more flexible with the introduction of smite powers tied to each talent. Each of the new talents in this book gives you at least one smite power. To make sure the paladin talents in the *Core Book* remain valid, smite powers for each of the classic talents are also included.

To balance this, the default smite effect of half damage on a miss is now the “True Smite” smite power that every paladin gains by default. Choose wisely when you smite, as you now have a choice between playing it safe to get some guaranteed damage on a bad roll or boosting your smite with what your talents gave you.

CLASS FEATURES

SMITE EVIL AND SMITE POWERS

When you activate your Smite Evil, choose one of your Smite powers and gain its effect. You must choose the smite power before making the attack roll, and before you know whether your smite hits or misses.

SMITE EVIL (REVISED)

Close-quarters power; Once per battle, plus once per day per Charisma modifier; Free Action

Effect: Your next paladin melee attack deals 1d12 extra damage on a hit. In addition, you can activate one smite power of your choice, which can be True Smite below, or a smite power gained through talents.

4th level paladin: 2d12 extra damage

6th level paladin: 3d12 extra damage

8th level paladin: 4d12 extra damage

10th level paladin: 5d12 extra damage

Adventurer Feat: Gain an additional use of Smite Evil per day.

Champion Feat: Your Smite attacks become uninterrupted. Enemies cannot trigger interrupt actions against your smite attacks.

True Smite (Smite Power): Deal half of both melee attack and smite extra damage on a miss.

Adventurer Feat: Gain a +4 bonus to the attack roll with True Smite.

You'll notice that this version of Smite Evil has a slightly smoother damage progression than the Core Book version. It also no longer requires a feat to scale up the damage. A class shouldn't have to pay feats just to scale its abilities in line with monster hit points.

SMITE POWERS FOR EXISTING PALADIN TALENTS

To prevent the classic paladin talents in the *Core Book* from being overshadowed by the new material, here are new smite powers for them.

BASTION

Bastion Smite (Smite Power): On a hit, gain temporary hit points equal to the smite's bonus damage roll.

Adventurer Feat: Gain twice your level in temporary hit points on a miss.

CLERIC TRAINING

Blessed Smite (Smite Power): On a hit, choose a nearby ally. That ally gains a bonus to their next attack roll equal to your Wisdom or Charisma modifier (whichever is higher).

Adventurer Feat: Gain a bonus equal to your Wisdom or Charisma modifier to the Smite attack roll.

DIVINE DOMAIN

Divine Smite (Smite Power): Hit or miss, you can use the at-will attack spell associated with your domain as a quick action this turn. If it is a ranged spell, you don't provoke opportunity attacks with it. This replaces the smite extra damage.

Adventurer Feat: If you have used the invocation of your domain this battle, gain a +1 bonus to both the smite and the spell attack.

FEARLESS

Courageous Smite (Smite Power): If you hit an enemy who has a fear aura or a fear-based attack, the target can't use that ability (save ends).

Adventurer Feat: Deal extra damage equal to the enemy's level.

IMPLACABLE

Conduit Smite (Smite Power): Choose an effect that you have successfully saved against at the start of your turn (if any). On a hit, impose that effect on the target.

Adventurer Feat: Also gain the effect on a natural even miss.

LAY ON HANDS

Healing Smite (Smite Power): Spend a recovery to heal, but grant the healing to a nearby ally.

Adventurer Feat: If the ally is staggered, they heal additional hit points equal to the smite's extra damage.

Champion Feat: On a natural 16+ on the attack roll, the recovery is free.

Epic Feat: Both you and the ally gain the healing.

PALADIN'S CHALLENGE

Exalted Challenge (Smite Power): If you use the talent to challenge the target with your Smite Evil attack, the target takes holy damage equal to your Smite Evil bonus damage whenever it attacks one of your allies.

Adventurer Feat: The target also takes the Smite Evil bonus damage if it uses any method to no longer be engaged with you, such as disengage, pop free, or teleporting.

PATH OF UNIVERSAL RIGHTEOUS ENDEAVOR

Absolving Smite (Smite Power): On a hit, a nearby ally can save against a "save ends" effect.

Adventurer Feat: The save has a bonus to the roll equal to your Charisma modifier.

WAY OF EVIL BASTARDS

Sickening Smite (Smite Power): On a hit, the target has disadvantage on their next attack roll against you.

Adventurer Feat: If the target misses with its next attack, it takes ongoing negative energy damage equal to three times your level.

ADVENTURER TIER TALENTS

Some talents in the book support the traditional image of the paladin as a shining beacon in a world of darkness and despair. **Golden Legion** gives you powers that mimic those of a Gold Dragon. **Conviction** gives you a bonus whenever you act within your conscience. **Lightbringer** makes you a champion of fighting the undead, whereas an **Exorcist** drives back the powers of the abyss.

An **Inquisitor** is a grayer figure, as the zeal of fighting evil can end up in oppression for the sake of a greater goal. For another role that walks the line between good and evil, look at **Grey Guard**.

Where there is light, there is darkness, and with the **Death Knight**, **Fist of the Crusader**, and **Infernal Devotion** talents, you can create a champion who believes they can fight fire with fire, or one who embraces the unleashed power that corruption brings.

Finally, there are the utilitarian talents, that can serve a champion of either extreme, such as **Divine Mount** and **Stormhammer**. The commander powers of **Glory of the Empire** can also work either way. In the case of **Guardian of the Vault**, the alignment depends on how far the Dwarf King has succumbed to the creeping corruption from the tunnels that lead into the underworld.

Paladins are often members of an order, and many talents in this book hint at ties to an order or an individual icon. When choosing these talents, think about whether you want to make this order part of the PC's backstory and their current relationship with it. Consider strengthening that connection by giving the PC a background or icon relationship that matches the talent.

There are no rules limitations regarding mixing talents with a good or evil flavor. A character that is clearly on the good or evil side might be easier to play, but a torn soul can create more rewarding stories.

CONVICTION

You are driven by a strong inner moral compass. When you joined your paladin order, you swore several oaths to uphold, and you are determined to set a shining example for nobles and commoners alike. The path of the righteous is not an easy path to follow, and there are many pitfalls, moral conflicts, and temptations.

Define three moral convictions for your character, such as "protect the innocent," "speak the truth," and "never turn down a challenge." When you make a skill check while acting based on one of your convictions, you add a d6 conviction die to the roll.

However, whenever you act against one of your convictions, you lose the use of the conviction die until the next full heal-up. If you have committed a gross violation, say you willfully lied while under oath in the above example, the conviction die becomes a penalty to all skill checks until you atone. Work out an appropriate atonement with your GM.

Champion Feat: While in a battle that is aligned with your moral convictions, add the conviction die to saves.

Epic Feat: Your conviction die becomes a d8.

Smite of Conviction (Smite Power): If you have entered the battle based on your convictions, add your conviction die to the attack roll. In addition, the first time you miss with Smite of Conviction this battle, the smite is not expended.

In campaigns with more morally ambiguous and outright evil characters, a paladin can still take the Conviction talent, with oaths like "cull the weak," "destroy the Gold Dragon and everyone who serves him," or "never turn down a bag of gold."

Big story events may also change the PC's beliefs in a major way, which can cause them to change their convictions.

DEATH KNIGHT

When the Lich King's early armies of mindless skeletons and zombies were easily outmaneuvered and defeated despite their endless supply of bodies, he learned that he needed leaders to direct them in battle. He corrupted the minds and bodies of the paladins who had tried, and failed, to defeat him, and created the Order of the Death Knights.

You learn three runes, which you can use in battle via the Activate Rune power below. When you activate a rune, you can also use its special smite power.

The direct connection to death has taken a toll on you. You are Sorta Dead, as per the necromancer talent (*13 True Ways* p. 84), and you have a lesser version of their Wasting Away class feature.

Wasting Away: While Death Knights aren't quite as wasteful with their physical bodies as necromancers, the necrotic powers still come at a price. If your Constitution modifier is +2 or higher, you take a -1 penalty to attack rolls.

Champion Feat: You gain a necromancer spell as a bonus power, at two levels below your class level. You can replace Intelligence with Charisma as the key ability for the spell.

Epic Feat: You can choose a second necromancer spell, also at two levels lower than your class level.

For multiclass Paladin / Necromancers with this talent, there is also this special feat:

Total Devotion (Adventurer Feat): Your Death Knight paladin talent is also considered a necromancer talent, which allows you to use its benefits with necromancer talents and spells.

ACTIVATE RUNE

Close quarters power; At-will; Quick action

Effect: Gain the rune benefit of either the Blood, Death, or Frost rune until the end of the battle. You can only have one rune active at a time—using a different rune ends the current one. When you Smite Evil, you can use the active rune's smite power.

BLOOD RUNE

Rune Benefit: When you hit with a melee attack, heal hit points equal to your level.

Adventurer Feat: On a critical hit with a melee attack, you can heal using a recovery.

Blood Smite (Smite Power): On a hit, heal hit points equal to the smite extra damage.

Champion Feat: On a hit, end any ongoing damage you are currently taking.

Epic Feat: Also deal the smite extra damage and heal hit points equal to that amount on a miss.

DEATH RUNE

Effect: Your melee attacks deal negative energy damage. When you drop a non-mook enemy to zero hp, increase your critical threat range with melee attacks by 1 until the end of the battle, or until you activate a different rune.

Epic Feat: If you drop a double-strength, large, or stronger creature, increase your critical threat range by 2.

Raise Minion (Smite Power): If you drop a non-minion enemy to zero hp with the attack, you create a Crumbling Skeleton mook at the start of your next turn. The mook fights for you according to the summoning rules (p. 5) until the end of the battle, or until it is destroyed.

Starting at 3rd level, you can create a Just-Ripped-Free Skeleton mook (*13 True Ways* p. 88) of your level or lower instead.

Adventurer Feat: If you hit with the smite, you can use the necromancer's Deathknell talent on the target as a free action, even if you don't have that talent.

Champion Feat: If you kill a large or huge creature, the skeleton mook you create has twice the hit points and deals double damage.

FROST RUNE

Rune Benefit: Your melee attacks deal cold damage. When you hit with a melee attack, deal extra damage equal to your level.

Adventurer Feat: On a critical hit with a melee attack, deal 1d6 extra cold damage per level.

Frost Smite (Smite Power): On a hit, the target is stuck (save ends).

Champion Feat: The target is also vulnerable to cold (save ends both).

Epic Feat: If the target of your smite power is already stuck or vulnerable to cold, it is frozen (can't take actions) until the end of your next turn.

DIVINE MOUNT

You can summon a divine steed from the celestial realms to serve as your mount in combat.

Note: This talent requires the Mounted Combat rules published in *13th Age Monthly* #20.

You can summon a warhorse (see Mounted Combat page 8 for stats) from the celestial realms as a standard action, which stays as long as you require. You can dismiss it as a free action. If your mount is killed, you can summon it again after your next full heal-up.

While you are mounted, you and your mount act as per the mounted combat rules. You can perform two mounted combat actions per battle (one per round). However, due to an empathic link with your mount, you don't require a mounted combat check—the action always succeeds.

If you feel a different mount would fit your PC better, you can expand your choices with the adventurer feat.

Special: You can pick the feats below individually. You don't need to take them in order.

Adventurer Feat: You can perform a third mounted combat action each battle.

Adventurer Feat: You can choose one of the problematic or Praxian mounts in the mounted combat rules as your steed. Or you can summon an aquatic mount, like a shark or dolphin. You can take this feat multiple times, to gain access to different types of mounts.

Champion Feat: Your mount deals holy damage.

Epic Feat: You can summon a mount that flies.

Smite of the Chevalier (Smite Power): Your mount also gains the Smite Evil extra damage if it hits with an attack on the same turn.

Adventurer Feat: Both you and the mount gain a +4 bonus to attack rolls this turn.

EXORCIST

You will not rest until the last hell hole is closed.

Increase your critical threat range against devils and demons by 2.

Once per battle or scene, you can concentrate as a quick action and sense the presence of demons within the nearby or far away area.

Adventurer Feat: Gain a +1 bonus to attacks against devils and demons.

Epic Feat: Gain a +1 bonus to all defenses against devils and demons.

Smite of Interdiction (Smite Power): On a hit, the target takes ongoing holy damage equal to twice your level. If the target is a demon or devil, it is also hampered (save ends both).

Champion Feat: When you hit a staggered devil or demon with a natural 16+ on the attack roll, you banish the creature back to the Abyss.

FIST OF THE CRUSADER

The Crusader's Fist is the most dedicated, ruthless, and fanatical unit of the Crusader. They are men and women of action, brash and are ill-tempered. They are the first to ride into freshly discovered hell holes, and the last to come out. On the battlefield, they fight with bestial ferocity, especially when wounded. For them, the end justifies any means, and their heated rivalry with the followers of the Great Gold Wyrms has caused more than one tavern brawl.

In battle, when you are staggered the first time, roll 1d4 and gain a Crusader's Boon from the table below. Each

boon gives you a special interrupt action that you can use at-will until the end of the battle.

1. **Crusader's Thorns:** When an enemy makes a melee attack against you and the natural attack roll is lower than your Strength score, deal damage equal to your Strength modifier (x2 at 5th level; x3 at 8th).
2. **Crusader's Heart:** When an enemy makes an attack against you and the natural attack roll is lower than your Constitution score, reduce the damage by your Constitution modifier (x2 at 5th level; x3 at 8th) and immediately save against any "save ends" effects of that attack.
3. **Crusader's Gaze:** When an enemy makes an attack against you and the natural roll is lower than your Wisdom score, gain advantage on your next attack roll against the target.
4. **Crusader's Defiance:** When an enemy makes an attack against you and the natural attack roll is lower than your Charisma score, the enemy is struck by fear (dazed and can't use the escalation die) until the end of its next turn.

Champion Feat: For one battle per day, gain the Crusader's Boon at the start of your first turn.

Epic Feat: When you gain the Crusader's Boon, you can spend a recovery to heal.

Crusader's Fist (Smite Power): If the target has fewer hit points than your maximum after you hit, it is cowering in fear (-4 to attacks and can't use the escalation die) until the end of your next turn.

Adventurer Feat: Against demons, the fear effect is (save ends).

GLORY OF THE EMPIRE

In a past age, your paladin order protected the Empire, the heart of civilization. You manned the sea wall, stood guard near the abyss, and ventured west to secure new settlements past the Giantwalk. Now, the ancient roads are in ruins, and the magic that pacified the lands is weakening. Your order is long past its golden days, but you are needed more than ever.

Choose one tactic from the Commander list up to your level and add it to your powers. You can change this tactic during a full heal-up.

Adventurer Feat: While you are conscious, your nearby allies gain a +1 bonus to MD.

Champion Feat: Choose a second tactic, up to two levels below your class level.

Epic Feat: Gain all feats of your two current tactics.

Glorious Smite (Smite Power): If you hit, the target has disadvantage on their next attack roll if that attack does not target you.



GOLDEN LEGION

The Great Gold Wyrm has sacrificed his body to seal off the Abyss from the mortal realm, and he relies on mortal agents to act as his eyes and ears as well as his sword and shield. He shares a piece of his remaining essence with them, to bring them closer to his exalted draconic nature. Initiates of the Golden Legion can be recognized by the golden shimmer on their skin and in their eyes.

You gain two powers, Exalted Breath and Indomitability, and the Roar of the Golden smite power.

Adventurer Feat: You gain *resist demon attacks* 16+.

Roar of the Golden (Smite Power): If you have used Breath of the Golden this battle, regain your breath weapon if the natural attack roll of your smite is 16+.

EXALTED BREATH

Close-quarters spell; Breath weapon; Daily

Target: 1d2 nearby enemies in a group

Attack: Charisma + Level vs. PD

Hit: 1d8 per level + Charisma fire damage

Natural even hit: Three times your level ongoing fire damage and the target is dazed (save ends both).

Miss: Half damage

Breath Weapon: For the rest of the battle, roll a d20 at the start of your turn. On a 16+, you can use Exalted Breath again on that turn if you wish.

Champion Feat: Target 1d3 enemies.

INDOMITABILITY

Close-quarters spell; Daily; Quick action

Effect: Spend a recovery to heal, and cancel all effects and conditions on yourself, including ongoing damage. You can use indomitability even if you are otherwise prevented from taking actions, such as from being stunned.

Epic Feat: Gain an additional use of Indomitability per day for each icon relationship point you have with the Great Gold Wyrm.

GREY GUARD

On the surface, the Grey Guard is a paladin order that supports the Empire and the Cathedral on missions that require a subtler approach, in enemy organizations and enemy territory. They provide protection to imperial delegates, trade routes, and messengers beyond the borders of the Empire.

Behind the scenes, the Grey Guard is yet another front for the Prince of Shadows, and any information that is protected by the guard also passes through its hands. The Emperor knows, but it is not clear whether he sees the Prince of Shadows' involvement as a benefit or a necessary, but manageable, evil.

You gain the Prince of Shadows' Luck blessing, which allows you to reroll a skill check or a save once per day per Charisma modifier.

Adventurer Feat: You gain 3 points towards a background in disguise and espionage.

Champion Feat: You gain an extra daily use of your Luck blessing for each icon relationship point with the Prince of Shadows.

Epic Feat: When you roll a 4 on an icon relationship die with the Prince of Shadows, you can switch that icon relationship die for a 5 with a different icon. This represents the Prince of Shadows' network within the other icon's organization.

Lucky Smite (Smite Power): You can expend one of your Luck blessings to reroll the Smite Evil attack roll.

GUARDIAN OF THE SACRED GROVE

You are an ordained protector of an ancient place of power. You have sworn to defend the spirits that dwell in the place, and in return, they share some of their power with you.

Gain a flexible attack from the Warrior Druid list. You can trigger the maneuver with paladin melee basic attacks, but not with smites, unless you use Nature's Smite below.

Adventurer Feat: Choose one terrain from the druid's Terrain Caster talent, and gain a daily spell of your level or lower from its list. You can switch Wisdom for Charisma in the spell's description.

Champion Feat: You can cast the Wild Heal spell from the Wild Healer talent twice per day.

Epic Feat: Choose either a second flexible attack, a second daily spell from the same terrain, OR a third daily use of Wild Heal.

Nature's Smite (Smite Power): You can trigger your Warrior Druid flexible attack with this smite. If the target is a creature that's not native to the current terrain, you have advantage on the attack roll, and you can trigger your Warrior Druid flexible maneuver based on either d20 roll.

Here's a rule of thumb for the GM to determine whether a creature is native to the terrain that works for most natural environments: If it's connected to the High Druid, it is. If it's a beast, humanoid or dragon, it's pretty likely is. If it's any other type, it's probably not.

Undead are native to the underworld, and demons and devils are native to the Abyss.

GUARDIAN OF THE VAULT

It may be a surprise to those not familiar with dwarven values, but the best knights of the Forge don't protect the northern border against the orcs, or the throne room against assassins, they protect the Dwarf King's treasure vault. And they don't just protect burglars from getting in, they protect certain artifacts from getting out. Ever wondered where the severed left hand of the Lich King is kept?

Serving as a guardian is an honor exclusive to dwarves. For a non-dwarf to join these ranks would be quite a unique thing.

As a guardian, you are especially trained in dealing with magic items and artifacts, both the beneficial and the dangerous kind. You gain the rogue's Trap Sense ability. In addition to traps, you can use this ability against trapped or cursed magic items and artifacts.

When you wear heavy armor, reduce the damage you take from hits by non-mook enemies by your level. (You swear that this is a blessing by the Dwarf King and only works with armor of fine dwarven craftsmanship.)

Adventurer Feat: You gain a bonus to magic item power recharge rolls equal to your Charisma modifier.

Champion Feat: Once per day, you can concentrate on a known, named artifact to gain insight into its lore or a vision of its location.

Epic Feat: Increase the damage reduction to your level + 5.

Hammering Smite (Smite Power): Reroll all natural 1s and 2s on the damage dice with your Smite Evil. This applies to all damage dice, not just the extra damage.

INFERNAL DEVOTION

The most radiant and pure at heart are the hardest to corrupt, but the legions of the Abyss love a good challenge. And the higher up you are, the deeper the fall . . .

Choose one demonologist spell of your level or lower. The spell is now part of your powers, and you are considered an initiate of that path for the spell's effect. You can choose any spell that is not a summoning spell. You can switch the spell after a full heal-up.

Adventurer Feat: Gain a resistance based on the path of your chosen spell: *resist poison* 12+ for corruption, *resist fire* 12+ for flame, and *resist melee attacks* 10+ for slaughter.

Champion Feat: Choose a second demonologist spell, at two levels lower. The spell must be from the same path as your other spell.

The smite power you gain from this talent depends on the demonologist path you choose the spell from.

Corrupt Smite (Smite Power): Your smite deals poison damage. On a natural even hit, deal ongoing poison damage equal to the smite damage to a different, random nearby enemy.

Flaming Smite (Smite Power): Your smite deals fire damage. At the start of your next turn, deal fire damage equal to the smite bonus damage to all enemies engaged with you.

Slaughtering Smite (Smite Power): Increase your Smite Evil extra damage dice to d20.

Epic Feat: On a natural 18+ on the attack roll with your Smite Evil, you gain a free use of your chosen demonologist spell for this battle.

INQUISITOR

You are tasked with eradicating the lies and falsehoods that endanger the Empire. In peaceful times, inquisitors act as enforcers who catch fugitives, instigators of rebellion, and practitioners of the dark arts. But these are not peaceful times. As the law breaks down on the outskirts of the Empire, they are acting more and more as judge, jury, and executioner in one.

You gain a 5-point background as an inquisitor. When you make a skill check to detect a lie, illusion, or falsehood, and the check is a natural even failure, reroll the check once.

Champion Feat: You gain the Counter-magic ability of the Wizard's High Arcana talent.

Epic Feat: You can now cast Counter-magic twice per battle.

Inquisitor's Smite (Smite Power): On a hit, the target is hampered until the end of your next turn. The target can choose to take damage equal to 10 times your level to shake off the effect.

Adventurer Feat: On a natural 16+ with Smite Evil, the hampered effect is now "save ends."

LIGHTBRINGER

You are the shining beacon that brings light into the darkest corners of the Empire. When the darkness refuses to retreat, you drive it out with the sharp edge of your sword.

You gain *resist damage from undead* 12+ (5th level: 14+; 8th level: 16+).

You gain the cleric spell Turn Undead (*Core Book* p. 99) as a bonus power.

Adventurer Feat: You gain advantage on skill checks to sense the presence of undead.

Champion Feat: When you *resist damage* from an attack by an undead creature, you are also immune to any non-damage effects of the attack.

Epic Feat: You gain a +1 bonus to attacks and defenses against undead.

Radiant Smite (Smite Power): Your Smite Evil attack deals holy damage. Against undead, set the smite bonus damage dice as the maximum.



LOREKEEPER

Even though the pen is mightier than the sword, a shield is still a better defense than a book cover. You have sworn to protect places of scholarship and learning.

You gain a 5-point background to represent your excellent academic training. In addition, you can reroll a natural even failure on a skill check to remember facts or knowledge once per scene.

Adventurer Feat: You gain a +1 bonus to all defenses when defending scholars, tomes of knowledge, or places of learning.

Smite the Ignorant (Smite Power): Target the enemy's MD with your Smite Evil attack roll.

Champion Feat: If you hit a target with a lower MD than your own, you also daze it (-4 to attacks) until the end of your next turn.

STORMHAMMER

You are a champion of heathen gods, of old deities of the elements, or the untamed nature of the wind and the sky. The clergy of the Priestess claims that your belief has no place in the Cathedral, but every time lightning strikes the top, they are reminded of their insolence.

When you hit with a melee attack, add lightning damage equal to your Constitution modifier (x2 at 5th level; x3 at 8th).

Adventurer Feat: You gain *resist lightning and thunder* 16+.

Stormhammer (Smite power): You can throw your melee weapon to make your Smite Evil attack as a ranged attack against a nearby or far away enemy, using Strength and your melee WEAPON dice. The weapon returns to your hand.

Champion Feat: On a natural even hit, you can teleport to engage the target as a free action.

Epic Feat: On an even miss, make a second attack against a different nearby enemy.

VALIANT OF THE STAR COURT

The Valiants of the Star Court are an elite guard that serves to protect the Elf Queen. Each member undergoes rigorous training by high elven sword masters, wood elven scouts, dark elven assassins, and half-elven bards to protect her and her nobles from any internal or external threat. Traditionally, members of this guard are second- or third-borns from the nobility of the three elven races, but occasionally noble houses of other races have sent promising children to the order to strengthen diplomatic ties.

Once per battle, you can end a condition you are under as a free action. The conditions you can end with this ability are taught by the elven races: dazed (high elves), stuck (wood elves), ongoing poison damage (dark elves), and hampered (half-elves).

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

Elven Crown Smite (Smite Power): On a hit, roll 1d4 and put the following condition on the target.

1. Dazed (save ends)
2. Stuck (save ends)
3. Three times your level in ongoing poison damage
4. Hampered until the end of your next turn

Adventurer Feat: You gain three points towards an elite guard background that covers not only prevention measures against poison and assassination but also court etiquette and diplomacy.

CHAMPION TIER TALENTS (NEW)

This book expands high-level options for paladins, with new champion- and epic-level talents that can only be taken at higher tiers.

If you're looking for a straightforward boost, **Champion of War** increases your melee attacks. Two of the champion talents allow you to react to enemies attacking your allies. **Shield of Devotion** allows you to negate the attack, whereas **Avenger** allows you to punish the attacker. **Cleansing Touch** allows you to end conditions. **Champion of Pain** makes you stronger when suffering wounds.

AVENGER

Blood for blood.

Once per battle, when an enemy you are engaged with makes an attack against one of your allies, you can make a melee attack against that enemy as an interrupt action after it makes the attack. You can Smite Evil with that attack.

Champion Feat: You can use this talent at-will (but you are still limited to one interrupt action between your turns).

Avenging Smite (Smite Power): If a nearby ally is dying, you have advantage on the attack roll. If both attack rolls hit, the target is stunned until the end of its next turn.

CHAMPION OF PAIN

My suffering is who I am.

While you are staggered, increase your WEAPON and smite damage dice, as well as your recovery dice, by one step. (1d4 -> 1d6 -> 1d8 -> 1d10 -> 1d12 -> 2d6)

The first time you are staggered in a battle, you gain advantage on your next melee attack.

Smite of Suffering (Smite Power): If you hit, you lose hit points equal to the smite extra damage, and deal ongoing damage to the target equal to the smite extra damage.

Champion Feat: Also gain the ongoing damage and hit point loss on a miss.

Epic Feat: Increase your smite damage dice by 1d12, and halve the hit point loss.

CLEANSING TOUCH

You channel the merciful hand of the Priestess to relieve your allies from their ailments.

Once per day per Charisma modifier, you can touch an adjacent ally (or yourself) as a quick action to end a condition they are under. You can end the condition regardless of whether it requires a save or not.

Champion Feat: You can use this ability on nearby allies (they no longer have to be next to you).

Epic Feat: You can expend multiple uses of this talent with the same quick action, and target a number of allies (including yourself) equal to the number of uses spent.

Cleansing Smite (Smite Power): On a hit, you cleanse the target. Cleansed targets cannot put effects on enemies or allies (save ends). This also ends any effects that are currently active. The target can still deal damage normally, and they can still use powers that affect themselves, just not other creatures.

SHIELD OF DEVOTION

If your heart is pure and your belief is unshaken, the power of faith can block the mightiest of strikes.

Once per battle, when a nearby ally is hit by an attack, you can grant the ally a normal save (11+). If the save is successful, the target takes no damage from the attack, and all its effects are negated. On a failure, the ally takes half damage and effects apply.

Champion Feat: If you are engaged with the attacker, the save is an easy save (6+).

Devoted Smite (Smite Power): On a hit, gain a free use of Shield of Devotion this battle against the target's attack against one of your allies.

SWORD OF FAITH

You are the chosen champion of your deity, and you can feel their guiding hand in every strike.

You gain a +1 bonus to melee attack rolls.

Champion Feat: For one battle per day, grant all nearby allies a +1 bonus to melee attack rolls.

Guiding Smite (Smite Power): On a hit, the target is vulnerable to your allies' attacks until the start of your next turn.

EPIC TIER TALENTS (NEW)

For epic tier talents, **Celestial Wings** gives you flight once per day, **Radiant Presence** gives you an aura that punishes engaged enemies, and **Zealot** gives you more attacks.

CELESTIAL WINGS

You have discovered your true soul, a reborn angelic being that was cast down to the mortal realm.

Once per day, you can summon glowing wings of celestial origin on your back, to allow you to fly until the end of the battle or scene.

Winged Smite (Smite Power): When you take the free action to activate Smite Evil, you can fly across the battlefield on ethereal wings to engage a nearby enemy. If you make the attack in mid-air, the wings let you land safely.

Epic Feat: The wings granted by your smite power last until the end of your next turn.

CHOSEN OF DARKNESS

You are the Chosen One of the dark gods. Lesser beings cower before you.

If an enemy targets you with an attack, that enemy takes negative energy damage equal to 10 + your Charisma modifier. The enemy with the most hit points on the battlefield is immune to the effect.

Cleaving Smite (Smite Power): Hit or miss, deal the Smite extra damage to a number of additional nearby enemies equal to your Charisma modifier. Choose targets by their hit point total, starting with the lowest.

RADIANT PRESENCE

The creatures of darkness are in awe of your shining presence and weakened in their resolve.

Enemies engaged with you have automatic disadvantage on all saves, including disengage checks. If they fail a save, they take radiant damage equal to your level.

Radiant Smite (Smite Power): On a hit, the target is weakened (-4 to attacks and defenses) until the end of your next turn.

Epic Feat: The weaken effect is "save ends."

ZEALOT

Your heart burns with religious devotion. No matter how tired you are, no matter how often they slash at you with their swords and their claws, you swing your hammer again and again until they are driven back and defeated.

Once per round, when the escalation die is even, you can make a melee basic attack as a quick action.

Epic Feat: Once per day, move yourself to the start of the initiative order at the start of a round, after the escalation die is increased.

Zealous Smite (Smite Power): Make two Smite Evil attacks against two different enemies you are engaged with.





RANGER

RANGER

This chapter offers a range of new adventurer, champion, and epic talents for the ranger. In the *13th Age Core Book*, rangers gain an additional talent at 5th and 8th level, but they are not offered any new choices. With this book, rangers now gain access to a new tier of talents at 5th level, and again at 8th.

ADVENTURER TIER TALENTS

Path of the Spear offers a new melee option, which fits a tribal hunter style better than the two-weapon fighting inspired by a certain dark elf, whereas **Great Weapon Master** is for rangers who'd rather use a big sword or axe.

For archers, it adds the **Arcane Archer**, who can shoot arrows infused with elemental power. The archer also benefits from the **Camouflage** talent, which gives a defense bonus when not engaged with an enemy.

Regardless of your fighting style, **Ways of the Land** and **Survivor** strengthen your role as the pathfinder who helps the party survive in the wild.

Rangers are usually depicted with a connection to nature, but the **Gloomstalker** talent gives them a darker theme.

ARCANER ARCHER

You practice a mystic form of archery that infuses your arrows with arcane magic as you shoot.

If you spend one talent, you are an Arcane Archer initiate, with two, you become an Arcane Archer adept.

As an Arcane Archer, you gain a number of powers depending on whether you are an initiate or adept, and your level.

ARCANER ARCHER POWER PROGRESSION

RANGER LEVEL	POWERS KNOWN	
	Initiate	Adept
1	2	3
2	2	4
3	2	4
4	3	5
5	3	5
6	3	6
7	4	6
8	4	7
9	4	7
10	5	8

ANIMAL COMPANION

For new options for the Animal Companion talent, please see the Circle of the Fang entry in the Druid chapter. Rangers can take up to three talents from that druid circle and gain the animal companion abilities as per the rules for that circle.

The Arcane Archer powers are organized in spheres, with each sphere containing a 1st, 3rd, and 5th level power.

You can choose the 1st and 3rd level powers from any sphere as long as you have the required level, but to access the 5th level power, you also need both the 1st and 3rd level powers of that sphere.

To use an Arcane Archer power, declare that you are using it before making a ranged weapon attack. You then pay the cost of the power, usually one charge for a 1st or 3rd level power, or 2 charges for 5th level power. You then apply the effect of the power to your ranged attack. If you make more than one attack, such as with the Double Ranged Attack talent, your Arcane Archer power only applies to one of those attacks. If you want to use them with more than one attack, pay the cost each time.

If you are an initiate, you have a number of charges equal to your Wisdom modifier, as an adept, you have your Wisdom modifier +3.

You regain all expended charges during a full heal-up. When you take a quick rest, you regain one charge as an initiate, or two as an adept.

You can only apply one power to each ranged attack, unless you have one of the feats below that allow you to stack multiple powers of one sphere.

Feats: You don't need to take the feats below in order.

Adventurer Feat: You learn an additional shot. You can use Intelligence instead of Wisdom for your Arcane Archer abilities.

Adventurer Feat: Gain a bonus charge. You can use Charisma instead of Wisdom for your Arcane Archer abilities.

Champion Feat: Choose one sphere. Gain a +1 bonus to hit when using a shot from that sphere.

Champion Feat: Choose one sphere. You can combine any two shots of that sphere in one attack by paying the cost for each.

Epic Feat: Regain two charges on a quick rest as an initiate, or three as an adept.

Epic Feat: Choose one sphere. You can combine all three shots of that sphere in one attack by paying the cost for each.

DEATH SPHERE

DEATHKNELL SHOT (1ST LEVEL)

Cost: 1 charge

Effect: On a hit, if your target has 5 hp or fewer after the attack, you can drop it to 0 hp. If you drop it to zero hp, either from the arrow's damage or this ability, you can heal using a recovery.

3rd level power: 10 hp or fewer

5th level power: 15 hp or fewer

7th level power: 20 hp or fewer

9th level power: 25 hp or fewer

Adventurer Feat: Double the hit point range at which you can drop an enemy to zero hit points.

GHOST SHOT (3RD LEVEL)

Cost: 1 charge

Effect: Target the enemy's PD instead of AC.

Adventurer Feat: Deal extra negative energy damage equal to your level.

KILL SHOT (5TH LEVEL)

Requires Deathknell Shot and Ghost Shot

Cost: 2 charges

Effect: Deal double damage (hit or miss).

FLAMING SPHERE

BURNING SHOT (1ST LEVEL)

Cost: 1 charge

Effect: If you hit, deal 1d6 extra fire damage per level.

Adventurer Feat: The extra fire damage dice are exploding dice (on a 6, roll another d6 and add it).

IMMOLATING SHOT (3RD LEVEL)

Cost: 1 charge

Effect: If you hit, deal an extra 5 ongoing fire damage, and the target is vulnerable to fire (save ends both).

5th level power: 10 ongoing damage

7th level power: 15 ongoing damage

9th level power: 20 ongoing damage

Adventurer Feat: The save against the ongoing damage is a hard save (16+).

EXPLOSIVE SHOT (5TH LEVEL)

Requires Burning Shot and Immolating Shot

Cost: 2 charges

Effect: Hit or miss, deal 3d10 + Wisdom extra fire damage to 1d3 nearby enemies other than the target.

7th level power: 5d10 damage

9th level power: 7d10 damage

FORCE SPHERE

ARROW FIST (1ST LEVEL)

Cost: 1 charge

Effect: If you hit, the attack deals force damage and throws the target backwards. It pops free from anyone it is engaged with. If you push the target into a dangerous spot, such as over a ledge or into lava, it can make a save to avoid the effect.

Adventurer Feat: The push effect is now strong enough to throw a target from a nearby to a far away location.

HOMING MISSILE (3RD LEVEL)

Cost: 1 charge

Effect: You have advantage on the attack roll.

Adventurer Feat: Against far away enemies, increase your WEAPON damage dice by one step.

TWIN ARROW (5TH LEVEL)

Requires Arrow Fist and Homing Missile

Cost: 2 charges

Target: Two nearby or far away enemies

Effect: Take a -2 penalty to the attack roll. The attack deals force damage. If both attacks miss, roll a third attack against a different enemy.

FROST SPHERE

ICE ARROW (1ST LEVEL)

Cost: 1 charge

Effect: On a hit, deal 1d4 per level extra cold damage to the target, and it has disadvantage on disengage checks until the end of your next turn.

Adventurer Feat: Increase the extra damage to 1d6 per level.

FREEZING ARROW (3RD LEVEL)

Cost: 1 charge

Effect: On a hit, whenever the target takes an action before the end of your next turn, it takes cold damage equal to your level + Wisdom modifier (x2 at 5th level; x3 at 8th).

Adventurer Feat: On a miss, deal extra cold damage equal to your level.

BLIZZARD SHOT (5TH LEVEL)

Requires Ice Arrow and Freezing Arrow

Cost: 2 charges

Effect: Hit or miss, deal 2d8 + Wisdom cold damage to all nearby enemies other than the target, and all nearby allies can make a save to disengage as a free action.

7th level power: 3d8 damage

9th level power: 5d8 damage

RADIANT SPHERE

BLINDING FLARE (1ST LEVEL)

Cost: 1 charge

Effect: On a hit, the target has disadvantage on its next attack roll.

Adventurer Feat: On a miss, you deal extra psychic damage equal to your level.

VEXING FLARE (3RD LEVEL)

Cost: 1 charge

Effect: The attack targets the enemy's MD instead of AC.

Adventurer Feat: On a natural even miss, reroll the attack against a different nearby enemy.

CONFUSING FLARE (5TH LEVEL)

Requires Blinding Flare and Vexing Flare

Cost: 2 charges

Effect: On a hit, if the target's hit points are equal to your maximum or less after taking damage, it is confused until the end of your next turn. If they are higher, it is dazed until the end of your next turn.

Champion Feat: Increase your WEAPON damage dice to d12s with this shot and make all damage psychic damage.

SKY SPHERE

THUNDERBOLT (1ST LEVEL)

Cost: 1 charge

Effect: On a hit, the target is dazed until the end of your next turn. On a miss, deal your level in thunder damage to any of your allies engaged with the target.

Adventurer Feat: On a natural even hit, the target is weakened instead.

LIGHTNING BOLT (3RD LEVEL)

Cost: 1 charge

Effect: Before making your ranged attack, make the following separate attack roll.

Target: A random nearby enemy other than the target

Attack: Wisdom + Level vs. PD

Hit: 1d8 per level lightning damage

Miss: —

Champion Feat: Deal half damage on a miss.

SHOCKING JOLT (5TH LEVEL)

Requires Thunderbolt and Lightning Bolt

Cost: 2 charges

Effect: On a hit, deal 1d8 per level extra lightning damage to the target, and if its hit points are equal to your maximum or less after taking damage, it is stunned until the end of your next turn. On a miss, deal your level in lightning damage to any of your allies engaged with the target.

THORNS SPHERE

ROOTING SHOT (1ST LEVEL)

Cost: 1 charge

Effect: On a hit, deal 1d4 per level extra damage. On a natural even hit, the target is stuck until the end of its next turn.

Adventurer Feat: The target is now stuck on any hit.

Champion Feat: On a natural 16+, the stuck effect is "save ends."

IVY SHOT (3RD LEVEL)

Cost: 1 charge

Effect: On a hit, the target is hampered until the end of your next turn. It can choose to take 15 poison damage to shake off the effect.

5th level power: 25 damage to shake off

7th level power: 40 damage to shake off

9th level power: 60 damage to shake off

Adventurer Feat: On a natural 18+, the hampered effect is "save ends."

SPORE SHOT (5TH LEVEL)

Requires Rooting Shot and Ivy Shot

Cost: 2 charges

Effect: Hit or miss, create a spore cloud around the target and 1d3 enemies in the same group. Enemies in that cloud must take a move action to get out of the area or take half damage from the attack as poison damage at the start of your next turn.

CAMOUFLAGE

You merge with your surroundings, hard to spot and hard to pin down.

When you are not engaged, you gain a +2 bonus to all defenses.

Adventurer Feat: Once per scene, you can choose to reroll a skill check to hide that is a natural even roll.

Champion Feat: Once per battle, while not engaged, you can force an enemy to reroll a natural odd attack roll against you.

Epic Feat: Increase the defense bonus to +4 in the first round of battle.

GLOOMSTALKER

You walk through the valley of the shadow of death.

Choose one spell of your level or lower from the necromancer class. You can cast this spell as if you were a necromancer, but you can replace any mention of Intelligence with Wisdom. You can change the spell after each full heal-up.



Adventurer Feat: When you are in the Underworld, environment-related skill checks such as tracking are one step easier (-5) for you.

Champion Feat: Once per battle, you can force an enemy to reroll an attack against you as a free action, as long as you are in a dark or shadowy area.

Epic Feat: You gain an additional necromancer spell of your choice of up to your level -2.

GREAT WEAPON MASTER

Large weapons require precise stances to leverage them for maximum precision and impact.

You gain a +1 bonus to attack when fighting with a two-handed melee weapon.

Adventurer Feat: When fighting with a two-handed weapon, reroll all natural 1s on the damage dice.

Champion Feat: Once per battle, when fighting with a two-handed weapon, reroll one of your missed attacks.

Epic Feat: When you hit an enemy you weren't engaged with at the start of your turn with a two-handed weapon, gain two extra WEAPON damage dice.

PATH OF THE SPEAR

One of the first weapons invented to hunt, and still one of the best.

When fighting with a spear (d8 two-handed melee attack) or a javelin (d6 thrown weapon), and your attack is a natural even hit, deal 1d6 extra damage per level.

Adventurer Feat: On a natural odd hit with a spear, you can pop free from your target.

Champion Feat: Once per battle, when you intercept an enemy, make a melee attack against them as an interrupt action.

Epic Feat: Once per battle, gain advantage on an attack against an enemy that you engaged the same turn.

Note that Path of the Spear is an alternative to Double Melee Attack / Double Ranged Attack. They can't be combined because of the different weapon requirements.

SURVIVOR

The long years of surviving out in the wild, relying only on your wits and your will, have taught you how to pull through even in the hardest of circumstances.

Add your Wisdom modifier to saving throws and death saves.

Adventurer Feat: Increase your recovery dice to d10.

Champion Feat: You die after five failed death saves instead of four.

Epic Feat: Once per level, you can give an in-story reason why you survive a situation that is otherwise a certain death.

WAYS OF THE LAND

You are in tune with the spirits of nature.

You gain a spell slot from the druid's Circle of the Lands (Terrain Caster). Like a Terrain Caster, you don't need to prepare a spell in advance. When you decide to cast a spell, choose one from the list of the terrain(s) you are currently in, at your level or lower. If the spell is an at-will or once-per-battle spell, you regain your spell slot at the end of the battle or scene. If the spell is a daily spell, you regain the spell slot at your next full heal-up.

In addition, once per day per point of Wisdom modifier, you can commune with the spirits of nature to gain advantage on a skill check related to the surrounding terrain. For example, beast spirits can help you track game, river spirits can point to a source of freshwater, and earth spirits can make climbing easier.

Adventurer Feat: You can cast Wild Heal from the druid's Wild Healer talent twice per day.

Champion Feat: When you take a quick rest in a natural environment, roll d12s for recovery dice.

Epic Feat: You gain a second terrain caster spell slot, at two levels below your class level.

CHAMPION TIER TALENTS (NEW)

You can take the talents below with your 5th- or 8th-level talent slot.

Deadly Aim allows you to target an opponent's PD with your ranged attacks, whereas **Big Game Hunter** gives you a stunt with big enemies.

Some of the champion talents require an adventurer tier talent as they build upon its effect. **Improved Double Attack** removes the damage die penalty for the Double Melee Attack and Double Ranged Attack talents. **Champion of the Fey Queen** improves upon the Fey Queen's Enchantments talent. Divine Avenger requires Ranger Ex Cathedral. **First Blood** is an extension of First Strike, whereas **Merciless Hunter** builds on Lethal Hunter.

BIG GAME HUNTER

It's only worth a trophy if a tooth is bigger than your head.

Once per battle, you can perform a stunt as a move action to climb on a large or huge enemy. This does not require a skill check. You get a firm grip on their back, where you are in position to reach their weak points, but you are hard to reach for claws and teeth. The enemy has disadvantage on attacks against you, while you have advantage on attacks against them.

If you are still on the enemy on any further turns, roll a normal save (11+). On a success, you remain in position. On a natural even failure, you cling on but lose advantage. On a natural odd failure, you fall off.

Champion Feat: On a hit with a melee or ranged weapon attack against a large or huge enemy, deal 5 extra damage. Increase the bonus to 10 at 7th level, and 15 at 9th.

Epic Feat: Against huge enemies, increase the damage bonus to 20. At 9th level, increase it to 30.

CHAMPION OF THE FEY QUEEN

The favors of the fey queen are fickle, and she doesn't like to be disappointed.

Special: This talent requires Fey Queen's Enchantments. At the start of each battle, roll 2d4 to determine the effect of a special blessing that the fey grant you until the end of the battle.

2. When you rally this battle, you become invisible until you make an attack.
3. Enemy attacks have a 25% (4 on a d4) chance of missing you this battle.
4. 1d4 times this battle, you can teleport to a nearby location you can see as a move action.
5. When you make a ranger melee or weapon attack, gain a 1d4 bonus to the attack roll.
6. When you roll a save against an effect, gain a 1d4 bonus to the roll.
7. Choose a sorcerer spell gained with Fey Queen's Enchantments. Choose A) advantage on the first attack roll with it or B) a bonus use of it this battle.
8. If you hit an enemy with a natural even roll on a melee or ranged weapon attack, and their hit point total after taking damage is equal to your maximum or less, that target is confused until the end of your next turn. If they have more hit points, roll 1d4: On a 3 or 4, gain the confusion effect.

Champion Feat: When the escalation die is 5+, roll again for a second benefit (reroll if you get the same benefit twice).

Epic Feat: Gain the second benefit when the escalation die is 3+.



DEADLY AIM

With a quick glance, you can zone in on your prey's weak spots.

While you are not engaged, you can take a quick action to aim at a nearby enemy. If you attack this enemy with a ranged weapon attack this turn, target their PD instead of their AC.

Champion Feat: You can choose to target the enemy's MD instead of PD.

Epic Feat: With aim, you also deal half damage on a miss.

DIVINE AVENGER

If paladins are the Priestess' shield, you are her sword.

Special: This talent requires Ranger Ex Cathedral.

Once per day, you can swear an Oath of Vengeance against an enemy as a quick action. Your attack rolls against the target have advantage, and all damage you deal against it is holy damage.

You also gain Inescapable Wrath and Relentless Pursuit as bonus powers.

Champion Feat: When an enemy drops you below zero hit points, you gain a free use of Oath of Vengeance against that enemy.

Epic Feat: Choose between Egoist or Altruist.

Altruist: When an enemy drops an ally below zero hit points, you gain a free use of Oath of Vengeance against that enemy.

Egoist: When an enemy scores a critical hit against you, you gain a free use of Oath of Vengeance against that enemy.

INESCAPABLE WRATH

Close-quarters power; At-will; Interrupt action

Trigger: Your Oath of Vengeance target disengages or moves away from you.

Effect: Make a save. If your save is equal to the enemy's disengage check or higher, you pursue the enemy and stay engaged while they move. Succeed or fail, you add twice your Wisdom modifier (x3 at 8th level) to damage if your next attack against the target is a hit.

RELENTLESS PURSUIT

Close-quarters power; Once per battle; No action

Trigger: The first time you are unconscious at the start of your turn in a battle.

Effect: You can heal using a recovery.

FIRST BLOOD

The first cut is the deepest.

Special: This talent requires First Strike.

When you make a First Strike attack, and you hit, deal 10 (7th level: 15; 9th level: 20) ongoing damage. If the attack is a critical hit, double the ongoing damage.

Champion Feat: On a miss with a First Strike attack, deal half damage.

Epic Feat: On a critical hit with First Strike, the target is also weakened (-4 to attacks and defenses; save ends both).

IMPROVED DOUBLE ATTACK

You always hit for full effect.

Special: This talent requires Double Melee Attack or Double Ranged Attack.

Your double attacks no longer reduce the weapon size by one step.

Champion Feat: Your second attack with Double Melee Attack can be a ranged attack instead, and your second attack with Double Ranged Attack can be a melee attack instead. (You switch weapons as part of the second attack.)

MERCILESS HUNTER

Once you are on their path, death is the only escape.

Special: This talent requires Lethal Hunter.

You can declare your Lethal Hunter target outside of combat. This gives you advantage on skill checks to track the target down.

Champion Feat: When your Lethal Hunter target is staggered, you deal half damage on a miss.

Epic Feat: You gain a +2 bonus to hit against your Lethal Hunter target.

EPIC TIER TALENTS (NEW)

You can take the talents below with your 8th-level talent slot.

For melee specialists, **Bladestorm** gives you an immediate attack when enemies get too close, whereas **Pack Circles the Prey** gives allies a chance to take down enemies after you score a critical hit. **Reaper** lets you keep attacking as long as you roll even. **Hail of Arrows** does the same for ranged attacks.

Planeswalker extends your exploration abilities to the outer planes.

BLADESTORM

The perimeter around you is a death zone.

When an enemy engages you, you can make a melee basic attack against that enemy as an interrupt action.

Epic Feat: Your Bladestorm attacks deal extra damage equal to your Wisdom modifier x3.

HAIL OF ARROWS

It's raining death.

Special: This talent requires Double Ranged Attack.

If the second attack from Double Ranged Attack is a natural even roll, you can make another ranged attack against another enemy within range that you have not attacked yet this turn. Keep attacking as long as your attack roll is even and there are viable targets.

Epic Feat: Once per day, when you make at least 3 ranged attacks in one turn, increase the escalation die by 1.

PACK CIRCLES THE PREY

When the alpha wolf has wounded the prey, the pack is ready to take it down.

When you score a critical hit with a melee attack, the target is vulnerable to all attacks until the end of your next turn.

Epic Feat: The vulnerability increases the critical threat range by 3.

PLANESWALKER

Your pathfinding skills now reach past the limits of the primal plane.

You gain a 5-point background that you can use to sense nearby portals and determine the keys that open them.

You also gain Defensive Jaunt as a bonus power.

DEFENSIVE JAUNT

Close-quarter power; Once per battle; Interrupt action

Trigger: You are hit by an attack

Effect: Take half damage from the attack and teleport to a nearby location.

Epic Feat: You can use defensive jaunt twice per battle.

REAPER

You slash across the battlefield in a whirlwind of death.

Special: This talent requires Double Melee Attack.

If your second attack from Double Melee Attack is a natural even roll, you can pop free from your current target and make a melee attack against a different nearby enemy that you have not attacked yet this turn. Keep making attacks as long as your attack roll is even and there are viable targets.

Epic Feat: If the escalation die is 2+, you can now attack far away enemies with Reaper.



ROGUE

ROGUE

When choosing talents for your rogue, consider whether you want to focus on combat or skills.

For a skillful rogue, **Babyface**, **Second Identity**, and **Street Urchin** focus on the social aspects, whereas **Intrusion Expert**, **Scout Ahead**, and **Wilderness Scout** strengthen your role as the one clearing the way for the rest of your party.

In combat, **Catch Them Unprepared** makes you better at surprise attacks, while **Knife Thrower** or **Sniper** increase your offensive capabilities at range. **Improved Evasion** and **Vampiric Drain** increase your survival chances. If you want to focus on the momentum mechanic, look at the **Ready to Roll** and **Unstoppable Momentum** talents.

Patient Assassin provides a powerful combat bonus, but requires you to shadow your target for a while. Discuss with your GM if you are unsure whether you'd get the chance to use it in a given campaign.

If you'd like to have a bit of magic up your sleeves, look at the **Arcane Trickster**, **Black Rose Agent**, and **Shadow Mastery** talents.

SHADOW (KEYWORD) (NEW)

The Shadow keyword marks powers that have a more supernatural flavor than the rogue powers in the *Core Book*. They have a connection to the Shadow Plane, which could be the same as the Underworld or a separate realm depending on the cosmology used in the campaign.

The keyword itself does not have rules tied to it, but the Shadow Mastery talent improves these powers.

If you choose to go the Shadow route, take into account that many of these powers have effects tied to your Charisma modifier.

ROGUE TALENTS

ARCAINE TRICKSTER

You spice up your mundane sleight of hand with arcane shenanigans.

You gain a bard, sorcerer, swordmage, or wizard spell as a bonus power. If it's a melee attack spell, you can sneak attack with it. Starting from 3rd level, you can replace a rogue maneuver with a spell from the same class, at two levels lower.

Adventurer Feat: You gain three cantrips from the wizard list, which you can cast like a wizard. (Quick pick: Knock, Mage Hand, Prestidigitation)

Champion Feat: You can use a melee weapon as an arcane implement for the spell. If you choose a ranged spell, you no longer provoke opportunity attacks with it.

Epic Feat: When you are missed by a spell or magical effect, make a hard save (16+). If you succeed, you can use this spell yourself once during the same scene or battle. Use your Charisma modifier for any attack rolls with it.

BABYFACE

You have a sweet, innocent charm that pierces people's hearts, lets them forget any slight, and makes them blame anyone but you.

Whenever you try to play innocent or get away with something, you can reroll a natural even failure on the skill check once. On the other hand, if you try to appear dangerous or intimidate people, you have disadvantage, as people just don't take you seriously enough (unless you do something extremely drastic or violent).

Adventurer Feat: Your knack with people borders on the supernatural. You gain the Charm Person spell as a bonus power. (You can choose either the bard or the wizard version)

Champion Feat: You no longer have disadvantage to intimidate.

Epic Feat: You have mastered the switch from innocent to scary. Once per day, you can create a fear aura like a monster of your level, for a number of rounds equal to your Charisma modifier.

BLACK ROSE AGENT

You have sworn allegiance to a secretive assassins' guild whose elite members practice the dark arts of necromancy.

You gain a spell from the necromancer list. You can use Charisma instead of Intelligence for attack and damage with the spell, and you can use a melee weapon as an implement.



Adventurer Feat: If an ally is engaged with the target, you can Sneak Attack with the spell. If you choose a ranged spell, you no longer provoke opportunity attacks with it.

Champion Feat: You can switch out a rogue maneuver to gain an additional necromancer spell, at a -2 level penalty.

CATCH THEM UNPREPARED

A dagger to the throat is the best self-defense.

In the first round of combat, your attacks have advantage against any opponent that has not acted yet in the initiative order. If there is an ambush or surprise, the surprise round is considered the first round of combat for this talent.

Adventurer Feat: Gain a free move action in the first round of battle.

Champion Feat: If both attack rolls hit, the attack is a critical hit.

Epic Feat: In the first round of combat, your attacks have advantage, even if the target has acted already.

IMPROVED EVASION

Not even a scratch.

You take no damage or effects from missed attacks against your AC and PD.

Adventurer Feat: Enemies cannot gain advantage on attack rolls against you, or roll more than one die and take the better result.

Champion Feat: Enemies cannot benefit from increased critical threat range against you. They can only score a critical hit on a natural 20.

Epic Feat: When you are hit by an attack against AC or PD that also targets other creatures than you, you take half damage.

INTRUSION EXPERT

Wait, I've got an invitation somewhere ...

You have an uncanny ability to get where you are not supposed to be. Once per day, you can slip, sneak, bumble, or bamboozle your way into a forbidden place such as a treasure vault, a cloister or an invitation-only festival. (If the GM decides that getting to the goal is especially difficult, they can rule this will cost a recovery, to represent exhaustion or small injuries.) If you used this talent to get into a place, you can generally also get out again, but it doesn't help you get out of a place when you are confined. It's for intrusion, not escape.

(Note: This is the same as the rebel's Transgress class feature in *13th Age Glorantha*.)

Adventurer Feat: You can reroll a natural even failure on a skill check once, when it involves unlocking doors, climbing walls of a built structure, or sneaking around inside buildings.

Champion Feat: Subconsciously, you are always looking for an entry and exit point. If you have visited a place once, you can recall details such as guard placements, unsecured doors, climbable walls, and so on. You can reroll a natural even failure once on skill checks to remember such details about a location.

Epic Feat: Your keen sense for architecture can tell you immediately where to find what in a building, even if you enter it for the first time, and even against attempts to hide or obfuscate features such as hidden stairs or wall safes.

KNIFE THROWER

Catch! Well, not with your throat ...

Increase your damage dice with small thrown weapons to d8. You can use your Sneak Attack class feature with thrown weapon attacks, as long as the target is nearby and engaged with an ally.

You also gain 3 points towards a background in knife-throwing and knife-juggling performance arts.

Adventurer Feat: You can use any melee attack rogue power as a thrown weapon ranged attack, as long as it could logically work. For example, you could use Thief's Strike with a thrown dagger, but you wouldn't be able to grab an item with it, when not engaged, only let it fall on the floor.

Champion Feat: When using a small thrown weapon, you can reroll a natural 2 on the attack roll.

Epic Feat: Once per battle, when the escalation die is 3+, make a ranged basic attack with a thrown weapon as a quick action. The attack uses a d4 as the damage die.

PATIENT ASSASSIN

Day 6: Subject repeatedly exhibits an erratic daily routine. Closing investigation and moving in.

You can study a target over an extended period of time to spot its weaknesses. Each hour you spend observing the target, you gain a +1 bonus to skill checks against it, up to a maximum of +3. You can build up a bonus against one target per level. If you study more targets than that, you lose the bonus against the target where the longest time passed since you studied it.

Adventurer Feat: In a battle against a target you studied, you gain the bonus to initiative and to the critical threat range of attacks against it.

Champion Feat: You now gain the bonus for each 10 minutes spent studying the target.

Epic Feat: If you manage to surprise the target at the start of a battle, and you are the one chosen to start the ambush, set the escalation die to 1.

READY TO ROLL

My entrance music please.

You start each battle with momentum.

Adventurer Feat: When you are hit by an attack, you retain your momentum if the enemy's attack roll was a natural 12 or less.

Champion Feat: You no longer lose your momentum when you are hit by an attack.

Epic Feat: You gain momentum when you rally.

SCOUT AHEAD

Stay put, I've got this.

When you move in front in the party marching order or start scouting ahead, roll a d6 exploration die and keep the result. When making a skill check to interact with the environment, such as when determining directions or searching for traps, you may add the exploration die. You can also add the die to a defense against attacks outside of combat, such as a trap or a surprise attack. After you use the bonus, reduce it by one, until it reaches zero. You regain the die after the next quick rest.

Adventurer Feat: When you add the die to a perception check (a Wisdom-based skill check), don't reduce it.

Champion Feat: Roll two d6 for your exploration die and keep the higher one.

Epic Feat: If you have an exploration die when combat starts, add it to your first attack roll.

SECOND IDENTITY

The baroness is ready to receive you now.

You have several other identities that you have cultivated over the years, to the point that you might be better known under your cover name than your real name. Create one such persona per point of Charisma modifier and specify for each one in which circles the persona is known.

Like the Trap Sense class feature, you can reroll a natural even failure on a skill check once when creating a disguise or lying about your identity. Since it takes a con man to spot one, you can also reroll a natural even failure on skill checks to notice other people in disguise, or lying about their identity. This includes disguises created by magic, such as the Disguise Self spell, and innate powers such as from a doppelgänger.

Adventurer Feat: You gain a 2-point background for each of your created personas, which represents knowledge and skill sets that you gained when playing that role.

Champion Feat: You gain a bonus icon relationship, and you can decide for each icon relationship whether it refers to your real self or the persona you have created.

Epic Feat: Your ability to spot fake identities has evolved to a supernatural level. You have the equivalent of True Sight for spotting illusions.

SHADOW ADEPT

The darkness shall not consume me.

Once per battle or scene, you can use an expended power with the Shadow keyword a second time. If you choose a daily Shadow power, you cannot use this talent again until the next full heal-up.

Adventurer Feat: When you use a Shadow power, gain temporary hit points equal to your level + Charisma modifier (x2 at 5th level; x3 at 8th). For powers with an ongoing effect, you only gain the temporary hit points when you activate it. (Shadow Walk is considered a Shadow power for this feat)

Champion Feat: Once per battle, you can attack the target's PD instead of AC with a Shadow power. This includes powers like Shadow Poison that give a benefit to other attacks.

Epic Feat: When you attack with a Shadow power, ignore any resistance the target may have.

SKIRMISHER

You skirt around the battlefield, looking for the quickest kill.

You can use your Sneak Attack class feature with a melee attack against a target that you were not engaged with at the start of your turn, even if that target is not engaged with an ally.

Adventurer Feat: Enemies must succeed on a save to intercept you.

Champion Feat: If you disengage or pop free from an enemy during your turn, you gain a +1 bonus to AC until the start of your next turn.

Epic Feat: When you are intercepted by an enemy while you move, make a Dexterity + Level attack roll against their MD. If you succeed, the intercept fails.

SNIPER

Bullseye.

You take no attack penalty with bows and crossbows. You can use your Sneak Attack class feature with bow and crossbow attacks, as long as the target is nearby and engaged with an ally.

Adventurer Feat: You can use any rogue power with ranged attacks, as long as you can explain it logically. For example, you can shoot an arrow at a target's pockets with Thief's Strike, but the contents would fall to the floor if you're not engaged with it.

Champion Feat: If you spend a move action to aim, you can target PD instead of AC with your next ranged attack that turn.

Epic Feat: If you spend a move action to aim, you always get your Sneak Attack with ranged attacks, even if there is no ally engaged with the target.

STREET URCHIN

You've grown up on the streets, fending for yourself. For the big movers and shakers, you're nothing more than the dirt under their shoes. But who cares. You're used to hardships, and you know who your true friends are.

You gain a +1 bonus to saves against effects, and 3 points towards a low-life background.

The icons don't care about a nobody like you, so you don't start with any icon relationships. Instead of icon dice, you roll "friends in low places" dice. Any 5 or 6 means you get support from those who are just as destitute as you. Your friends can provide a reliable source for the latest gossip and rumor, connections in the shady back alleys, or a place to hunker down, away from the watchful eye of the authorities. They won't provide much riches and treasure, although you never know what just happened to go missing when the maid swept through the lord chancellor's bedchamber.

Note that as the story progresses and you become more powerful, the icons are likely to start paying attention. When you feel that there is enough story justification, you can swap one or more of your friends in low places dice for normal icon relations. At 5th and 8th level, you gain icon relationship dice as usual.

Adventurer Feat: You can reroll a skill check once on an even failure to survive in urban areas, i.e. finding directions in the back alleys, scrounging for food, or finding shelter.

Champion Feat: Increase your recovery dice to d10.

Epic Feat: You've developed an uncanny sense of what's really going on in a city, just by keeping your eyes open. Once per full heal-up you spend in a city, you can either ask the GM a question about "what's really going on" or establish that fact yourself (within reason).

UNSTOPPABLE MOMENTUM

When you gain momentum, you also gain a +2 bonus to AC until the end of your next turn.

Adventurer Feat: You gain the bonus to all defenses.

Champion Feat: You can use two interrupt actions between your turns, as long as you use both for rogue momentum powers.

Epic Feat: While you have momentum, you can rally as a quick action.

VAMPIRIC DRAIN

When you deal Sneak Attack damage to a living target, i.e. not a construct or undead, you heal hit points equal to the Sneak Attack damage.

Adventurer Feat: When you score a critical hit against a living target with a Sneak Attack, that target is also dazed (save ends).

Champion Feat: The target is now weakened instead.

ROGUE POWERS

1ST LEVEL ROGUE POWERS

DARK SHROUD

Close-quarters attack; Once per battle; Quick action; Shadow

Attack: Charisma + Level vs. MD

Hit: The target has disadvantage on their next attack roll. If you make a melee or ranged weapon attack against the target this turn, you can use your Sneak Attack, even if it is not engaged with an ally.

Miss: —

Adventurer Feat: When you deal Sneak Attack damage to the target on the same turn, reroll natural 1s and 2s on the Sneak Attack damage dice.

Champion Feat: If the target rolls a natural 1 on their next attack, the shroud persists for another turn.

FEINT THROW

Ranged attack; At-will

Special: You must use a small thrown weapon for this attack.

Attack: Dexterity + Level vs. MD

Hit: WEAPON + Dexterity damage

Miss: The next attack by the target against you attacks your lowest defense.

Adventurer Feat: The target is vulnerable to the attack.

HUMILIATE

You knock the target's wig off their head, carve your signature in their chest, or otherwise humiliate them.

Melee attack; Once per battle

Attack: Charisma + Level vs. MD

Hit: 1d8 per level + Charisma psychic damage. The target cannot benefit from the escalation die (hard save 16+ ends).

Miss: You pop free from the target.

Champion Feat: The target is also vulnerable to your attacks (save ends both).

Epic Feat: You can use this power as a ranged attack.

SHADOW GLOVE

Close-quarters power; Quick action; Daily; Shadow

Effect: You summon a gloved, floating hand of shadow matter. As a quick action, you can order the hand to carry and manipulate objects or extinguish torches. As a standard action, it can choke or punch people. It uses your Dexterity for attack and damage, has a d4 damage die, and deals negative energy damage. The hand stays until the end of the battle or scene. The hand has your defenses, and hit points equal to twice your level. It ignores any damage except force and holy damage.

Champion Feat: You can attack with the hand as a quick action once per battle.

SHADOW POISON

Close-quarters power; Free action; Once per battle; Shadow

Trigger: You hit with a melee or ranged weapon attack

Effect: Deal 1d10 extra poison damage.

3rd level power: 2d10 damage

5th level power: 3d10 damage

7th level power: 4d10 damage

9th level power: 5d10 damage

Champion Feat: If your next melee attack this battle is a natural even hit, add the poison damage again.

Epic Feat: Add another 2d10 damage.

SHADOW STALKER

Close-quarters power; Daily; Shadow

Effect: Your shadow detaches from your body and starts following a person or creature you designate for 5 minutes per level of the power. While the shadow is following the target, you have a sense of the direction they are in.

Champion Feat: You can hear what the shadow hears, and you can close your eyes to see what it sees.

STAY SHARP

Momentum power

At-will (once per round); Interrupt action; requires momentum

Trigger: You are hit by an attack that imposes a “save ends” condition.

Effect: Immediately roll a save against the condition.

Adventurer Feat: Add your Charisma modifier to the save roll.

STIFLED SOUNDS

Close-quarters power; Daily; Shadow

Effect: You and one nearby ally per Charisma modifier have advantage on checks to move silently for the next 5 minutes per level of this power.

TRICKSTER’S CUT

Melee attack; At-will

Attack: Charisma + Level vs. MD

Hit: WEAPON + Dexterity damage

Miss: Damage equal to your level

Adventurer Feat: Add your Charisma modifier to miss damage.

Champion Feat: On a natural 16+, you can swap places with a nearby ally after the attack.

Epic Feat: You gain a +2 bonus to attack against dazed or stunned enemies.

3RD LEVEL ROGUE POWERS

ASSASSIN’S SHOT

Ranged attack; Once per battle; Shadow

Target: One nearby enemy

Attack: Dexterity + Level + 2 vs. AC

Hit: WEAPON + Dexterity damage. You can use your Sneak Attack even if the target is not engaged to an ally.

Miss: Damage equal to your level

Adventurer Feat: If you spend a quick action to survey the target before using this power, increase the attack bonus to +4.

BLACK VEIL

Momentum power

Once per battle; Interrupt action; Shadow; requires momentum

Trigger: An enemy hits you with an attack.

Effect: You take half damage from the attack, and make the following attack against the target.

Attack: Charisma + Level vs. PD

Hit: Negative energy damage equal to the damage of the target’s attack, plus your Charisma modifier (x2 at 5th level; x3 at 8th).

Adventurer Feat: If the attack had more than one target, halve the damage to all targets.

CHEEKY DISTRACTION

Momentum power

At-will; Interrupt action; requires momentum

Trigger: An enemy you are engaged with makes an attack against you or an ally.

Attack: Charisma + Level vs. MD

Hit: The enemy has disadvantage on the attack roll.

Critical hit: The attack fails and has no effect.

Miss: —

Champion Feat: If you hit, you can pop free from the target after it made the attack.

COLD-HEARTED STRIKE

Melee attack; Cyclic (Once per battle OR at-will when the escalation die is even)

Attack: Dexterity + Level + 2 vs. AC

Hit: WEAPON + Dexterity damage

Miss: —

Champion Feat: This power ignores any penalty to attack you may have, such as from the dazed condition. You can use it even when hampered.

Epic Feat: The first time you miss with this power in a battle, deal half damage.

GLOOMY RICOCHET

Ranged attack; Once per battle; Shadow

Target: Two nearby enemies

Attack: Dexterity + Level vs. AC

First Hit: WEAPON + Dexterity damage

Second Hit: Half damage of the first hit

Miss: —

Adventurer Feat: Deal extra damage equal to your Charisma modifier (x2 at 5th level; x3 at 8th).

Champion Feat: If you miss one or both of the targets, make a third attack against a different nearby enemy.

Epic Feat: Keep attacking until you either score two hits, or you have attacked every nearby enemy once.

KICK IN THE NUTS

Melee Attack; Once per battle

Special: For the purpose of this attack, magic item boots provide a bonus to attack and damage like a weapon of the same tier would.

Attack: Dexterity + Level vs. AC

Hit: 1d6 per level + Dexterity damage, and the target is hampered until the end of your next turn.

Miss: Damage equal to your level

Adventurer Feat: You can expend your momentum to impose the hampered condition (save ends).

Champion Feat: On a natural even roll, increase the damage dice to d10s.

Epic Feat: If the escalation die is 3+, you can use this power as a quick action.

MASK OF THE MASSES

Close-quarters power; Daily; Shadow

Effect: For the next 5 minutes per level of this power, your face is so generic that any eye witness will be unable to remember any details of it later.

5th level power: You can grant the effect to yourself and one nearby ally per Charisma modifier.

MERCILESS GANG-UP

Melee attack; At-will

Attack: Dexterity + Level vs. AC; gain a +1 bonus to the attack roll for each ally engaged with the target.

Hit: WEAPON + Dexterity damage

Miss: Damage equal to your level

Champion Feat: On a hit, deal one extra WEAPON damage die for each ally engaged with the target.

SKILL SHOT

Momentum power

Ranged attack; Once per battle; you must spend your momentum

Attack: Dexterity + Level vs. AC. You have advantage on the attack roll.

Hit: WEAPON + Dexterity damage. You don't regain momentum.

Miss: Damage equal to your level

Champion Feat: On a natural 18+, the target is hampered until the end of your next turn.

STAR MANTLE

Close-quarters power; Once per battle; Quick action; Shadow

Effect: Until the end of your next turn, natural odd attack rolls against you miss.

Adventurer Feat: Gain momentum when you use this power.

5TH LEVEL ROGUE POWERS

BULLSEYE

Melee OR ranged attack; Daily

Target: One nearby enemy

Attack: Dexterity + Level vs. PD

Hit: WEAPON + Dexterity + 5 x escalation die damage

Miss: You regain this power.

7th level power: 10 x escalation die

9th level power: 20 x escalation die

Epic Feat: Increase your critical threat range with this power by +2.

CHARGING SHADOW

Melee attack; Once per battle; Shadow

Target: One nearby or far away enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity + Charisma damage

Miss: Damage equal to your level

Champion Feat: After the attack, you can teleport to engage the enemy.

DEATH STRIKE

Melee attack; Once per battle; Shadow

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage and 10 ongoing negative energy damage

Miss: Half damage

7th level power: 15 ongoing damage

9th level power: 25 ongoing damage

Champion Feat: When the target fails a save against the ongoing damage, increase it by the initial amount (10 / 15 / 25).

Epic Feat: The first save is a hard save (16+).

FAN OF KNIVES

Ranged attack; Once per battle

Special: You must use a small thrown weapon with this attack.

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Target: One nearby enemy per point of Dexterity modifier

Attack: Dexterity + Level vs. AC

Hit: WEAPON damage

Miss: —

Adventurer Feat: Gain a +4 bonus to your critical threat range against mooks with this power.

HIP SHOT

Momentum power

Ranged attack; Once per battle; Quick action; you must spend your momentum

Special: You must be using a hand crossbow or other small ranged weapon.

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage. You don't gain momentum.

Miss: Damage equal to your level

Champion Feat: You can deal Sneak Attack damage with this power, even if the target is not engaged with an ally.

REALLY SNEAKY ATTACK

Momentum power

Melee attack; Daily; Interrupt action; you must spend your momentum

Trigger: Any

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage. You don't regain momentum. You can use your Sneak attack with this power even if no ally is engaged with the target. This does not count against your limit of one sneak attack per round.

Miss: Damage equal to your level

Epic Feat: You can now use this power once per battle.

SHADOW TRAP

Ranged power; Daily; Shadow

Target: An object, a doorway, or a section of the floor or wall

Effect: You enchant the target area, so that the next person or creature to touch it springs the trap and is targeted by the following attack. You can set a condition to include or exclude targets, such as "anyone but me," "anything larger than a cat," or "any orc." The trap lasts for up to one day.

Attack: Dexterity + Level vs. PD

Hit: 15 ongoing negative energy damage and the target is stuck (save ends both).

Miss: —

7th level power: 25 ongoing damage

9th level power: 40 ongoing damage

Champion Feat: The trap has a number of charges equal to your Charisma modifier.

Epic Feat: The save against the effect is a hard save (16+).

SNEAKY SETUP

Momentum power

At-will; Interrupt action; you must spend your momentum

Trigger: An ally makes an attack against an enemy you are engaged with.

Effect: The ally gains advantage on the attack.

Champion Feat: The ally also gains a +2 bonus to their critical threat range.

Epic Feat: If the ally's attack is a critical hit, you regain your momentum.

THOUGHTSTEAL

Close-quarters power; Daily; Shadow

Target: A person you have eye contact with

Attack: Charisma + Level vs. MD

Hit: You can read the target's surface thoughts for about a minute.

Miss: —

Natural odd miss: The target notices your intrusion into their mind.

7TH LEVEL ROGUE POWERS

AVALANCHE OF DAGGERS

Ranged attack; Daily

Target: A group of mooks

Attack: Dexterity + Level vs. the highest AC in the group

Hit: You kill 1d6 mooks of the group.

Miss: The group of mooks cannot attack until the end of your next turn.

Champion Feat: Kill 2d4 mooks.

BACKHAND SPIN

Momentum power

At-will; Free; you must spend your momentum

Trigger: You miss with a Rogue melee attack.

Effect: Reroll the attack.

Champion Feat: If the reroll is also a miss, you gain a +4 bonus to AC until the end of your next turn.

MEAT SHIELD

Momentum power

At-will; Interrupt action; you must spend your momentum

Trigger: An enemy targets you with a close-quarters or ranged attack.

Effect: Make a Dexterity-based skill check with the attack roll as the DC. If you equal or beat the DC, that attack targets a nearby enemy instead.

Champion Feat: If your skill roll is a natural 16+, you deal Sneak Attack damage to the new target.

SHADOW FUSION

As your blade sinks into the enemy, your forms begin to meld.

Close-quarters power; Once per battle; Free action; Shadow

Trigger: You hit a target with a melee attack.

Effect: Until the end of your next turn, whenever you take damage, the target takes half of that damage instead of you, and vice versa.

Champion Feat: Reduce the damage you take from attacks against the target by twice your Charisma modifier (x3 at 8th level).

PERFECT EXECUTION

Momentum power

Melee attack; Daily; requires momentum

Effect: 50 damage

9th level power: 75 damage

Champion Feat: You can use your Sneak Attack with this power.

Epic Feat: This power is now Recharge 16+ after battle.

SHADOW RIFT

Close-quarters power; Daily; Quick action; Shadow

Effect: Until the end of the battle, your melee attacks that target AC target the enemy's PD instead.

Epic Feat: Enemy attacks that target your PD target your AC instead.

SHADOW TWIN

Close-quarters power; Daily; Quick action; Shadow

Effect: You animate your shadow to aid you in battle. The shadow does not fight on its own. Instead, it flanks whoever you are attacking, which allows you to use your Sneak Attack. The shadow persists until the end of the battle, or until you are knocked unconscious.

Epic Feat: When an enemy makes an attack against you, you can spend your momentum (before you would lose it from getting hit) as an interrupt action to have the shadow twin make a basic melee attack against that enemy. Use the same stats as if you had attacked yourself.

WELL-TIMED STRIKE

Melee attack; Once per battle

Special: The target is vulnerable to the attack.

Attack: Dexterity + Level vs. the lowest defense of the target

Hit: WEAPON + Dexterity damage

Miss: Half damage

Epic Feat: Deal triple damage on a critical hit.

9TH LEVEL ROGUE POWERS

FLICKERING SHADOWS

Multiple shadows of yourself strike out at your enemies.

Melee attack; Daily; Shadow

Target: One nearby enemy per point of Charisma modifier or escalation die (whichever is higher)

Attack: Dexterity + Level vs. PD

Hit: WEAPON + Dexterity damage

Miss: —

Epic Feat: You can use your Sneak Attack against any target that is staggered.

KILLING BLOW

Melee attack; Daily

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage. If the target has 250 hit points or less left after the attack, it starts making last gasp saves (16+; see *Core Book* p. 200). After the fourth failed save, it dies. If the target has more than 250 hit points, you can choose to either deal 100 extra damage or cause the target to lose its next standard action.

Miss: You have advantage on your next attack against the target.

Epic Feat: You now force enemies with 400 hit points or less to make last gasp saves.

NOT TODAY, DEATH

Momentum power; Shadow

Daily; Interrupt action; requires momentum

Trigger: An attack reduces you to zero hit points or below.

Effect: You take no damage or other effects from the attack. You can spend your momentum to disappear and reappear anywhere nearby.

Epic Feat: The power is now Recharge 16+ after battle.

SHADOW GARROTTE

Close-quarters power; Daily; Free Action; Shadow

Trigger: You deal Sneak Attack damage to an enemy with a melee attack.

Target: The same enemy

Attack: Dexterity OR Charisma + Level vs. PD

Hit: 50 ongoing negative energy damage, and the target is hampered (save ends).

Miss: You regain this power at the end of your next turn.

SURPRISE, B***

Close-quarters power; Once per battle; Free action

Trigger: You successfully save against a condition imposed by an enemy attack.

Effect: Make a melee or ranged basic attack against an enemy in range with advantage.

Epic Feat: Add your Sneak Attack damage even if the target is not engaged with an ally.



SORCERER

SORCERER

This book expands the sorcerer in two ways. First, it takes the different core sources of power that are hinted at in the *13th Age Core Book* heritage talents, and develops them into full-blown **sorcerer bloodlines** that customize all your class features in a similar way to the storm voice class in *13th Age Glorantha*. They replace your Access to Wizardry, the Chaotic Benefit of Gather Power, the random energy table, your familiar options, and even your *Dancing Lights* spell. The seven bloodlines presented here are the Arcane, Celestial, Draconic, Fey, Infernal, Umbral and Wild Magic bloodlines.

The second change is the addition of metamagic, the ability to enhance spells as you cast them, fueled by a new daily resource called sorcery points. See Metamagic and Sorcery Points below for details.

NEW KEYWORDS

When a talent, spell, or power in this chapter refers to “empowering a spell” or an “empowered spell”, it means that on your previous turn, you spent a standard action to Gather Power, and now expend the gathered power when casting a spell.

Some spells in this chapter use the Shapechange keyword, which is explained on p. 12.

SORCERER CLASS FEATURES

METAMAGIC AND SORCERY POINTS (NEW)

A sorcerer’s magic is an innate ability, and they can intuitively control it as if they were moving a hand or a finger. Each bloodline has metamagic tricks to improve their spells. Arcane sorcerers are great at targeting their spells, whereas draconic sorcerers have a few extra tricks with their breath weapons, and so on.

To fuel these tricks, this book adds *sorcery points* as a new resource for sorcerers. You have a pool of sorcery points equal to your Charisma modifier, and you regain all expended sorcery points after a full heal-up.

To use a metamagic ability, you must declare that you spend sorcery points on a spell or roll before rolling the dice, unless the description says otherwise. The benefit only applies to this casting of the spell. You can only augment a spell with one metamagic ability at a time.

If you have gained a spell through your Access to ... class feature, you can apply metamagic to them in the same way you augment your sorcerer spells.

Adventurer Feat: Increase your maximum sorcery points by 1.

SORCEROUS BLOODLINES (NEW)

The new bloodline class feature customizes the Access to Wizardry, Gather Power (chaotic benefit), Dancing Lights, and Random Energy class features of the *Core Book* sorcerer. If you have a familiar, it also changes the available options.

With this update, each sorcerer spell is now linked to one or more bloodlines. You can still choose your sorcerer spells freely from any bloodline, but certain effects and benefits will only trigger for spells from your bloodline. The bloodlines presented in this book are:

Arcane Bloodline: Descendants of powerful wizards

Celestial Bloodline: Divine casters with angelic blood

Draconic Bloodline: The pure gift granted by dragons

Fey Bloodline: Progeny of fey creatures

Infernal Bloodline: The taint of the Abyss

Storm Bloodline: Infusion with raw elemental power

Umbral Bloodline: Engulfed by the shadows of the Underworld

Wild Magic: Spontaneously manifested, untamed and chaotic forces

ARCANE BLOODLINE

The arcane bloodline originates from old wizard dynasties, who have studied and manipulated magic over so many generations the arcane energies have infused their essence. In rare cases, the bloodline can also manifest spontaneously in people who survived encounters with strong magical forces. Sorcerers of this bloodline often show small elemental manifestations on their bodies, like eyes of burning fire, snowflakes on their hair, or lightning cracking between their fingers.

Linked Icon: The Archmage

Linked Rune: Magic

ACCESS TO WIZARDRY

Starting at 3rd level, you can take a wizard spell in place of a sorcerer spell. The wizard spell must be two levels lower than the sorcerer spell.

Special: If you have the Arcane Heritage talent (see the revised version in this book), you can choose one of your wizard spells without the -2 level penalty.

Adventurer Feat: Use Charisma instead of Intelligence with your chosen wizard spells.



ARCANE BENEFIT (REPLACES CHAOTIC BENEFIT)

When you gather power, you gain a sorcery point (see the Metamagic and Sorcery Points class feature above). This can temporarily give you more sorcery points than your starting pool, but unused points above your pool are lost at the end of the battle.

ARCANE METAMAGIC

You gain the following metamagic abilities.

Precision (2 points): Gain a +2 bonus to attack with the spell. If the spell is a sorcerer spell with the arcane keyword or a wizard spell, increase the bonus to +3.

Mana Reserve (2 points): Gain a +2 bonus to a spell recharge roll you make after a battle, after rolling the die.

Arcane Preservation (2 points): If all attack rolls with the spell are a natural 1–5, you don't expend the spell.

Adventurer Feat: If the target spell is a sorcerer spell with the arcane keyword, the metamagic abilities above cost 1 point less.

ARCANE BLOODLINE SPELLS

LEVEL	CORE BOOK	DARK ALLEYS
1st	Burning Hands, Lightning Fork, Resist Energy, Scorching Ray	Attune Weapon, Elemental Sorcery, Force Boomerang, Sorcerer's Shield, Thunderwave
3rd	Echoing Thunder	Cloak of Lightning, Energy Charge, Flash Freeze, Pierce Resistance
5th	Summon Flux Elemental*	Leech Magic, Living Torch
7th	-	Elemental Form, Reflecting Barrier
9th	Silver Flame	Spell Barrage, Twilight Travel

*In *13th Age Monthly*: Sorcerer Summoning

RANDOM ENERGY

ROLL (D6)	ENERGY TYPE
1	Cold
2	Fire
3	Lightning
4	Thunder
5	Acid
6	Force

SPELL ACCESS (CLARIFICATIONS)

The sorcerer's Access to Wizardry class feature allows you to swap a sorcerer spell for a wizard spell two levels lower, and the new variants introduced with the bloodlines in this book expand this to other classes.

A few rules issues that can arise with this feature are clarified below.

- You are NOT limited to one swapped spell, you can swap out as many spells as you like.
- Normally, you can only swap spells starting from 3rd level, because of the -2 level penalty. However, if you have a feat or talent that allows you to pick a spell without the penalty, you can swap it at first level already.
- Spells you swap in are considered sorcerer spells. You can boost them with Gather Power normally, and you can apply metamagic to them. They belong to your bloodline and gain the bloodline's keyword. Any benefit you have with spells of your bloodline also apply to the swapped-in spells. This applies even if you swap in a power, such as from the rogue class.
- Even if you are multiclassed with the original class of the swapped-in spell (like sorcerer / wizard), it is considered a sorcerer spell.
- The text of the spell doesn't change. For example, you are still using the original ability score for the attack roll, unless you have a feat or similar ability to use Charisma instead. An at-will spell is still at-will, a cyclic spell is still cyclic.
- Anything from the source class that isn't mentioned in the spell description itself doesn't apply.
- If there are two options, apply the weaker one. For example, you are considered an initiate for a demonologist spell.

DANCING LIGHTS

Sorcerers with the arcane bloodline cast dancing lights as described on *Core Book* p. 135.

ARCANE FAMILIARS

Arcane familiars choose two familiar abilities, as per the Wizard's Familiar talent.

CELESTIAL BLOODLINE

Even though the gods are distant in the Dragon Empire, celestial beings from the divine realms can manifest on the surface world, and sometimes even beget offspring with mortals. This ancestry can manifest in the ability to wield an innate divine magic without requiring faith, worship, or religion, even generations later. Celestial sorcerers often have a delicate, unnatural beauty to them, as if they are too pure for this world.

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If it fits your character concept, you can interpret the Celestial bloodline sorcerer as an invoker of divine power. In that case, switch your magic type to divine and swap wand implements for holy symbols.

Linked Icon: The Priestess

Linked Rune: n/a

ACCESS TO DIVINE MAGIC (REPLACES ACCESS TO WIZARDRY)

Starting at 3rd level, you can take a cleric spell in place of a sorcerer spell. The cleric spell must be two levels lower than the sorcerer spell.

Special: You can take one divine domain from the cleric list as a sorcerer talent. Interpret any reference to cleric spells as applying to both sorcerer and cleric spells. If you take the domain, you also gain access to its domain spells, and you can choose one of your cleric spells without the -2 level penalty.

Adventurer Feat: When you empower a spell that grants healing, double the amount of hit points granted by it. When you empower a spell that grants a bonus to attacks, defenses or saves, double the bonus.

Adventurer Feat: You can cast the cleric's Heal spell once per battle.

Epic Feat: When you Gather Power, you gain an additional use of the Heal spell this battle.

CELESTIAL BENEFIT (REPLACES CHAOTIC BENEFIT)

When you Gather Power, you gain the divine benefit below. Unlike other bloodlines, this benefit is not random. Instead, it depends on the escalation die.

DIVINE BENEFIT

ESCALATION DIE	ADVENTURER TIER
None	Gain a +1 bonus to PD and MD until the start of your next turn.
Odd	Deal holy damage equal to your Wisdom modifier (x2 at 5th level; x3 at 8th) + Level to one nearby enemy.
Even	Heal hit points equal to Wisdom modifier (x2 at 5th level; x3 at 8th) to a nearby staggered ally. If no nearby allies are staggered, gain a +1 bonus to AC until the end of your next turn.

Adventurer Feat: When you empower a sorcerer spell with the Celestial keyword, gain the celestial benefit again, using the escalation die of the current turn.

Champion Feat: Target two enemies / allies with the odd / even effect.

CELESTIAL METAMAGIC

You gain the following metamagic abilities.

Holy Spell (1 point): Change the spell's damage to holy damage.

Rejuvenating Spell (1 point): The target also gains temporary hit points equal to your Wisdom modifier (x2 at 5th level; x3 at 8th) plus twice the spell level.

CELESTIAL BLOODLINE SPELLS

LEVEL	CORE BOOK	DARK ALLEYS
1st	Lightning Fork, Scorching Ray	Angelic Dictum, Archon's Trumpet, Attune Weapon, Celestial Resistance, Sorcerer's Shield
3rd	Echoing Thunder	Conviction, False Life, Protected Perimeter
5th	Unearthly Glamour	Flash of Radiance, Nasty to Nice
7th	-	Celestial Censure, Entomb, Sorcerous Wings
9th	Calling the Blood	Celestial Apotheosis, Twilight Travel

RANDOM ENERGY

ROLL (D4)	ENERGY TYPE
1	Fire
2	Lightning
3	Thunder
4	Holy

RADIANT HALO (REPLACES DANCING LIGHTS)

Celestial sorcerers can cast the *radiant halo* spell as a standard action. The spell produces an intense, almost blinding light source that is centered around the top of your head. It bathes the area within 30 feet around you in a bright light which shines far past that distance. While the light provides perfect visibility as if under daylight conditions, and can even pierce dense fog, it makes attempts at stealth pretty much impossible.

At the GM's discretion, the halo can give creatures that are attuned to darkness (such as dark elves) a -1 penalty to attacks against you.

The spell usually lasts at least an hour. You can cast it a number of times per day equal to your Charisma modifier.



CELESTIAL FAMILIARS

Celestial familiars are often animals from divine realms. They resemble animals from the prime material plane, but in a true, perfect sense. Their fur is shinier, and even if they don't speak, they have a reserved wisdom to them that is unlike any mortal creature. Celestial familiars have two familiar abilities, which can be Celestial Ward, Healing Touch, or Radiant listed below, or the Alert, Flight, Scout, Tough, or Talkative abilities from the wizard list.

Celestial Ward: Once per battle, when the Sorcerer, or an adjacent ally is attacked, give the attack a penalty equal to the escalation die.

Healing Touch: Once per day, the familiar can touch an ally. The ally can use a recovery to heal.

Radiant: Once per battle, when you hit an enemy engaged with you, you can add 5 ongoing holy damage per tier to the damage roll.

DRACONIC BLOODLINE

Dragons have long had the power to change shape and mingle with the numerous but short-lived humanoid beings. Unions between humanoid and dragon can create offspring, and you trace your ancestry back to such a union. Sorcerers of the draconic bloodline often have draconic features, such as patches of scaly skin, lizard eyes, or horns.

Linked Icon: Great Gold Wyrms, The Three

Linked Rune: Dragonewt

ACCESS TO WIZARDRY

Starting at 3rd level, you can take a wizard spell in place of a sorcerer spell. The wizard spell must be two levels lower than the sorcerer spell.

Special: If you have the Chromatic Destroyer Heritage, Metallic Protector Heritage, or Rumble Mumble Rumble (see Bestiary 2 p. 174) talents, you can choose one of your wizard spells without the -2 level penalty. You can only gain this benefit once.

Adventurer Feat: Use Charisma instead of Intelligence with your chosen wizard spells.

Dragons, especially blue dragons, are often depicted as studious and smart masters of magic, which would be the argument for why draconic sorcerers get access to wizard spells. However, if you interpret dragons as embodiments of elemental forces in your campaign, access to Elemental Caster druid spells might make more sense. Or if you want to play up their political role as the true movers and shakers, you may want to give them access to commander tactics instead.

DRACONIC BENEFIT

(REPLACES CHAOTIC BENEFIT)

When you Gather Power, gain a draconic benefit as per the table below. This is the same table as for the *Core Book* sorcerer.

Draconic Benefit

D6 ROLL	ADVENTURER TIER	CHAMPION TIER	EPIC TIER
1–2	Gain a +1 bonus to AC until the start of your next turn.	Gain a +1 bonus to AC and PD until the start of your next turn.	Gain a +1 bonus to all defenses until the start of your next turn.
3–4	Deal damage equal to your level to all nearby staggered enemies.	Deal damage equal to your level + your Charisma modifier to all nearby staggered enemies.	Deal damage equal to your level + twice your Charisma modifier to all nearby staggered enemies.
5–6	Deal damage equal to your level to one nearby enemy.	Deal damage equal to your level + Charisma modifier to one nearby enemy.	Deal damage equal to your level + twice your Charisma modifier to one nearby enemy.

Adventurer Feat: When you empower a sorcerer spell with the draconic benefit, or a wizard spell, gain the draconic benefit again.

Champion Feat: When you gather power, you also gain the ability to fly to a nearby location as a move action on the same turn.

DRACONIC METAMAGIC

You gain the following metamagic abilities.

Forceful Breath (1 point): Reroll all natural 1s on a damage roll with a breath weapon spell, after making the roll.

Inhale Deeper (1 point): Gain a +2 bonus to the recharge roll for a breath weapon spell, after making the roll.

Sticky Breath (1 point): When dealing ongoing damage with a breath weapon to a target, make the save a hard save (16+).

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DRACONIC BLOODLINE SPELLS

LEVEL	CORE BOOK	DARK ALLEYS
1st	Breath of the White, Burning Hands, Resist Energy	Attune Weapon, Breath of the Brass, Dragon Orb, Friends, Sorcerer's Shield, Thunderwave
3rd	Breath of the Green; Dragon's Leap, Echoing Thunder	Breath of the Bronze
5th	Breath of the Black; Summon Lightning Drakes*	Breath of the Copper, Breath of the Purple
7th	Breath of the Blue	Breath of the Silver, Draconic Gift, Sorcerous Wings
9th	Breath of the Void, Calling the Blood (draconic icons only), Silver Flame	Breath of the Golden, Breath of the Red, Draconic Apotheosis

*In *13th Age Monthly*: Sorcerer Summoning

RANDOM ENERGY

This is the same table as the *Core Book* sorcerer. Feel free to add acid and / or poison in there if it fits the type of dragon you are connected to.

ROLL (D4)	ENERGY TYPE
1	Cold
2	Fire
3	Lightning
4	Thunder

MINOR ELEMENTAL BREATH (REPLACES DANCING LIGHTS)

Sorcerers with the Draconic bloodline can create small elemental effects with their breath at-will. They can light a candle with fire, melt the bolts in a lock with acid, create a shocking sensation with lightning, or cool down a drink with cold. This ability deals damage equal to the sorcerer's level, which doesn't quite make it powerful enough for combat use.

DRACONIC FAMILIARS

If you have the Sorcerer's Familiar talent, you can choose a pocket dragon or a pseudodragon as familiar. Both start with two abilities. One is Flight, the other is Breathe Fire for the pocket dragon and Prestidigitation for the pseudodragon.

Breathe Fire: Once per battle, your familiar can make a Charisma + Level attack against a nearby opponent's PD (using your Charisma modifier and level). On a hit, it deals 1d6 per level fire damage against the target, and half damage on a miss. You can change the damage type to match the dragon's color.

Adventurer Feat: Your familiar can breathe fire twice per battle, but not in the same turn.

Prestidigitation: Your familiar can cast the Prestidigitation cantrip at-will.

FEY BLOODLINE

The fey realms have many portals into the mortal world, and it is not unheard of for someone to stumble into the fey world and return with strange powers, sometimes decades later. The fey have been known to abduct humanoid children and raise them as their own. Sorcerers with the fey bloodline tend to be capricious and moody. Depending on the type of fey in their ancestry, they can have a wide variety of physical features, such as rainbow-colored hair or goat hooves as feet.

Linked Icon: The Elf Queen

Linked Rune: Illusion

ACCESS TO FEY MAGIC (REPLACES ACCESS TO WIZARDRY)

Starting at 3rd level, you can take a bard spell OR a druid spell of the Circle of Feysong in place of a sorcerer spell. The bard / druid spell must be two levels lower than the sorcerer spell.

Special: If you have the Fey Heritage talent, you can choose one of your bard / druid spells without the -2 level penalty.



CHAPTER 16

FEY BENEFIT (REPLACES CHAOTIC BENEFIT)

When you Gather Power, roll 1d12 on the table below to determine your fey benefit. The fey are fickle and mischievous. When they are on your side, the benefits are great, but watch out when they aren't.

Fey Benefit

D12 ROLL	ADVENTURER TIER	CHAMPION TIER	EPIC TIER
1	Mischievous spirits disable one of your magic items until the end of the battle.		
2	A complication from a recent 5 in an icon relationship comes into play right now.		
3–5	Gain a +1 bonus to all defenses until the start of your next turn.	Gain a +2 bonus to all defenses until the start of your next turn.	Gain a +3 bonus to all defenses until the start of your next turn.
6–8	Add your Charisma modifier to disengage checks this turn.	This turn, you can teleport to a nearby location you can see as a move action.	This turn, you can teleport to a nearby location you can see as a quick action, and you leave an illusory double with 1 hp behind.
9–10	The nearby enemy with the lowest PD takes a -4 penalty to MD until the end of your next turn.		One enemy of your choice takes a -4 penalty to MD until the end of your next turn.
11–12	The nearby enemy with the lowest MD is dazed until the end of your next turn.		One enemy of your choice is dazed until the end of your next turn.

Adventurer Feat: When you empower a sorcerer spell with the Fey keyword, you gain a +1 bonus to the attack roll.

Champion Feat: The daze and MD penalty effects are “save ends.”

FEY METAMAGIC

You gain the following metamagic abilities.

Glamorous Distraction (2 points): Change a daze until the end of your next turn effect to daze (save ends).

Fey Trickery (2 points): Treat a natural odd spell attack roll as even, or even as odd, after making the roll.

Adventurer Feat: If the target spell is a sorcerer spell with the fey keyword, or a bard spell, reduce the cost of the above metamagic abilities by 1.

FEY BLOODLINE SPELLS

LEVEL	CORE BOOK	DARK ALLEYS
1st	-	Alter Self, Attune Weapon, Chameleon Skin, Fey Glamour, Fey Path, Friends, Sorcerer's Shield
3rd	-	Beast Form, Flowery Kiss
5th	Elven Shadows, Unearthly Glamour	Faerie Door, Fey Curse, Merry Go-Round
7th	Stolen Faces	Pixie Dust, Sorcerous Wings
9th	-	Prey of the Wild Hunt, Silver Flame, Twilight Travel

RANDOM ENERGY

ROLL (D4)	ENERGY TYPE
1	Cold
2	Psychic
3	Force
4	Thunder

DANCING LIGHTS

Sorcerers with the fey bloodline cast dancing lights as described on *Core Book* p. 135.

FEY FAMILIARS

If you have the Sorcerer's Familiar talent, choose two abilities from the table as per the Wizard's Familiar. You also have the two additional options below.

Invisibility: Your familiar can turn invisible at-will, but it cannot move while invisible.

Teleport: Your familiar can teleport to a nearby location it can see once per battle (or every 5 minutes).

INFERNAL BLOODLINE

The *13th Age* has seen many new hellholes opening across the Empire, some of which are conquered and harnessed by the Crusader. This has led to many children born with infernal powers, taken in and raised by the Crusader's servants. The infernal bloodline tends to manifest in features that are often associated with tieflings, such as intense red skin, horns, tails, and hooves. But demons come in many

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shapes and forms, so depending on the fiendish ancestry, there could be much stranger manifestations such as spider webs between the hands, or a hyena head.

Linked Icon: The Crusader, The Diabolist

Linked Rune: Chaos

ACCESS TO DEMONOLOGY (REPLACES ACCESS TO WIZARDRY)

Choose warlock (see *Dark Pacts & Ancient Secrets*) or demonologist (see *Book of Demons*) spells. Starting at 3rd level, you can take a spell from the chosen class in place of a sorcerer spell, at a -2 level penalty. You are considered an initiate for any demonologist spells you choose.

Special: If you have the Blood Sacrifice or Infernal Heritage talent, you can choose one of your demonologist / warlock spells without the -2 level penalty. You can only gain this benefit once.

INFERNAL CURSE (REPLACES CHAOTIC BENEFIT)

When you Gather Power, roll 1d6 on the table below to set up an infernal curse that is waiting to be triggered by a hapless enemy. Triggering the curse does not require an action by you, and it even happens if you fall unconscious. The curse is active until the end of your next turn, and it can be triggered any number of times.

Infernal Curse

D6 ROLL	CURSE TRIGGER AND EFFECT
1-2	If an enemy rolls a natural 1-5 on their attack roll, they take 1d6 times their level psychic damage.
3	If an enemy rolls a natural 1-5 on a disengage check, they are hampered until the end of their next turn.
4	If an enemy engages you, they take 1d6 times their level fire damage.
5	If an enemy moves from nearby to far away range, or attempts to flee, they take 1d6 times their level negative energy damage.
6	If an enemy gains hit points or temporary hit points, they take 1d6 times their level cold damage.

Adventurer Feat: If you cast an empowered infernal sorcerer spell, extend the duration of the infernal curse until the end of your next turn.

Champion Feat: Expand the d20 roll triggers for the first two effects to 1-7.

Epic Feat: Increase the damage dice to d8.

INFERNAL METAMAGIC

You gain the following metamagic abilities.

Infernal Sacrifice (1 point): Reroll a damage roll for a spell, after making the roll. Deal damage equal to the spell level to a nearby ally.

Weakening Spell (2 points): The first enemy you hit with the spell is also weakened until the end of your next turn. Deal damage equal to the spell level to yourself.

Lasting Pain (2 points): Increase the saving throw of ongoing damage you deal with a spell from normal to hard (16+).

INFERNAL BLOODLINE SPELLS

LEVEL	CORE BOOK	DARK ALLEYS
1st	Burning Hands	Attune Weapon, Orb of Wrath, Skullfire, Sorcerer's Shield, Touch of the Ice Devil
3rd		Burning Whip, Sinner's Pyre
5th	Three Dooms, Summon Burnout Elemental*	Chain Immolation, Wave of Anguish
7th	Touch of Evil	All-Consuming Inferno, Sorcerous Wings, Touch of Corruption
9th	Calling the Blood	Infernal Apotheosis, Twilight Travel, Unleash Hell

*In *13th Age Monthly*: Sorcerer Summoning

RANDOM ENERGY

ROLL (D4)	ENERGY TYPE
1	Cold
2	Fire
3	Lightning
4	Psychic

INFERNAL KINDLING (REPLACES DANCING LIGHTS)

All infernal sorcerers can cast the *infernal kindling* spell as a standard action. The spell produces a number of small dancing flames within thirty feet you, flickering and circling around you. They create enough light to see most things in the area in the dark, but not enough light to guarantee you're not missing something that's well hidden, or steady enough to read by. The flames are real, not illusions, and they can set fire to flammable things



on command. They can be used to deal damage, but not effectively so (treat as a *Burning Hands* spell that deals half damage).

The spell usually lasts at least an hour. You can cast it a number of times per day equal to your Charisma modifier.

DEMONIC FAMILIAR

The classic demonic familiar is an imp with the Flight and Talkative abilities, but they can come in many other shapes and forms, such as horned snakes, fire-breathing dogs, or slimy toads. Choose any two abilities from the Wizard, Warlock, or Demonologist Familiar ability lists, except for agile or alert. Demons have precious little patience for those who are clumsy or can't watch their own backs.

STORM BLOODLINE

This is the storm voice class as introduced in *13th Age Glorantha*. For the customized class features of this bloodline and its spell list, refer to the description of the storm voice class. Consider the storm voice spells to be sorcerer spells with the Storm keyword.

STORM METAMAGIC

You gain the following metamagic abilities.

Eye of the Storm (1 point): When a spell or power grants you resistance against lightning or thunder damage, increase the resistance by 2.

Storm Ascendant (1 point): Reroll all natural 1s of a lightning or thunder damage roll, after making the roll.

UMBRAL BLOODLINE

Some claim that the Shadow Prince controls a hidden source of magic, woven from the Shadows of our prime existence, and separated from the arcane magics that the dragons and the Archmage lord over.

Other rumors say his power was stolen, and that the Lich King's phylactery is hidden in the Shadow Prince's vault. Followers of the Lich King don't deny that, but they claim that it was stored there for safekeeping, or that the Lich King allowed it to be stolen, to keep it out of reach of more dangerous foes.

What is known is that some children are born with the gifts of the Shadow Prince, able to embrace the darkness and manipulate the shadows.

Umbral sorcerers often appear lifeless, with pale skin, milky white or raven black hair, and raspy, whispering voices. Some have a ghost-like appearance, as if they were not quite there.

Linked Icon: The Lich King or the Shadow Prince

Linked Rune: Death, Darkness

UMBRAL BENEFIT (REPLACES CHAOTIC BENEFIT)

When you Gather Power, roll 1d6 on the table below.

Umbral Benefit

D6 ROLL	ADVENTURER TIER	CHAMPION TIER	EPIC TIER
1–2	Until the end of your next turn, when you take damage, you can deal damage equal to your level to a nearby willing ally, and reduce the damage you take by twice your level.	As adventurer tier, but reduce the damage by three times your level.	As adventurer tier, but reduce the damage by five times your level.
3–4	Deal twice your level in damage to the nearby enemy with the lowest hp total. If that kills the target, you regain hit points equal to the damage dealt.	As adventurer tier, but three times your level in damage.	As adventurer tier, but five times your level in damage.
5–6	Become insubstantial until the start of your next turn. You gain <i>resist physical damage</i> 12+ and add your Charisma modifier to disengage checks.	Become insubstantial until the start of your next turn. Gain <i>resist physical damage</i> 15+ and add your Charisma modifier to disengage checks. You can fly and hover.	Become insubstantial until the start of your next turn. Gain <i>resist physical damage</i> 18+ and add your Charisma modifier to disengage checks. You can fly, hover, and pass through solid objects until the start of your next turn.

Adventurer Feat: If you empower a sorcerer spell with the Umbral keyword, gain the Umbral benefit again after casting the spell.

Champion Feat: Also gain the Umbral benefit as a free action the first time you are staggered in a battle.

SORCERER

ACCESS TO DARK POWERS (REPLACES ACCESS TO WIZARDRY)

Choose either the necromancer or the rogue class.

Necromancer: Starting from 3rd level, you can switch a sorcerer spell for a necromancer spell 2 levels lower.

Rogue: Starting from 3rd level, you can switch a sorcerer spell for a rogue power with the Shadow keyword 2 levels lower. If you choose a momentum power, track momentum like a rogue.

Special: If you have the Animate Shadow or Undead Remnant Heritage talent, you can switch in one power / spell without the -2 level penalty. You can only get this benefit once.

Adventurer Feat: You can replace Intelligence with Charisma for your chosen necromancer spells.

UMBRAL METAMAGIC

You gain the following metamagic abilities.

Negative Spell (1 point): Change the spell's damage type to negative energy damage.

Leeching Spell (1 point): If the spell hits at least one enemy, heal hit points equal to your Constitution modifier (x2 at 5th level; x3 at 8th) + the spell level.

Shadow Spell (1 point): Change the spell's damage to psychic damage. The spell cannot be countered by abilities such as the blue dragon's counter-spell.

Shrouding Spell (2 points): On a hit, give the target disadvantage on its next attack roll against you.

UMBRAL BLOODLINE SPELLS

LEVEL	CORE BOOK	DARK ALLEYS
1st	-	Attune Weapon, Chameleon Skin, Darkness, Decrepit Eyes, Friends, Shadow Bolt, Skullfire, Sorcerer's Shield
3rd	Summon Undead Toady*	Choke Hold, False Life
5th	Three Dooms	Leech Magic, Scare, Wave of Anguish
7th	The Elven Shadows, Stolen Faces	Entomb, Memento Mori, Shadow Form
9th	Breath of the Void	Black Blade of Disaster, Twilight Travel, Void Rift

*In 13th Age Monthly: Sorcerer Summoning

RANDOM ENERGY

ROLL (D4)	ENERGY TYPE
1	Cold
2	Negative energy
3	Poison
4	Psychic

CRYPT CANDLES (REPLACES DANCING LIGHTS)

All Umbral sorcerers can cast the *crypt candles* spell as a standard action. The spell produces a circle of black and red candles that provide an eerie illumination within thirty feet of you. They create enough light to move around, but it's easy to miss details in the dim, flickering lights. If you move, the zone moves with you.

The candles and their illumination can only be seen by you, your allies and any creatures with a connection to the Shadow Prince or the Lich King. They make invisible creatures visible.

The spell usually lasts at least an hour. You can cast it a number of times per day equal to your Charisma modifier.

UMBRAL FAMILIARS

Your familiar is a creature associated with the dark arts, such as a cat, raven or a bat. Some are ghostly or skeletal in appearance. Your familiar has two abilities, which you can choose from Consume, Corrupting Touch, Ghost-sight or Insubstantial below, or Counter-bite, Flight, or Poisonous from the wizard list. If you choose a raven, it can also be Talkative.

Consume: Once per day, when an attack would take you below zero hit points, you can consume your familiar as an interrupt. Immediately heal using a free recovery. Your familiar reforms at the next full heal-up.

Corrupting Touch: Once per day, your familiar can make a Charisma + Level attack against the PD of an enemy you are engaged with. On a hit, the target is weakened until the end of your next turn.

Ghost-sight: While your familiar is nearby, you can sense the presence of undead, even at far away range.

Insubstantial: Your familiar can pass through solid objects, but it cannot interact with physical objects (like stealing items and such). If it takes damage, it just dissolves and reappears on your shoulder at the start of your next turn. It would take an exorcism or similar to destroy it.



CHAPTER 16

WILD MAGIC BLOODLINE

Arcane scholars designate wild sorcery as a bloodline, but purely out of convenience. There does not seem to be a discernible pattern how, when, or why this magic ability manifests in humanoids. If anything, having an ancestor with any form of arcane ability seems to decrease your chances of being born with this gift. As with all bloodlines, wild magic also manifests in your physical features, but in a much less stable or predictable way. Don't be surprised if you wake up with sky-blue fingernails and butterflies in your hair one morning; it's all part of the gift.

Linked Icon: n/a, among the *Core Book* icons anyway—feel free to create one that fits the campaign

Linked Rune: Disorder

WILD BENEFIT (REPLACES CHAOTIC BENEFIT)

When you Gather Power, roll 1d6 on the table below. As is to be expected with wild magic, the results are much more varied than with other bloodlines. You can even end up empty-handed, or with a much more powerful benefit.

Wild Benefit

D6 ROLL	ADVENTURER TIER	CHAMPION TIER	EPIC TIER
1	Roll 1d6: (1-2) a sad trombone sound, (3-4) erratic fart noises, (5-6) weirdly canned-sounding laughter		
2	Roll 1d6 on the chaos mage's Attacking Warp talent table.	Roll 1d6 on the chaos mage's Attacking Warp talent, and deal 1d6 per level damage to a random staggered enemy.	Roll 1d6 on the chaos mage's Attacking Warp talent, and deal 1d6 per level damage to 1d3 random enemies.
3	Roll 1d6 on the chaos mage's Defensive Warp talent table.	Roll 1d6 on the chaos mage's Defensive Warp talent, and a random nearby staggered ally can heal using a recovery.	Roll 1d6 on the chaos mage's Defensive Warp talent, and a random nearby staggered ally can heal using a free recovery.
4	Roll 1d6 on the chaos mage's Iconic Warp talent table.	Roll 1d6 on the chaos mage's Iconic Warp talent and reroll one icon relationship die.	Roll 1d6 on the chaos mage's Iconic Warp talent and gain a 5 on an icon relationship die with a random icon.
5-6	Roll on the chaos mage's High Weirdness table (13TW page 18).	Roll two d10s and choose either die as 10s and 1s for a result on the chaos mage's High Weirdness table (13TW page 18).	Roll on the chaos mage's High Weirdness table (13TW page 18). If you don't like the result for yourself, you can bestow it on a random nearby enemy.

Adventurer Feat: When you empower a sorcerer spell with the Wild Magic keyword, you gain a +1 bonus to the attack roll.

Champion Feat: When you gain an effect from a chaos mage warp talent that uses Dexterity, Intelligence, or Wisdom, you can use your Charisma modifier instead.

WILD METAMAGIC

You gain the following metamagic abilities.

Controlled Chaos (1 point): Choose one target of the spell that would otherwise be determined randomly.

Wild Targeting (2 points): For the first attack roll with the spell that misses, you can reroll the attack against a different enemy within range.

ACCESS TO CHAOS MAGIC

(REPLACES ACCESS TO WIZARDRY)

Starting at 3rd level, you can take a chaos mage spell in place of a sorcerer spell, at two levels lower than the spell it replaces. You cast it like a sorcerer of that frequency—at-will, once-per-battle, or daily.

Special: If you have the Wild Heritage talent, you can choose one of your chaos mage spells without the -2 level penalty.

The wild bloodline gives you access to chaos magic without the unpredictability of the chaos mage class. Consider it an alternative for players who like the flavor of chaos magic but prefer a little more control over what they can do in the game.

SORCERER

WILD BLOODLINE SPELLS

LEVEL	CORE BOOK	DARK ALLEYS
1st	Chaos Bolt	Attune Weapon, Fireworks, Force Boomerang, Sorcerer's Shield, Wild Surge
3rd	Chaos Pulse	Energy Charge, Iconic Power, Wild Spark
5th	-	Ooze Form, Rolling Thunderball
7th	-	Wild Polymorph, Untamed Sorcery
9th	Calling the Blood	Spell Barrage, Twilight Travel

*In *13th Age Monthly*: Sorcerer Summoning



RANDOM ENERGY

The wild bloodline's "random energy" is a little more random than that of other sorcerers. You roll a d6 on the table, but this will only tell you who gets to describe what you just conjured. And yes, that means if that person considers strawberry jam or butterflies a valid element for the *13th Age Roleplaying Game*, that's what your spell is blasting across the battlefield. It's up to the GM to decide whether a particular creature is vulnerable or resistant to that "element" or not.

ROLL (D6)	WHO DECIDES?
1	The player on your left
2	You
3-4	The GM
5	The player who is newest to RPGs
6	The player on your right

DANCING LIGHTS

Sorcerers with the Wild bloodline cast *dancing lights* as described on *Core Book* p. 135.

WILD FAMILIARS

Like *Core Book* sorcerer familiars, wild familiars have one fixed ability, and two that are determined at random every day. In addition to the choices on the Wizard Familiar list, you have Wild Entropy as an option.

Wild Entropy: Once per day, when you are hit by an attack while your familiar is next to you, your familiar's magical influence can force the attacker to reroll the attack.

CORE BOOK SORCERERS

The sorcerer in the *13th Age Core Book* has a mixed theme that doesn't quite fit one of the bloodlines presented here specifically. If you want to play a sorcerer based on that template, you can still take any of the spells and some of the talents in this book and skip all references to the supplemental rules, i.e. bloodlines, sorcery points, and metamagic. If you only want to add metamagic, choose two metamagic abilities from any of the bloodlines in this book.

If you would like to convert an existing sorcerer character to the material in this book, look at their backgrounds, talents, especially heritage talents, and icon relations, and choose a bloodline that fits. Then, swap out the class features accordingly. You may also have to swap out some spells gained through Access to Wizardry if your new bloodline gives you access to the spell list of a different class.

SORCERER TALENTS

Most of the bloodlines in this book reflect and synergize with heritage talents from the *Core Book*. Only the divine bloodline does not have a heritage talent associated with it, but grants access to the cleric's divine domain talents. The wild magic bloodline is associated with the **Wild Magic Heritage** talent in this book. The **Arcane Heritage** talent is somewhat redundant with the abilities granted by the new Arcane Bloodline, which is why you can find a revised version below.

Other new talents are associated with certain bloodlines, even if they are not heritage talents. **Blood Sacrifice** allows infernal sorcerers to burn recoveries to keep blasting their foes. **Animated Shadow** allows umbral sorcerers to bring their own shadow as an ally into battle. If you really want to specialize on the spells of your bloodline, **Exclusive Bloodline** allows you to cast them spontaneously, but heavily restricts your spell choices.

Another group of talents ties into the new metamagic class feature. While the **Metamagic Expertise** talent gives classic options such as increasing range and duration, **Arcane Overload** is all about raw power, and **Street-fighting Magic** all about sneaky and dirty applications.

Finally, the **Chameleon** talent helps with spells you cast on yourself, to make you sneakier, or get extra mileage out of combat buffs. The **Sword & Sorcery** talent makes you a distinguished lady or gentleman who studied the blade.

ANIMATED SHADOW

Your shadow is permanently animated, ready to strike at your enemies. Let's hope it understands that it will only exist as long as you are alive.

Your shadow can fetch items and help with chores, similar to a Mage Hand cantrip.

Once per day, as a quick action, you can separate your shadow and have it aid you until the end of the battle as an independent combatant.

Your shadow has the stats, attacks and defenses as below. It acts on your initiative after you, taking a standard action, a move action, and (if applicable) a quick action. It can't heal. When it drops to 0 hp, it's destroyed until the next full heal-up. The shadow counts as your ally. Summoning rules don't apply to it. It benefits from the default bonus of your items for attacks and defenses.

ANIMATED SHADOW

1st level troop, undead

Shadow Choke +4 vs. PD—1d10 cold damage

Natural even hit: The target has disadvantage on disengage saves until the end of your next turn.

Resist physical damage 16+

Shadow Blur (standard action): The shadow wraps itself around you. Until the start of your next turn, all attacks against you with a natural odd attack roll target the shadow instead.

Animated Shadow Level Advancement

LEVEL	ATTACK	DAMAGE	AC	PD	MD	HP
1	+4	1d10	15	14	12	30
2	+5	2d10	16	15	13	40
3	+7	3d10	17	16	14	50
4	+8	4d10	18	17	15	62
5	+9	5d10	20	19	17	82
6	+11	6d10	21	20	18	102
7	+12	7d10	22	21	19	122
8	+13	8d10	24	23	21	160
9	+15	9d10	25	24	22	198
10	+16	10d10	26	25	23	236

Adventurer Feat: You can choose to deal negative energy instead of cold damage with your shadow. If you do, change the effect on a natural even hit to "The target's next attack deals half damage."

Champion Feat: Shadow Blur is a quick action.

Epic Feat: The first time your shadow is destroyed after a full heal-up, you can animate it again after a quick rest.

ARCAINE HERITAGE (REVISED)

Although magic is in the blood of every sorcerer, you have a greater understanding of magic than most sorcerers and even some wizards.

Special: You must have access to wizard spells through the Access to Wizardry class feature.

Like a wizard, you can choose to give up one spell slot to memorize a *utility* spell at the same level. You can then use the spell slot to cast one spell from the wizard's utility spell list, without choosing it in advance.

You also gain a +2 bonus to a background that involves or suggests magical knowledge or talent, up to your normal maximum background point limit.

Adventurer Feat: Gain three wizard cantrips as at-will bonus spells.

Champion Feat: Gain a bonus sorcery point.

Epic Feat: You gain Overworld Advantage like a wizard.

Sorcerers with Access to Wizardry, but without Arcane Heritage, can still choose wizard utility spells, but they can't reserve a spell slot to spontaneously cast a utility spell of their choice.

ARCAINE OVERLOAD (METAMAGIC)

Your connection to the magical energies of the world is unmatched. As the arcane energies surge in the heat of battle, you find yourself dripping with raw, magical power. You've learned how to harness this residual energy to further empower your spells with extra oomph.

Gain a bonus sorcery point, and the following metamagic abilities. (See the Metamagic and Sorcery Points class feature for detail).

Overloaded Spell (1 point): Increase all damage dice by one step (d4 -> d6 -> d8 -> d10 -> d12 -> 2d6 -> 2d8).

Minor Chain Spell (2 points): When your attack roll with the spell is a natural even roll, make a second attack against a different target. Unlike a real chain spell, this can only trigger once. You can make non-attack spells into chain spells, just roll a d20 and see whether it's even. You cannot use this enhancement with spells that are already chain spells.

Overwhelming Spell (4 points): You have advantage on the first attack roll with the spell.

Adventurer Feat: You can now overload spells for 3 points, and increase the damage dice by 2 steps.

Champion Feat: When using Overwhelming Spell on a spell with multiple attack rolls, you can spend one extra sorcery point on each following attack to gain advantage on those attack rolls too.

BLOOD SACRIFICE

When you have exhausted your magic reserves, you can push yourself further by sacrificing your life essence.

Special: This talent requires the Infernal Bloodline.

Once per battle, when you Gather Power, you can spend a recovery without healing as a free action to immediately regain a spell that you have expended this day or this battle.

Adventurer Feat: Add your Constitution modifier to damage with the regained spell (x2 at 5th level; x3 at 8th).

CHAMELEON

Your body is infused with your magic, and you shape and bend it to your liking.

When you cast a sorcerer daily spell on yourself, the spell becomes recharge 16+ after battle. When you cast a spell with a recharge roll on yourself, reduce the target number for the roll by 4.

Adventurer Feat: When you target yourself with a spell, gain a temporary 5-point background that represents your skill at using your changed form.

Champion Feat: Gain a bonus spell at 4 levels below your class level. You can choose the spell from any class, but you can only choose spells that target yourself.

EXCLUSIVE BLOOD

You've had many ancestors with the powers of your sorcerous bloodline. You may have even been bred for it. Or, you are a close descendant of an icon that is the source of sorcerous powers.

You gain a bonus bloodline spell slot, which you can use to spontaneously cast spells from your bloodline. You don't choose the spell to cast in that slot after a full heal-up. Instead, you can use it to cast any spell from your bloodline, at the highest level you can cast. If the spell is a daily spell, the slot is expended until the next full heal-up (although in case of a breath spell, you still recharge it during the battle normally). If the spell has a recharge roll after battle, and you succeed on the roll, you regain the spell slot instead of the individual spell. If the spell is once per battle, you also regain the slot after the battle. In case of an at-will spell, you can cast it at-will that battle, and then regain the slot after the battle.

This increased specialization comes at a cost, however, by limiting your overall spell choice. Choose two bloodlines in addition to your own bloodline. You can only cast sorcerer spells of these three bloodlines, as well as any spells gained through your Spell Access class feature. If a spell belongs to multiple bloodlines, you can cast it if you have access to one of them.

Adventurer Feat: When casting a ritual based on a spell of your bloodline, you have advantage on the skill check.

Champion Feat: You can cast all spells from your bloodline as if you had their adventurer feat.

Epic Feat: You can cast all spells from your bloodline as if you had their champion feat.

METAMAGIC EXPERTISE

You have received the best arcane training available in the Empire. You can perform fine manipulation on your spells as you cast them, shaping them as needed in the given situation.

Gain a bonus sorcery point, and the following metamagic abilities. (See the Metamagic and Sorcery Points class feature for details).

Elemental Admixture (1 point): You can switch a spell that does acid, fire, cold, or lightning damage to another damage type from that list.

Far Spell (1 point per target): Target a far away creature instead of a nearby creature.

Heighten Spell (3 points): Cast the spell as if it was 2 levels higher. You cannot heighten a spell above your class level +1.

Lasting Spell (1 point): The spell lasts an additional turn. If the spell is a "save ends" spell, it ends at the end of the target's next turn after it succeeded on the saving throw. [champion: 2 points; 2 turns]



Master Spell (1 point per feat): Cast the spell with all feat effects up to your tier.

Piercing Spell (1 point): If the spell is limited by the hit points of the creature it can affect, increase that limit by 5 times your level. [champion: 2 points; 10x your level]

Widen Spell (2 points): Increase the spell's number of targets by 1. This can only be used with spells that target more than one creature. [champion: 3 points; Use with spells that target only one creature]

Adventurer Feat: You can augment a spell with two different metamagic abilities.

Champion Feat: You can use the champion versions in square brackets above.

STREET-FIGHTING MAGIC (METAMAGIC)

You've trained with your spells in the back alleys of the big city, where a quick blast serves the same purpose as a kick in the nuts—establish authority or make a hasty escape.

Gain a bonus sorcery point, and the following metamagic abilities (see the Metamagic and Sorcery Points class feature for details).

Backstabbing Spell (1 point): Gain a +2 bonus to your critical threat range with the spell.

Disorienting Spell (1 points): The first target you hit with the spell is also dazed until the end of your next turn.

Escape Spell (1 point per enemy): Pop free from all enemies before casting the spell.

Feint Spell (3 points): Change the defense you attack to MD.

Silent Spell (1 point): You cast the spell stealthily, so your spellcasting is not noticed by others. Of course, flashy effects like Lightning Fork are widely visible, but you can conceal that the magic originated from you.

Adventurer Feat: You can spend two points on backstabbing spell for a +4 bonus to the critical threat range, and you can daze multiple enemies with disorienting spell, at a cost of 1 point per enemy.

Champion Feat: Reduce the point cost of feint spell to 2 points.

SWORD & SORCERY

You've learned that your innate magic alone is not enough for survival, and you've trained yourself in the arts of swordplay.

You can wield martial one-handed melee weapons without penalty, and you can choose two additional benefits from the list below.

- * You can use a true magic item weapon as an implement for your sorcerer spells.
- * You can use Charisma for attack and damage with one-handed melee weapons.
- * You can wield two-handed martial melee weapons without penalty.
- * If you are multiclassed, the sorcerer side is considered a "skillful warrior" and does not reduce your weapon damage die. If you choose this benefit, you have one less sorcerer spell of the highest level you can cast.
- * You can replace a sorcerer spell with a Swordmage spell two levels lower.
- * Increase your recovery dice to d8.
- * Gain the following metamagic ability:

Channel Spell (2 points): You deliver the spell through a melee attack. You must be engaged to all targets to do so. You don't provoke opportunity attacks. The spell targets AC. On a hit, add your WEAPON damage dice to the damage.

Adventurer Feat: Gain a third benefit from the list.

Champion Feat: Gain a fourth benefit.

Epic Feat: Gain a fifth benefit.

WILD MAGIC HERITAGE

Your innate magical talent is strong, but untamed. It manifests itself in devastating spells, just not always when you want it.

Special: This talent requires the Wild bloodline.

The damage dice of your sorcerer spells are exploding dice (reroll any die that comes up as the maximum number and add the reroll).

Adventurer Feat: When you miss with a spell that deals damage equal to your level (or less) on a miss, deal 1d2 extra damage. (2nd level: 1d4; 4th level: 1d6; 6th level: 1d8; 8th level: 1d10; 10th level: 1d12)

Champion Feat: Whenever you roll a natural 1 with a spell attack roll, gain a sorcery point.

SORCERER SPELLS

1ST LEVEL SPELLS

ALTER SELF

Close-quarters spell; Daily; Fey

Target: You

Effect: You take on the appearance of another humanoid creature for the next 1d6 x 10 minutes. You can change your hair and skin color, facial features, and body shape. You can even make yourself a head shorter or taller. Impersonating a specific individual requires a skill check, with an increasing difficulty the more familiar the target is with the person you are trying to impersonate.

3rd level spell: for 1d6 hours

5th level spell: until the next full heal-up

Adventurer Feat: The spell also changes the tone of your voice.

Champion Feat: The spell also changes the appearance of clothing and equipment.

ANGELIC DICTUM

Ranged spell; Daily; Celestial

Target: One nearby enemy

Attack: Charisma + Level vs. MD

Hit: 3d8 + Charisma holy damage. If the target makes an attack, it takes 5 + your Wisdom modifier holy damage (save ends).

Miss: Damage equal to your level

3rd level spell: 5d8 damage; 10 + Wisdom mod

5th level spell: 7d8 damage; 15 + 2x Wisdom mod

7th level spell: 10d8 damage; 20 + 2x Wisdom mod

9th level spell: 15d8 damage; 30 + 3x Wisdom mod

Adventurer Feat: If you don't attack on your turn, the target's next save against this spell is a hard save.

ARCHON'S TRUMPET

Ranged spell; At-will; Celestial

Target: One nearby enemy

Attack: Charisma + Level vs. PD

Hit: 1d8 + Charisma thunder damage

Natural even hit: Grant a bonus equal to your Wisdom modifier to the next attack roll against the target.

Miss: Damage equal to your level

3rd level spell: 3d8 damage

5th level spell: 5d8 damage

7th level spell: 7d8 damage

9th level spell: 10d8 damage

Adventurer Feat: On a natural even roll, hit or miss, deal extra damage equal to your Wisdom modifier (2x at 5th level; x3 at 8th).

ATTUNE WEAPON

Close-quarters spell; Daily; Quick action; Any bloodline

Target: One melee weapon

Effect: Until your next full heal-up, you attune the weapon to follow your hand movements, almost like a dancing partner. It gains an attack bonus like an adventurer-tier true magic weapon (+1 to attack and damage).

When you cast the spell, roll on your random energy table to determine the type of damage the weapon does. The weapon also gains an enchantment effect based on your bloodline.

Arcane (or not listed): The weapon can fly to make a ranged attack and return to your hand.

Celestial: The weapon deals holy damage and ignores damage resistance of undead enemies.

Draconic: Each time you cast a daily breath weapon spell this battle, the weapon gains extra damage on a hit equal to the spell level.

Fey: When you land a natural even hit with this weapon, you gain a +2 bonus to your next spell attack against the target.

Infernal: Your first hit with the weapon in a battle deals an additional 1d6 fire damage per spell level. If you roll a natural 1 with a melee attack, you take 1d4 fire damage per spell level.

Umbral: Your first hit with the weapon in a battle deals an additional 1d4 poison damage per spell level.

Wild Magic: On your first miss in a battle, deal 1d4 force damage per spell level to a random nearby enemy.

5th level spell: Enchant the weapon as a champion-tier item (+2).

9th level spell: Enchant the weapon as an epic-tier item (+3).

Adventurer Feat: If the attuned weapon is already a true magic item of the highest tier you can enchant, increase the bonus by +1.

BREATH OF THE BRASS

Close-quarters spell; Daily; Breath weapon; Draconic

Target: One nearby enemy

Attack: Charisma + Level vs. PD

Hit: 3d8 + Charisma fire damage. Increase to 4d8 against a dazed, weakened, or stunned target.

Natural even hit: You can pop free from the target.

Miss: Half damage

3rd level spell: 5d8 / 7d8 damage

5th level spell: 5d10 / 7d10 damage

7th level spell: 8d12 / 10d12 damage

9th level spell: 2d6 x 10 / 2d10 x 10 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 Brass* this turn if you wish.

Adventurer Feat: If you fail your roll to recharge Breath of the Brass at the start of your turn, you can use Brass Babble (below) once before the end of your next turn.

BRASS BABBLE

Close-quarters spell; Quick action; Draconic

Target: One nearby enemy

Attack: Charisma + Level vs. MD

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

CELESTIAL RESISTANCE

Ranged spell; Recharge 16+ after battle; Celestial

Target: One nearby ally per point of Wisdom modifier (including you)

Effect: Until the end of the battle, the target gains *resist negative energy* and holy 12+.

3rd level spell: The resistance is now 14+.

5th level spell: The resistance is now 16+.

9th level spell: The recharge roll is now 11+.

CHAMELEON SKIN

Close-quarters spell; Daily; Fey / Umbral

Target: You

Effect: Until the end of the scene, your outer appearance blends into your surroundings. It's not full invisibility, as your physical presence is still there, but if you hold still, you adapt to the colors and patterns of everything around you. You gain a +5 bonus to any skill check to avoid being noticed. If you hold completely still, the bonus increases to +10.

Adventurer Feat: The effect lasts until you cast another spell on yourself, or until your next full heal-up.

DARKNESS

Ranged spell; Daily; Umbral

Effect: You dim all illumination in a 30-foot-radius for an hour, making all skill checks to hide within the area one step easier (-5).

3rd level spell: You can center the darkness on yourself and make it move with you.

DECREPIT EYES

You dim your target's vision.

Ranged spell; Once per battle; Umbral

Target: One nearby enemy

Attack: Charisma + Level vs. PD

Hit: The target has disadvantage on attack rolls against enemies it is not engaged with. Skill checks to sneak or hide have advantage against the target (save ends both).

Miss: —

Adventurer Feat: Hit or miss, deal negative energy damage equal to your level.

DRAGON ORB

Ranged spell; At-will; Draconic

Target: One nearby enemy

Attack: Charisma + Level vs. PD

Hit: 1d8 + Charisma force damage. If you have cast a breath weapon spell this battle, change the damage type to the same as the breath weapon spell, and increase the damage dice to d12s.

Miss: Damage equal to your level

3rd level spell: 3d8 damage

5th level spell: 5d8 damage

7th level spell: 7d8 damage

9th level spell: 10d8 damage

Adventurer Feat: If you have cast a breath weapon spell this battle, deal half damage on a miss.

ELEMENTAL SORCERY

Ranged spell; At-will; Arcane

Effect: Create a sizable elemental effect, along the lines of the examples below.

Light as Air: Make an object as heavy as a human almost weightless, so that you can lift it with little effort.

Gust of Wind (Air): Create a strong wind in a room-sized area that flings open doors and windows and knocks over heavy objects.

Full Barrel (Water): Create enough water to fill a barrel.

Slippery Puddle (Water): Make a few square feet of floor slippery, causing people in the area to trip and fall.

Bonfire: Create a larger fire that can warm a small campsite.

Bright as Day (Fire): Light up a large area, such as the inside of a cathedral.

Midas Touch (Earth): Cover a fist-sized object in a thick layer of gold.

Grasp of the Earth: Make an object so heavy that it can only be lifted with extreme effort.

You can concentrate on the spell to create an ongoing effect, but you cannot cast other spells while you do so.

You can use this spell in combat, but it creates more of a distraction than real harm. Make an attack roll against the target's PD, and on a hit it has disadvantage on its next attack roll.

3rd level spell: You can affect 1d6 objects in one casting.

5th level spell: You can create an effect that is ten times larger than the first-level effect.

7th level spell: You can combine two effects in one casting, or create one effect that allows you to cast other spells while you concentrate on it.

SORCERER

FEY GLAMOUR

Ranged spell; At-will; Fey

Target: One nearby enemy

Attack: Charisma + Level vs. MD

Natural Even Hit: 1d10 + Charisma psychic damage

Natural Odd Hit: The target is dazed until the end of your next turn.

Natural Even Miss: Teleport to a nearby location you can see.

Natural Odd Miss: A random nearby ally gains a +1 bonus to their next attack roll.

3rd level spell: (even hit) 3d10 damage

5th level spell: (even hit) 5d10 damage

7th level spell: (even hit) 7d10 damage

9th level spell: (even hit) 10d10 damage

Adventurer Feat: If the target is already dazed, treat an odd hit as an even hit instead.

FEY PATH

Close-quarter spell; Daily; Fey

Effect: The spell creates a glimmering path on the ground that only you can see. The path leads toward the nearest fey gate, or toward a location you specify within the fey lands. Fey gates are often mushroom circles, a group of menhirs or hollow trees. The path remains until you reach your destination, or until your next full heal-up.

FIREWORKS

Ranged spell; Daily; Wild Magic

Special: When you empower this spell, it doesn't do double damage as usual. Determine the additional effect by rolling 1d6 on the table below.

1. Deal double the damage
2. Double the number of targets
3. Enemies you hit are dazed (save ends)
4. Deal ongoing fire damage equal to 10 times the spell level
5. Deal full damage on a miss
6. Repeat the attack at the start of your next turn as a free action

Target: 1d4+1 random nearby or far away enemies

Attack: Charisma + Level vs. PD

Hit: 2d8 + Charisma fire damage

Miss: Half damage

3rd level spell: 4d10 damage

5th level spell: 7d10 damage

7th level spell: 8d12 damage

9th level spell: 2d6 x 10 damage

Champion Feat: Roll twice on the empower effects table and gain both.

FORCE BOOMERANG

Ranged spell; Once per battle; Chain spell; Arcane / Wild Magic

Target: One nearby creature

Attack: Charisma + Level vs. PD

Hit: 1d8 + Charisma force damage.

Miss: —

Odd miss on first attack: Half damage, and you don't expend the spell.

3rd level spell: 3d8 damage

5th level spell: 5d8 damage

7th level spell: 7d8 damage

9th level spell: 10d8 damage

Chain spell: Each time your natural attack roll is even, you can attack a different target with the spell.

Adventurer Feat: (Arcane) Increase the damage dice to d10 OR (Wild Magic) On a natural odd hit, the target is teleported to a random far away location.

FRIENDS

Close-quarter spell; Recharge 16+; Draconic / Fey / Umbral

Effect: Until the end of the scene, you have a +3 bonus to Charisma-based skill checks. If you show hostility towards others, the spell ends.

Draconic: Increase the bonus to +5 against dragons.

Fey: Increase the bonus to +5 against fey.

Umbral: Increase the bonus to +5 against undead.

Adventurer Feat: You can see disguised and invisible creatures while the spell is active.

ORB OF WRATH

Ranged spell; At-will; Infernal

Target: One nearby enemy

Attack: Charisma + Level vs. PD

Hit: 1d6 + Charisma fire damage

Miss: Damage equal to your level

Always: Note down the natural attack roll of this spell. Until the end of this battle, if an attack against you has that natural roll, deal 1d6 fire damage to that enemy as a free action. If you cast this spell multiple times in a battle, trigger the effect on any of the rolled numbers. There is no additional effect for rolling the same number more than once.

3rd level spell: 3d6 damage (hit and retribution effect)

5th level spell: 5d6 damage

7th level spell: 7d6 damage

9th level spell: 10d6 damage

Adventurer Feat: When you empower this spell, gain advantage on the attack roll and write both dice down for the retribution effect.

Champion Feat: You can cast this spell without provoking opportunity attacks.



SHADOW BOLT

Ranged spell; At-will; Umbral

Special: When casting the spell, choose whether you want to cast it against PD or MD.

Target: One nearby enemy

Attack: Charisma + Level vs. PD OR MD

Hit: 1d6 + Charisma cold (PD) OR psychic (MD) damage, and the target takes a -4 penalty to PD OR MD until the end of your next turn.

Miss: Damage equal to your level

3rd level spell: 3d6 damage

5th level spell: 5d6 damage

7th level spell: 7d6 damage

9th level spell: 10d6 damage

Adventurer Feat: (PD) Increase the damage dice to d8s OR (MD) deal extra damage equal to your Charisma modifier (x2 at 5th level; x3 at 8th) on a miss.

Champion Feat: On a natural 19+, the duration of the MD / PD penalty is “save ends.”

SKULLFIRE

Ranged spell; At-will; Infernal / Umbral

Target: One nearby enemy

Attack: Charisma + Level vs. PD; if the target has 10 hit points or less, gain a +2 bonus to the attack roll

Hit: 2d6 + Charisma fire damage. When you empower this spell, don't double the damage. Deal additional ongoing fire damage equal to the damage you dealt.

Miss: Damage equal to your level

3rd level spell: 4d6 damage; attack bonus on 30 hp or less

5th level spell: 7d6 damage; 50 hp or less

7th level spell: 10d6 damage; 70 hp or less

9th level spell: 13d6 damage; 90 hp or less

Adventurer Feat: When you empower this spell, double the hit point threshold for the attack bonus.

Champion Feat: Deal half damage on a miss against staggered enemies.

SORCERER'S SHIELD

Close-quarters spell; Recharge 16+; Quick action; Any bloodline

Target: You

Effect: You gain a +1 bonus to AC until the end of the battle. Each time you gather power, increase the bonus by +1, up to a maximum of +4.

The spell has an additional effect based on your bloodline.

Arcane (or not listed): Also gain the shield's bonus against PD.

Celestial: While you are at full hit points, increase the shield's bonus by 1.

Draconic: Also gain the shield's bonus against MD.

Fey: Enemies who miss you with a natural 1 hit one of their own nearby allies instead.

Infernal: When a nearby enemy hits you with an attack, deal fire damage equal to your Charisma modifier (x2 at 5th level; x3 at 8th) to them.

Umbral: Nearby enemies who attack you with a natural odd miss must immediately make a save or be struck by fear (-4 to attacks and can't use the escalation die) until the end of their next turn.

Wild Magic: When you gather power, roll 1d6. On 1-2, the AC bonus does not increase, on 3-4 it goes up by 1 as per default, on 5-6 it goes up by 2.

Champion Feat: Choose a second bloodline when you take the feat and gain its bonus effect.

Epic Feat: The bonus starts at +2.

THUNDERWAVE

Close-quarters spell; At-will; Arcane / Draconic / Storm

Target: 1d3 nearby enemies in a group

Attack: Charisma + Level vs. PD

Hit: 1d6 + Charisma thunder damage. If you are engaged with the target, it is pushed back and pops free from you.

Miss: —

3rd level spell: 2d4 damage

5th level spell: 2d8 damage

7th level spell: 2d12 damage

9th level spell: 2d20 damage

Adventurer Feat: When you empower this spell, increase the number of targets to 1d4.

Champion Feat: Add a third damage die.

TOUCH OF THE ICE DEVIL

Close-quarters spell; Daily; Quick action; Infernal

Target: You

Effect: Until the end of battle, your unarmed attacks deal cold damage and have a d12 damage die. You can use either Strength or Dexterity for the attack, and you don't take the normal -2 attack penalty for making an unarmed attack.

Adventurer Feat: You gain *resist cold* 16+.

Champion Feat: You gain a +2 bonus to your critical threat range with attacks that deal cold damage, including spells.

Epic Feat: You can empower your unarmed attacks (expend gathered power to deal double damage with them) while this spell is active.

SORCERER

WILD SURGE

Ranged spell; At-will; Wild Magic

Target: One random nearby creature

When targeting an ally...

Effect: The target has advantage on its next attack roll and ... (roll 1d4)

1. The target gains temporary hit points equal to your Charisma modifier (x2 at 5th level; x3 at 8th) + Level.
2. The target gains a +2 bonus to PD and MD until the end of your next turn.
3. The target teleports to switch location with another random nearby creature.
4. You make the attack below against the enemy closest to it.

When targeting an enemy...

Attack: Charisma + Level vs. PD

Hit: 1d6 + Charisma random energy damage.

Natural even hit: The target has disadvantage on its next attack roll.

Miss: Damage equal to your level

3rd level spell: 3d6 damage

5th level spell: 5d6 damage

7th level spell: 7d6 damage

9th level spell: 9d6 damage

Adventurer Feat: If the escalation die is 4+, target two random nearby creatures with this spell.

3RD LEVEL SPELLS

BEAST FORM

Close-quarters spell; Daily; Fey

Target: You

Effect: You take the form of an animal of your choice, which can be of any size between a mouse and an elephant. The spell lasts for 5 minutes or until the end of the battle.

You retain your normal stats, although the GM should adjust the difficulty of skill checks based on how difficult the task would be for the chosen animal. Your equipment transforms with you, but you cannot use it actively while in animal form. You cannot speak or cast spells.

You can also choose one benefit from the list below to represent your animal's abilities.

Aquatic: You can swim perfectly and breathe under water.

Claws: You can make unarmed melee attacks without penalty, with a d8 WEAPON damage die.

Hide: Gain a +2 bonus to AC.

Mimicry: You can speak.

Mount: Someone else can ride on you.

Poisonous: When you hit with a melee attack, deal twice your level in ongoing poison damage.

Stalker: Gain advantage on skill checks to move silently.

Tough: Gain a +2 bonus to PD.

Wall climber: You can easily climb most surfaces.

Wings: You can fly.

5th level spell: Gain two abilities from the list above

7th level spell: Gain three abilities from the list above

9th level spell: Gain four abilities from the list above

Adventurer Feat: You can now remain in beast form for 1d6 hours.

Champion Feat: You can expend a sorcerer point to cast a spell while in beast form.

BREATH OF THE BRONZE

Close-quarters spell; Daily; Breath weapon; Draconic

Target: 1d3 nearby or far away enemies in a rough line

Attack: Charisma + Level vs. PD

Hit: 3d10 + Charisma lightning damage. The closest target you hit is also dazed (save ends).

Miss: Half damage

5th level spell: 5d10 damage

7th level spell: 7d10 damage

9th level spell: 10d10 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 Bronze this turn if you wish.

Adventurer Feat: If you fail to recharge *Breath of the Bronze* at the start of your turn, gain a +2 bonus to all defenses until the end of your next turn.

BURNING WHIP

Close-quarters spell; Once per battle; Infernal

Target: One nearby enemy

Attack: Charisma + Level vs. PD

Hit: 4d10 + Charisma fire damage, and you force the target to pop free from all creatures and engage with you or a nearby ally of your choice.

Natural even hit: You grab the target until the end of your next turn (it has disadvantage on disengage checks and takes half damage again at the start of your next turn).

Miss: Half damage

5th level spell: 6d10 damage

7th level spell: 8d10 damage

9th level spell: 12d10 damage

CHOKER HOLD

Ranged spell; Daily; Umbral

Special: When casting the spell, choose whether you want to attack the target's PD or MD with it.

Attack: Charisma + Level vs. PD or MD

Hit: 4d8 + Charisma negative energy (PD) or psychic (MD) damage and the target is weakened and stuck until the end of your next turn. Against a staggered target, deal 6d8 damage, and the weaken and stuck effects are "save ends both".



CHAPTER 16

Miss: You regain the spell at the end of the battle.

5th level spell: 6d8 / 9d8 damage

7th level spell: 8d10 / 12d10 damage

9th level spell: 12d10 / 2d8 x 10 damage

Adventurer Feat: On a hit, you can pull the target to engage you.

CLOAK OF LIGHTNING

Close-quarters spell; Daily; Quick action; Arcane / Storm

Target: You

Effect: Until the end of the battle, you have *resist lightning* 16+ and you can change the damage of any spell you cast to lightning damage. When you score a critical hit with a spell, deal lightning damage equal to that spell's level to all nearby enemies.

CONVICTION

Close-quarters spell; Daily; Free action; Celestial

Trigger: You roll a d20 and you are unhappy with the roll

Effect: Reroll the d20 and take that result. If the reroll is a natural 5 or lower, you don't expend this spell (but you can't use it again on the same roll).

Adventurer Feat: Add your Wisdom modifier to the reroll.

ENERGY CHARGE

Close-quarters spell; At-will; Arcane / Wild Magic

Targets: Up to two enemies you are engaged with

Attack: Charisma + Level vs. PD

Hit: 3d4 + Charisma random energy damage.

Miss: —

Always: Until the end of your next turn, if you cast a spell that deals the same type of damage as the random energy you rolled, increase the damage dice by one step.

Wild Magic: You gain the effect with spells that deal random energy damage.

5th level spell: 5d4 damage

7th level spell: 7d4 damage

9th level spell: 1d4 x 10 damage

Adventurer Feat: When you empower this spell, you also get a +2 bonus to attack with your next spell, if it qualifies.

Champion Feat: You can roll for random energy twice and choose the result you like.

FALSE LIFE

Close-quarters spell; Daily; Quick action; Celestial / Umbral

Target: You

Effect: You gain 10 temporary hit points, which last until the end of the battle. Whenever you Gather Power this battle, gain the same amount of temporary hit points again.

5th level spell: 15 temporary hit points

7th level spell: 25 temporary hit points

9th level spell: 40 temporary hit points

Adventurer Feat: Choose a nearby ally. Whenever you gain temporary hit points from this spell, the ally gains temporary hit points equal to the spell level.

FLASH FREEZE

Close-quarters spell; Once per battle; Free action; Arcane

Special: You can cast this spell any time during the battle, even on an enemy's turn.

Target: One enemy you are engaged with

Attack: Charisma + Level vs. PD

Hit: 3d6 + Charisma cold damage

Natural even hit: The target is dazed (-4 to attacks) until the end of your next turn.

Miss: Half damage

5th level spell: 5d6 damage

7th level spell: 7d6 damage

9th level spell: 10d6 damage

Adventurer Feat: On a natural even hit, the target is weakened (-4 to attacks and defenses) until the end of your next turn.

FLOWERY KISS

A beautiful flower sprouts in your hand, and you blow its spores to your enemies.

Close-quarters spell; Recharge 16+; Fey

Target: 1d4 nearby enemies in a group

Attack: Charisma + Level vs. MD

Natural Even Hit: 4d6 + Charisma poison damage, and the target is hampered until the end of your next turn.

Natural Odd Hit: 2d6 + Charisma poison damage, and the target is confused until the end of your next turn.

Natural Even Miss: Half damage of an even hit, and the target is dazed until the end of your next turn.

Natural Odd Miss: Any ally engaged with the target is dazed until the end of your next turn.

5th level spell: 6d8 / 3d8 damage.

7th level spell: 8d10 / 4d10 damage.

9th level spell: 10d12 / 5d12 damage.

Adventurer Feat: You gain a +2 bonus to attack against enemies you are engaged with.

Champion Feat: If the target has 100 hp or fewer (7th level: 150 hp; 9th level: 225 hp), the hampered / confused effect is "save ends."

ICONIC POWER

Close-quarters spell; Daily; Quick action; Wild Magic

Effect: Spend a 5 or 6 on an icon relationship die with an icon. This turn, you can cast one daily spell of that icon from the chaos mage list, at the same level as this spell.

Champion Feat: Gain the lowest-tier feat of the iconic spell.

SORCERER

PIERCE RESISTANCE

Ranged spell; Daily; Arcane

Target: One nearby enemy; when you empower this spell, target two nearby enemies instead.

Attack: Charisma + Level vs. the target's lowest defense

Hit: Attacks against the target deal full damage. It cannot reduce the damage through resistances, immunities, or similar abilities (save ends).

Miss: The target takes a -2 penalty to a random defense until the end of its next turn.

Champion Feat: On a hit, the target also takes a -2 penalty to PD and MD (save ends all).

Epic Feat: The spell is now Recharge 16+ after battle.

PROTECTED PERIMETER

Close-quarters spell; Daily; Celestial

Target: A room, or an area up to 100 ft. across

Effect: You create a warding perimeter around the protected area until the next sunrise or sundown. If a creature enters the area, the spell will create a silent alarm, and make the following attack.

Target: The creature attempting to enter the area

Attack: Charisma + Level vs. MD

Hit: The target is stuck (save ends).

The spell ignores any creature that was already within the perimeter at the time of casting, and anything the size of a rodent or smaller.

5th level spell: You can target the alarm more precisely, such as "only undead creatures".

Adventurer Feat: The save against the stuck effect is now a hard save (16+).

SINNER'S PYRE

Close-quarters spell; Once per battle; Infernal

Target: You or one nearby ally

Effect: The target has *resist fire* 18+ until the end of your next turn. Deal 3d8 + Charisma fire damage to all enemies engaged with the target.

Until the end of your next turn, enemies who attack the target while engaged with it take 3d8 + Charisma fire damage.

5th level spell: 5d8 damage

7th level spell: 7d8 damage

9th level spell: 9d8 damage

Adventurer Feat: Increase the damage dice to d10s.

WILD SPARK

Ranged spell; At-will; Wild Magic

Target: One random nearby enemy

Attack: Charisma + Level vs. MD; if the escalation die is even, you have advantage on the attack roll.

Hit: 4d4 + Charisma random energy damage; if the escalation die is odd, the target is dazed until the end of your next turn.

Miss: Damage equal to your level

5th level spell: 6d4 damage

7th level spell: 8d4 damage

9th level spell: 10d4 damage

Adventurer Feat: You can target a far away enemy at a -2 penalty to the attack roll.

5TH LEVEL SPELLS

BREATH OF THE COPPER

Close-quarters spell; Daily; Breath weapon; Draconic

Target: 1d3 nearby enemies in a group

Attack: Charisma + Level vs. PD

Hit: 20 + Charisma ongoing acid damage

Natural 18+: The target is hampered until the end of your next turn.

Miss: 5 ongoing acid damage

7th level spell: 25 + Charisma ongoing acid damage; 10 ongoing on a miss

9th level spell: 40 + Charisma ongoing acid damage; 15 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 Copper* this turn if you wish.

Champion Feat: The first time you fail to recharge *Breath of the Copper* at the start of your turn, gain one use of the *Out-think* ability.

Out-think: As a free action when an enemy rolls a natural even hit against you, negate the attack (no damage or effects).

BREATH OF THE PURPLE

Close-quarters spell; Daily; Breath weapon; Draconic

Target: 1d3 nearby enemies

Attack: Charisma + Level vs. MD

Hit: 20 + Charisma ongoing psychic damage and the target is dazed (save ends both).

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

7th level spell: 25 ongoing damage

9th level spell: 40 ongoing 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 Purple* that turn if you wish.

Champion Feat: When you succeed on a roll to recharge this spell during a battle, distracting illusions give enemies a -2 penalty to attack you until the end of your next turn.

CHAIN IMMOLATION

Ranged spell; Daily; Chain Spell; Infernal

Target: One nearby creature

Attack: Charisma + Level vs. PD

Hit: 40 ongoing fire damage



Miss: 10 ongoing fire damage

7th level spell: 60 ongoing damage; 15 on a miss

9th level spell: 80 ongoing damage; 20 on a miss

Chain spell: Each time your natural attack roll is even, you can attack a different target with the spell.

Champion Feat: Casting this spell does not trigger opportunity attacks.

Epic Feat: When an enemy dies from the ongoing damage, make another attack with this spell as a free action.

FAERIE DOOR

Close-quarter spell; Daily; Fey

Effect: You create a window or a door on a wall you touch, which lasts until the end of the scene. The door is visible to anyone, but only you and any target designated by you can see or step through.

Champion Feat: Only you (or targets designated by you) can see the door.

FEY CURSE

Dark whispers and glowing eyes appear at the edge of everyone's conscience.

Ranged spell; Daily; Fey

Target: 1d4 nearby enemies

Attack: Charisma + Level vs. MD

Natural Even Hit: 6d4 + Charisma psychic damage, and the target has disadvantage on saving throws, except against this spell (save ends).

Natural Odd Hit: 3d4 + Charisma psychic damage, and the target has disadvantage on attack rolls (save ends).

Natural Even Miss: The target is vulnerable to your spells until the end of your next turn.

Natural Odd Miss: Psychic damage equal to your level

7th level spell: 8d6 / 4d6 psychic damage

9th level spell: 10d8 / 5d8 psychic damage

FLASH OF RADIANCE

Ranged spell; Daily; Free Action; Celestial

Special: You can cast this spell any time during battle, even during an enemy's turn.

Target: One nearby enemy

Attack: Charisma + Level vs. PD

Hit: 6d8 + Charisma holy damage

Natural even hit: The target has disadvantage on their next attack roll.

Miss: Half damage

7th level spell: 8d8 damage

9th level spell: 12d8 damage

LEECH MAGIC

Close-quarters spell; Daily; Arcane / Fey / Umbral

Target: One nearby creature

Attack: Charisma + Level vs. PD

Hit: The target is weakened (save ends) and you Gather Power as per your class feature.

Arcane: Gain a sorcery point.

Fey: Teleport to a nearby location you can see.

Umbral: Deal ongoing negative energy damage equal to twice the spell level (save ends both).

Miss: —

Champion Feat: If the target is a spellcaster, or a creature with magic abilities, you gain a +2 bonus to the attack roll.

MERRY GO-ROUND

Close-quarters spell; Once per battle; Interrupt action; Fey

Trigger: You successfully save against a save-ends effect.

Target: The enemy who caused the effect, or if they are not within nearby range, a random nearby enemy

Attack: Charisma + Level vs. MD

Hit: The target suffers the same effect you just saved against, with the same save difficulty.

Miss: —

NASTY TO NICE

Ranged spell; Daily; Celestial

Target: One nearby enemy with a nastier special. The GM should disclose which enemies on the battlefield have a nastier special but doesn't have to say what it does. When you empower this spell, target two enemies instead.

Attack: Charisma + Level vs. MD

Hit: 5d8 + Charisma holy damage, and the target loses all nastier specials (save ends). If you affect one mook, all mooks from that group lose their nastier specials.

Miss: —

7th level spell: 7d8 damage

9th level spell: 10d8 damage

Champion Feat: The target has a penalty to their saving throw equal to your Wisdom modifier (but a natural 18+ always saves, regardless of the penalty).

Epic Feat: The spell is now Recharge 16+ after battle.

OOZE FORM

Close-quarters spell; Daily; Wild Magic

Target: You

Effect: You change your shape into an ooze. This transformation lasts for 5 minutes or until the end of the battle. As an ooze, you can keep a vaguely humanoid shape or dissolve into a puddle, and you can squeeze through narrow spaces. Your equipment transforms with you, but you cannot use it. You cannot speak or cast spells.

As an ooze, you have the following abilities:

- * You can split off and rejoin parts of you. Split off parts cannot take any other actions than try to merge back.
- * You gain *resist weapons* 16+.

SORCERER

- * Your unarmed attack is replaced with a Charisma + level vs. PD attack that deals 1d10 per level + Charisma acid damage.
- * When you hit a target with an unarmed attack, you engulf them. Engulfed targets take half damage again at the start of your next turn.

Champion Feat: When you Gather Power while in Ooze form, deal double damage with your first unarmed attack on your next turn.

ROLLING THUNDERBALL

Close-quarters spell; Once per battle; Chain spell; Storm / Wild Magic

Target: One random nearby enemy. After the first attack, the spell can also target random far away enemies.

Attack: Charisma + Level vs. PD

Hit: 6d6 + Charisma modifier lightning damage. If the target is far away, also deal 2d6 thunder damage.

Miss: Half damage

7th level spell: 7d8 lightning; 2d8 thunder damage

9th level spell: 9d10 lightning; 3d10 thunder damage

Chain Spell: Each time your natural attack roll is even, you can attack a different target with the spell.

Champion Feat: You have a +1 bonus to attack against far away enemies.

SCARE

Ranged spell; Daily; Free action; Umbral

Special: You can cast this spell any time during battle, even during an enemy's turn.

Target: One nearby enemy

Attack: Charisma + Level vs. MD

Hit: 20 ongoing psychic damage, and the target loses its next standard action.

Miss: Psychic damage equal to your level

7th level spell: 30 ongoing

9th level spell: 50 ongoing

Champion Feat: This spell is now Recharge 16+ after battle.

WAVE OF ANGUISH

Ranged spell; Once per battle; Chain spell; Infernal / Umbral

Target: One nearby creature

Attack: Charisma + Level vs. MD

Hit: 4d8 + Charisma psychic damage, and the target is dazed (save ends).

Miss: Half damage

7th level spell: 6d10 damage

9th level spell: 9d12 damage

Chain spell: Each time your natural attack roll is even, you can attack a different target with the spell.

Epic Feat: You can cast this spell without provoking opportunity attacks.

7TH LEVEL SPELLS

ALL-CONSUMING INFERNO

Ranged spell; Daily; Infernal

Always: When you cast this spell, you spend a recovery without healing.

Target: The nearby or far away enemy with the lowest current hit point total (above zero).

Attack: Charisma + Level vs. PD

Hit: 2d6 x 10 + Charisma fire damage

Miss: Half damage. Your allies engaged with the target take one-fourth damage.

Special chain spell: When you reduce a non-mook enemy, or the last mook in a group, to zero hit points with this spell, heal 10 hp and make another attack against the nearby or far away enemy that now has the fewest hit points.

9th level spell: 3d6 x 10 damage; heal 15 hp

Champion Feat: When you empower this spell, gain advantage on the first attack roll.

BREATH OF THE SILVER

Close-quarters spell; Daily; Breath weapon; Draconic

Target: One nearby enemy

Attack: Charisma + Level vs. PD

Hit: 7d12 + Charisma cold damage

Natural 18+: The target is stunned (-4 to defenses and can't take actions) until the end of your next turn.

Miss: Half damage

9th level spell: 10d12 damage and stun on natural 16+

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 Silver* that turn if you wish.

Champion Feat: The first time you fail to recharge *Breath of the Silver* at the start of your turn, gain one use of the Evasive Turn ability.

Evasive Turn: As a free action when an attack targets you, you can force the attacker to reroll the attack, and you have *resist damage* 12+ against that attack.

CELESTIAL CENSURE

Ranged spell; Daily; Celestial

Target: One nearby enemy

Attack: Charisma + Level vs. PD

Hit: Deal damage equal to half the target's current hit point total (maximum 100 damage; 200 if you empower the spell). Treat the escalation die as 6 when attacking the target (save ends).

Miss: You regain the spell at the end of the battle.

9th level spell: maximum 150 damage; 300 if empowered



DRACONIC GIFT

Close-quarters spell; Daily; Quick action

Special: If you are fighting one or more dragons, 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 dragon-style power for the rest of the battle, similar to the abilities dragons possess but not identical. Roll two d10, then pick one of them to see which power you gain:

1. **True seeing:** You are immune to invisibility and ignore any illusions.
2. **Whipping tail:** When an enemy engaged with you rolls a natural 1 or 2 with an attack roll, you can make an opportunity attack against that creature as a free action.
3. **Tough Hide:** You gain a +1 bonus to AC.
4. **Twisted Mind:** You gain a +2 bonus to MD.
5. **Nimble:** You gain a +2 bonus to PD.
6. **Now I'm mad!:** The first time you are staggered this battle, you can use a breath weapon spell as a free action if you have one available.
7. **Serious threat:** Disengage checks against you take a -5 penalty. When a creature fails to disengage from you, it takes damage equal to twice your level.
8. **Raw power:** Until you are staggered, you have advantage on attack rolls with melee attacks and breath weapon spells.
9. **Damage aura:** When an enemy starts its turn engaged with you, it takes damage equal to twice your level. Choose the damage type from any of your breath weapon spells.
10. **More breath:** Until the end of the battle, you have advantage on d20 rolls to regain your breath weapon spells.

Epic Feat: Gain the ability for both d10 rolls.

ELEMENTAL FORM

Close-quarters spell; Daily; Arcane

Target: You

Effect: Until the end of the battle, or for the next 5 minutes, you transform your body into a pure element. Choose between air, earth, fire and water.

Air: You can fly. You gain *resist non-spell damage* 16+. You have a +5 bonus to disengage checks. You deal 5 extra damage with all spells that deal lightning or thunder damage.

Earth: You gain a +2 bonus to AC. You can choose to ignore effects that would cause you to pop free from enemies. You deal 5 extra damage with all spells that deal acid or poison damage.

Fire: At the start of your turn, deal 10 fire damage to all enemies engaged with you. You have *resist fire* 16+. You deal 5 extra damage with all spells that deal fire damage.

Water: You gain *resist weapon damage* 16+. You deal 5 extra damage with all spells that deal cold damage. You can breathe and move freely under water.

9th level spell: Deal 10 extra damage all spells that deal damage of the corresponding element. Increase all resistances to 18+.

Epic Feat: You can stay transformed for up to 1d6 hours.

ENTOMB

Ranged spell; Daily; Interrupt Action; Celestial / Umbral

Trigger: A nearby enemy is reduced below zero hit points.

Effect: The soul of the slain enemy is sealed away, and it can't be healed, revived, resurrected, returned from the underworld, or raised as an undead for 1d6 days. After that period, it can make a hard save (16+) every day to end the effect. That doesn't bring the target back, but it is now possible to do so. This spell can be cast as a ritual to bind a target permanently.

MEMENTO MORI

Ranged spell; Daily; Quick action; Umbral

Attack: Charisma + Level vs. the highest MD of all nearby enemies

Hit: You steal the escalation die and increase it by one. You are the only combatant on the battlefield that can use it until the end of the battle. This negates enemy abilities to use or steal the escalation die. Whenever you are hit by an attack, you must succeed at a normal save (11+) to keep the die, otherwise the spell ends.

Champion Feat: While you have the escalation die, you gain 5 times the escalation die in temporary hit points at the end of your turn (8th level: 10x).

Epic Feat: Choose one ally who can still use the escalation die while you have stolen it.

PIXIE DUST

Ranged spell; Daily; Fey

Special: When you empower this spell, increase the number of targets to 1d6.

Target: 1d3 nearby enemies

Attack: Charisma + Level vs. MD

Natural Even Hit: If the target has 90 hit points or fewer, it falls unconscious (hard save ends; also ends if the target takes 10+ damage). If it has more hit points, it has disadvantage on attacks (hard save ends).

Natural Odd Hit: If the target has 90 hit points or fewer, it is confused (hard save ends; also ends if the target takes 10+ damage). If it has more hit points, attacks against it have advantage (hard save ends).

Natural Even Miss: You are invisible until the end of your next turn, or until you make an attack.

Natural Odd Miss: The next time you roll an odd miss this battle, reroll it.

9th level spell: 150 hp or fewer.

REFLECTING BARRIER

Close-quarters spell; Daily; Arcane

Target: You

Effect: Until the end of the battle, each ranged and close-quarters attack against you that is a natural odd miss is reflected against the attacker. The attacker rerolls the attack, using against their own defense.

Epic Feat: Also reflect the first attack with a natural even roll that falls within the range.

SHADOW FORM

Close-quarters spell; Daily; Umbral

Target: You

Effect: Until the end of the battle, your body transforms into a living shadow. Once per turn, as a quick action, you can teleport to any nearby location you can see that is not in broad daylight. You have *resist physical damage* 12+.

9th level spell: Increase the resistance to 16+.

Epic Feat: The spell is now Recharge 16+ after battle.

SORCEROUS WINGS

Close-quarters spell; Daily; Quick action; Celestial / Fey / Draconic / Infernal

Target: You

Effect: You grow wings on your back that reflect your bloodline. Celestial wings are white feathers, fey wings are colorful like a butterfly, draconic wings are scaly, and infernal wings are black and leathery. Until the end of battle, you can fly at your normal speed as a move action. You can hover between turns.

9th level spell: The effect now lasts for 2d6 x 10 minutes.

Champion Feat: You target a nearby ally in addition to yourself.

TOUCH OF CORRUPTION

Close-quarters spell; Daily; Infernal

Target: One enemy you are engaged with

Attack: Charisma + Level vs. PD

Hit: 2d6 x 10 negative energy 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, raise it at the start of your next turn. It gains 100 hit points, and it is now under your control (hard save ends). If the creature was double-strength, its attacks now deal half damage. If it was triple-strength, they deal one third.

Miss: Half damage

9th level spell: 3d6 x 10 damage, and you raise the creature with 150 hp.

Champion Feat: The spell can now target a nearby enemy you are not engaged with.

UNTAMED SORCERY

Ranged spell; Daily; Wild Magic

Effect: Until the end of the battle, as a free action at the start of your turn, roll 1d12 on the table below and gain the corresponding effect until the start of your next turn.

1. **Life:** Gain temporary hit points equal to three times your level.
2. **Blink:** You can teleport to a nearby location as a quick action.
3. **Spikes:** Enemies who engage you take 1d4 x 10 (9th level: 1d6 x 10) damage.
4. **Resistance:** Gain *resist all damage* 18+.
5. **Armor:** Gain a +4 bonus to AC.
6. **Evasion:** Gain a +4 bonus to PD.
7. **Calm:** Gain a +4 bonus to MD.
8. **Speed:** Gain a +4 bonus on disengage checks.
9. **Skill:** Gain advantage on all skill checks.
10. **Precision:** Reroll a natural 1-3 on attack rolls once.
11. **Spread:** When you cast a spell with more than one target, add an extra target.
12. **Jackpot:** Gain two benefits from this table.

WILD POLYMORPH

Ranged spell; Daily; Chain spell; Wild Magic

Target: One random nearby enemy. When you empower this spell, attack two enemies instead.

Attack: Charisma + Level vs. PD

Hit: Roll a d8 to determine the effect placed on the target until the end of your next turn. If the target has 100 hit points or less, the spell's effect is "save ends."

1. The target is transformed into a burning fire creature. It is vulnerable to cold, all damage it deals is fire damage, and it has *resist fire* 18+. It takes 25 (9th level: 40) ongoing fire damage while transformed.
2. The target is polymorphed into a mouse, duck, cat, or other small animal.
3. The target is transformed into the stuff of nightmares. It has a fear aura equal to its level. However, its form shifts too rapidly to make a coordinated attack, and any odd roll is an automatic miss.
4. The target's skin becomes soft and jelly-like, and it takes a -4 penalty to AC.
5. The target's appearance changes to you or one of your allies. Attacks against you or that ally have a 50% chance of targeting this enemy instead.
6. The target is shrunk to half size. It gains a +2 bonus to AC, but all its attacks deal half damage.
7. The target is temporarily turned to stone. It cannot take actions, but it is also immune to all damage except psychic damage.
8. The target is transformed into an angry plant version of itself. It is stuck and vulnerable to fire and axes. All its damage is changed to poison damage.



Miss: —

9th level spell: 150 hit points or less

Chain spell: Each time your natural attack roll is even, you can attack a different target with the spell.

Champion Feat: Double the hit point range you can affect as “save ends.”

9TH LEVEL SPELLS

BLACK BLADE OF DISASTER

The “blade” summoned by this spell is a dark planar rift stretching out from your hand.

Close-quarters spell; Daily; Umbral

Effect: You create a melee weapon that you can wield without attack penalty. Use your Charisma for the attack roll. Your melee attacks with the blade target PD. It deals exactly 100 negative energy damage on a hit, ignoring any damage bonuses or resistances. If your attack roll is a natural 20, the target starts making last gasp saves (16+) and is disintegrated on the fourth failed save.

Epic Feat: You can hurl the blade to make ranged attacks against nearby enemies.

BREATH OF THE GOLDEN

Close-quarters spell; Daily; Breath weapon; Draconic

Target: 1d4 nearby enemies

Attack: Charisma + Level vs. PD

Hit: 3d4 x 10 + Charisma fire damage

Natural 20: The target is stunned (-4 to defenses and can't take actions) until the end of your next turn.

Miss: Half 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 Golden that turn if you wish.

Champion Feat: The first time you fail to recharge *Breath of the Golden* at the start of your turn, gain one use of the Indomitability ability.

Indomitability: As a free action, cancel all effects and conditions on you, including ongoing damage. You can cancel these effects even if you are prevented from taking actions, such as by being stunned.

BREATH OF THE RED

The Red does not share his incredible power willingly. You will pay for your insolence.

Close-quarters spell; Daily; Breath weapon; Draconic

Target: 1d3 nearby enemies

Attack: Charisma + Level vs. PD

Hit: 5d6 x 10 + Charisma fire damage

Miss: Half damage

Natural odd miss: Deal 25 fire damage to an ally engaged with the target.

Natural 1: Half of the gold you are carrying, or one of your true magic items is teleported to the closest red dragon lair.

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 Red this turn if you wish. If you fail the recharge roll, you take 25 fire damage.

CELESTIAL APOTHEOSIS

Close-quarters spell; Daily; Quick action; Celestial

Special: You must have the celestial bloodline to cast this spell.

Target: You

Effect: Until the end of the battle or for the next five minutes, you can fly. You roll saves at the start of your turn instead of at the end, and you have advantage on them. You are immune to fear. When you cast a daily sorcerer spell, you or a nearby ally can heal using a recovery.

Epic Feat: When you cast this spell, gain temporary hit points equal to your maximum hit points.

DRACONIC APOTHEOSIS

Close-quarters spell; Daily; Shapechange; Draconic

Special: You must have the draconic bloodline to cast this spell.

Target: You

Effect: You change your shape into a large dragon for the next 5 minutes or until the end of the battle. You can fly, and you gain a +2 bonus to all defenses.

Your claws, bite and tail count as natural weapons with a d10 damage die with the two-weapon fighting benefit (reroll natural 2 on attacks). You can use your Charisma modifier to attack with them.

Increase the damage dice of all breath weapon spells you cast while in dragon form by one step.

Epic Feat: When you cast a breath weapon spell, you also gain 10 temporary hit points.

INFERNAL APOTHEOSIS

Close-quarters spell; Daily; Quick action; Infernal

Special: This spell requires the infernal bloodline.

Effect: Until the end of the battle, you can fly. You project a fear aura that affects nearby mooks (-4 to attacks and they can't use the escalation die). When you cast a daily sorcerer spell, enemies have disadvantage on any saves against it. When you successfully save against an effect imposed on you by an enemy, deal 20 fire damage to that enemy.

Epic Feat: When you cast a spell that deals fire or poison damage, the damage dice become exploding dice (roll an additional die for each die that shows the maximum result).

SORCERER

PREY OF THE WILD HUNT

Faerie nobles on white horses chase the target into the fey realms.

Ranged spell; Daily; Fey

Special: You must have the fey bloodline to cast this spell. If you empower this spell, attack two targets instead of dealing double damage.

Target: One nearby enemy

Attack: Charisma + Level vs. PD

Natural Even Hit: The target is whisked away into the fey realms and removed from the battlefield. It starts making last gasp saves (16+). If it succeeds at a save, it returns to where it left, at half its previous hit points. If it fails its fourth save, it is at the mercy of the faerie.

Natural Odd Hit: 3d6 x 10 + Charisma poison damage, and 50 ongoing poison damage.

Natural Even Miss: You can repeat the attack as a standard action at the start of your next turn.

Natural Odd Miss: 30 poison damage

SPELL BARRAGE

Close-quarters spell; Daily; Arcane / Wild Magic

Target: You

Effect: Until the end of the battle, you can cast a sorcerer at-will spell as a quick action once per turn.

Epic Feat: If the escalation die is 6+, you can cast three sorcerer at-will spells as a single standard action and end this spell.

TWILIGHT TRAVEL

Ranged spell; Daily; Any bloodline

Effect: Your mind enters an in-between realm, outside of physical reality. You can either step into the realm, or you can use it as a passage, to enter any other location you have visited before. You can perceive the surroundings at your target location before stepping through. Any effects of spells or items cast before entering the realm are dispelled and no longer function on arrival.

The type of realm you step into depends on your bloodline.

Arcane, Celestial, Draconic: The Overworld

Fey: The Fey Realms

Infernal: The Abyss

Umbral: The Underworld

Wild Magic: Determine randomly

Epic Feat: You can take one ally per Charisma modifier with you.

VOID RIFT

Ranged spell; Daily; Umbral

Target: One nearby enemy of your choice and 1d3 random nearby enemies

Attack: Charisma + Level vs. PD

Hit: 2d8 x 10 + Charisma negative energy damage

Natural 18+: The target is sucked into a pocket dimension. It is removed from the battlefield and takes 50 ongoing negative energy damage (save ends both; on a successful save the target reappears at a random nearby location).

Miss: Half damage

Epic Feat: The first (chosen) target is sucked into a pocket dimension on any even hit.

UNLEASH HELL

Ranged spell; Daily; Chain spell; Infernal

Effect: You open a giant maw to the Abyss, from where fleshy tentacles spread out to seek their victims. Until the end of the battle, make the following attack at the start of your turn:

Target: One nearby enemy

Attack: Charisma + Level vs. PD

Hit: 2d6 x 10 damage and the target is stuck and grabbed (deal half damage again next turn) until the end of your next turn.

Natural 20: The target is dragged off the battlefield and into the Abyss (double- and triple strength enemies can return with a hard save, 16+; weaker enemies are just gone)

Miss: 20 damage

Natural 1: The tentacles catch a random nearby ally instead. 1d6 x 10 damage and the target is stuck and grabbed until the end of your next turn.

Chain spell: Each time your natural attack roll is even, you can attack a different target with the spell.





WIZARD

WIZARD

For the classic fantasy RPG wizard, everything revolved around the eight schools of magic: Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, and Transmutation. In particular, they were able to specialize in one magic school at the cost of being unable to learn spells from at least one other school. This book offers this classic school specialization to the *13th Age* wizard class too. To enable that, it gives the corresponding school for all wizard spells in the core book, adds a long list of classic spells from all schools, and provides Specialist Wizard as a new class variant.

There is one exception—the necromancer is a separate class in *13 True Ways*, so this book does not contain any necromancy spells for the wizard. However, you can pick up limited access to necromancy via a new talent.

WIZARD SCHOOLS

Below is an overview of the eight schools except necromancy, and their available spells by level.

ABJURATION

This school covers mainly defense and protection spells.

Champion Feat: Once per day, when casting an Abjuration spell on yourself, also grant the benefit to a nearby ally.

ABJURATION SPELLS

	CORE BOOK	DARK ALLEYS
Utility	1: Hold Portal	5: Magical Disjunction
Level 1	Shield	Mage Armor, Resist Magic
Level 3	Teleport Shield	Break Enchantment, Circle of Warding, Elemental Absorption, Explosive Runes, Protection from Arrows
Level 5	—	Protection from Normal Weapons, Sanctum
Level 7	Invisibility Purge	Anti-Magic Shell, Elemental Parry, Mind Blank, Symbol
Level 9	—	Imprisonment, Suppress Magic

CONJURATION

Spells of this school summon things, usually from other planes.

Adventurer Feat: You gain a +1 bonus to attack rolls with your spells against enemies engaged with a creature you summoned.

CONJURATION SPELLS

	CORE BOOK	DARK ALLEYS
Utility	—	1: Summon Small Animals, Unseen Servant 3: Leisurely Tiny Hut 9: Magnificent Mansion
Level 1	Acid Arrow, Summon Wizard's Earth Elemental (M)	Acid Splash, Ice Knife, Summon Mana Spirit
Level 3	Crescendo, Summon Imp (M)	Clay Golem, Flame Arrow, Flaming Sphere, Reanimate Golem, Web
Level 5	Dimension Door, Summon Frenzy Demon (M)	Acid Trap, Big Purple Hand, Rock Golem
Level 7	Summon Laughing Demon (M)	Arcane Sword, Gem Golem
Level 9	Teleport	Magma Golem, Maze, Wish

(M) See *13th Age* Monthly: Summoning Spells

DIVINATION

Spells of this school help you perceive things, both mundane and magical, and at higher levels also though time and space.

Adventurer Feat: When you perform an arcane ritual to gain information or predict the future, you have advantage on the ritual check.

DIVINATION SPELLS

	CORE BOOK	DARK ALLEYS
Utility	3: Speak with Item 7: Scrying	1: Darkvision, Familiar's Eyes, Identify, Recall Memory, Talking Pages, Tongues 3: Clairaudience/Clairvoyance, See Invisible 5: Arcane Eye, Legend Lore 7: True Seeing
Level 1	—	Hostile Probe, Painful Memory, Threat Assessment, True Strike
Level 3	—	Critical Scope, Foresee Peril
Level 5	—	Precognitive Ward, Telepathic Bond
Level 7	—	Flashback
Level 9	—	Foresight



CHAPTER 17

ENCHANTMENT

There are two types of Enchantment spells, those that mess with the mind and those that give objects magical properties.

Adventurer Feat: Increase the difficulty of saves against spells of the Enchantment school by 1. (A natural 18+ on a save always succeeds.)

ENCHANTMENT SPELLS

	CORE BOOK	DARK ALLEYS
Utility	—	1: Scribe Scroll
Level 1	Charm Person	Animate Armor; Eldritch Incantation; Hideous Laughter; Magic Weapon
Level 3	Confusion; Hold Monster; Rebuke; Sleep	Flame Arrow; Enchanted Conduit, Luck; Suggestion
Level 5	Denial	Crushing Despair; Heroism
Level 7	—	Outrageous Irresistible Dance; Power Word, Stun
Level 9	—	Dominate Monster; Feeblemind; Power Word, Kill

EVOCATION

Evocation spells summon raw magical force and the elements. Besides spells that throw raw elements at your enemies, the school also offers spells that create walls and spheres.

Champion Feat: Once per battle, when casting an Evocation spell on more than one target, add an additional target.

EVOCATION SPELLS

	CORE BOOK	DARK ALLEYS
Utility	—	1: Continual Light, Treasure-Bearing Disc
Level 1	Magic Missile, Ray of Frost, Shocking Grasp	Chromatic Orb, Elemental Triad, Firebolt, Fog Cloud
Level 3	Force Salvo, Lightning Bolt	Fire / Ice Shield, Stinking Cloud
Level 5	Fireball	Cone of Cold, Contingency, Incendiary Cloud, Resilient Sphere
Level 7	—	Cloudkill, Delayed Blast Fireball, Opaque Freezing Sphere, Wall of Force
Level 9	Meteor Swarm	Prismatic Spray

ILLUSION

Illusion spells create figments of imagination, either in the target's mind or for all to see.

Adventurer Feat: Double the duration of all illusion spells you cast that have a fixed duration.

ILLUSION SPELLS

	CORE BOOK	DARK ALLEYS
Utility	1: Disguise Self	1: Animated Image 3: Magic Mouth 7: Mirage Arcana, Scrying Screen
Level 1	Blur, Color Spray	Mirror Image, Phantasmal Force, Phantom Lance
Level 3	—	Phantom Soldiers, Shadow Evocation
Level 5	Invisibility	Fantastic Beast, Hypnotic Pattern, Phantasmal Killer
Level 7	—	Mislead, Simulacrum
Level 9	—	Twisted Nightmare

TRANSMUTATION

Transmutation manipulates the properties of a physical object, or changes it entirely.

Adventurer Feat: Double the duration of any spell that targets physical objects, including cantrips.

TRANSMUTATION SPELLS

	CORE BOOK	DARK ALLEYS
Utility	1: Feather Fall 3: Levitate, Message 5: Water Breathing	1: Permanent Cantrip 3: Arcane Cypher 5: Passwall, Stone to Flesh 7: Dungeon Engineering
Level 1	—	Enlarge Person, Expeditious Retreat, Ray of Contortion, Reduce Person
Level 3	—	Harden Metal, Slow
Level 5	—	Baleful Polymorph, Tenacious Transformation
Level 7	Blink, Flight, Haste, Overcome Resistance, Transfer Enchantment	Flesh to Stone
Level 9	Disintegrate	Time Stop

SPECIALIST WIZARD (CLASS VARIANT)

This is a class variant inspired by the classic wizard school specialist, who gains extra power in one school, at the cost of losing access to spells of another school.

The variant replaces two class features of the wizard, *Overworld Advantage* and *Utility Spell*, with a new one: *School Specialization*.

SCHOOL SPECIALIZATION

Choose one of seven wizard schools: *Abjuration*, *Conjuration*, *Divination*, *Enchantment*, *Evocation*, *Illusion*, or *Transmutation* as your specialist school.

SPECIALIST ADVANTAGE

Special: This replaces *Overworld Advantage*.

Daily spells of your chosen school become recharge 16+ after battle. They still count as daily spells for abilities that trigger off daily spells.

Champion Feat: Gain a +1 bonus to recharge rolls for spells of your school.

Epic Feat: The bonus to recharge rolls is now equal to your Intelligence modifier.



SPECIALIST SPELL SLOT

When you choose spells during a full heal-up, you can declare one (and only one) of your spell slots as your specialist school slot. You don't choose a spell for that slot after the full heal-up, but at the time of casting the spell. You can choose any normal spell or utility spell that belongs to your specialist school.

If the spell you cast is a recharge spell, make a recharge roll at the end of the battle to regain the spell slot, not the particular spell. If the spell you cast is once per battle, cyclic, or at-will, you cast the spell normally during the battle, then regain the spell slot at the end of the battle.

Special: This replaces access to the *Core Book* wizard's utility spell slot. You can still cast utility spells, but you prepare them individually like your other spells.

BARRED SCHOOL

As a specialist wizard, choose one of the seven wizard schools *Abjuration*, *Conjuration*, *Divination*, *Enchantment*, *Evocation*, *Illusion*, or *Transmutation* as your barred school. You cannot cast spells from that school.

WIZARD TALENTS

The classic expectation of the wizard is being a master of lore and book learning. This is exemplified in the **Sheltered Apprentice** talent, which gives you an extra spell and narrow expertise, but at the same time makes you comically inept at one area of normal life. If you would like to emphasize your wizard's standing in arcane society instead, choose **Scion of Horizon**. For the opposite, look at **Hedge Wizard** as a mage whose training is more primal than academic.

If you'd like to sling stronger magics, **Spellslinger** shores up your combat staple at-will spells. **Beguiler** enhances your ability to manipulate the mind, whereas **Thaumaturge** makes you better at warping bodies. For raw power, look at **Pyromancer** and its elemental variants. **Summoner** makes the creatures you call into battle stronger.

If your wizard is the adventurous type, **Bladesinger** lets you use proper weapons and makes your use of armor more effectively. **Arcane Archaeologist** gives them historic knowledge and a knack for avoiding the dangers in dark tombs, and **Monster Ecologist** helps you identify weaknesses in your enemies. Maybe you think that a good punch in the face is the best backup, in which case **Muscle Wizard** is for you.

Necromancy shifts you toward being a black mage with access to the necromancer spell list.

If you like the idea of a specialist wizard but you can't quite decide between options, **Dual Specialization** lets you pick two schools. On the other hand, if you love one school of magic to death, then there's **Deep Specialization**.



ARCANÉ ARCHAEOLOGIST

Why stay in the library when there are ancient secrets to discover? You venture out, searching for long-lost artifacts among the ruins of past ages.

You gain 5 points in a background that covers knowledge of ancient civilizations, locating treasure sites, and identifying what you find. You are familiar enough with ancient writing systems that you can decipher most writings you find on maps, dungeon walls, and item inscriptions.

Once per battle or scene, as a move action, you can pull off a stunt that you have learned when exploring dangerous ruins, things like climbing slippery surfaces, jumping narrow ledges, and avoiding massive rolling boulders. Describe how you are using a mixture of athletic training and arcane tricks to avoid the danger. Usually, you can pull off the stunt without any skill check, but the GM can require a roll for absolutely outlandish tricks.

Adventurer Feat: You gain the rogue's Trap Sense class feature.

Champion Feat: Add your Intelligence modifier to magic item power recharge rolls for items you wield. This represents your familiarity with ancient artifacts.

Epic Feat: You have advantage on saves against effects that were caused by magic items and traps.

BEGVILER

You are specialized in magic that manipulates the mind.

When you cast a spell that targets MD, choose one of the following benefits:

- * If the spell deals damage, deal extra damage equal to your Charisma modifier (x2 at 5th level; x3 at 8th) to each target you hit.
- * Increase the difficulty for the target's first save against the spell by your Charisma modifier. (A natural roll of 18+ always saves, however.)
- * Increase the hit point limit for the creatures you can affect by 5 times your level if the spell has one target, and twice your level if it has multiple targets.

Adventurer Feat: You gain 3 points toward a background that represents performance skills or mental manipulation.

Champion Feat: Choose a class. You can switch out a wizard spell for a spell from the chosen class at a -2 level penalty, as long as that spell targets MD.

Epic Feat: Once per battle, when the escalation die is 3+, you can gain all three of the begviler benefits with one spell.

BLADESINGER

Your people have blended art, swordplay, and arcane magic into a seamless whole.

You can use light and heavy one-handed melee weapons without attack penalty, and if the weapon is a true magic item, you can use it as an implement for wizard spells. If you are multiclassed, you are considered a "skillful warrior" for these weapons and don't suffer a reduced damage die with them.

You are also trained in light armors, and increase your base AC with them to 12.

However, the focus on martial training has reduced your time to study the arcane arts, and you have one fewer wizard spell slots of your highest level available.

Adventurer Feat: When you wield a one-handed blade weapon, your ranged spells do not provoke opportunity attacks.

Champion Feat: After casting an arcane spell, your next hit or miss with a melee weapon attack deals extra damage equal to the spell level. This bonus is not cumulative, only use the highest bonus.

Epic Feat: As a quick action, you can enter a defensive stance that gives you a +1 bonus to AC until the end of your next turn, and a +1 bonus to the first melee attack on your next turn.

DEEP SPECIALIZATION

You combine a natural knack for a certain type of spell with diligent study.

Special: You must be a specialist wizard. You cannot take both this talent and Dual Specialization.

When you prepare your specialist spell slot, you can use it to cast two spells instead of one.

Adventurer Feat: You have advantage on skill checks regarding spells of your specialist school.

Champion Feat: When you take a quick rest, and you don't have any spells left except at-will spells, you can regain your specialist school bonus spell slot. Take a cumulative -1 penalty to PD and MD from exhaustion until your next full heal-up.

Epic Feat: Gain the lowest tier feat of all spells of your specialist school for free.

DUAL SPECIALIZATION

Why not both?

Special: You must be a specialist wizard. You cannot take both this talent and Deep Specialization.

Choose two specialist schools instead of just one. You gain the specialist spell slot and specialist recharge abilities for both schools. For the specialist slot, you can prepare two slots, one for each of your two schools.

You must also choose two barred schools.

Adventurer Feat: Before casting a spell of one specialist school, you can spend a quick action to add a small effect from your other specialist school. For example, you could use illusion to make an evocation spell seem scarier and more dangerous, or add an abjuration effect to a summoned monster to shore up its defenses.

Champion Feat: Gain the adventurer tier feat of all spells from both of your specialist schools.

HEDGE WIZARD

While you are by all means a wizard, casting magic from arcane formulae and complex rituals, your tradition is ancient and primal, and hasn't undergone the academic refinement of scholarly arcane practice. Your spellcasting involved medicinal herbs, blood, animal sacrifice, and direct conversation with spirits. It is deeply in tune with the ebb and flow of the magic that surrounds all living beings.

After each full heal-up, roll a d8.

1. A blood sacrifice strengthens your body over your mind. You gain one less wizard spell this time. However, you gain a +2 bonus to PD and roll d8s for recovery dice until the next full heal-up.
2. You bond with a protective spirit. Gain a +1 bonus to saving throws until your next full heal-up.
3. You bond with an earth spirit. Gain a daily terrain caster spell from the terrain you are currently in.
4. You bond with a life spirit. The first time you are reduced below zero hit points before your next full heal-up, immediately heal using a free recovery.
5. You have an out-of-body experience. Immediately gain the incremental advance you would gain at the end of the session. (This does not allow you to level up yet).
6. You have a prophetic dream about an upcoming conflict. For one battle before the next full heal-up, set the escalation die to 1 at the start of your first turn.
7. You reach into the past. Choose one spell that you had not expended before the heal-up and gain it as a bonus spell. If you have none, reroll.
8. The stars are aligned for one spell of your choice. You can reroll one of your attack rolls with that spell before your next full heal-up.

Adventurer Feat: When casting a spell as a ritual, you can expend a recovery without healing to gain advantage on the check. Describe how your ritual is physically exhausting, through dance, sweating, loss of blood, etc.

Champion Feat: Roll twice on the table and choose one of the results.

Epic Feat: Get a spell from a different spellcasting class as a bonus spell, at your class level minus 2. This represents your study of primal wizardry that does not conform to modern limitations.

MONSTER ECOLOGIST

"The pinkish hue of this gelatinous cube reflects the mixture of quartz and limestone in the geology of its habitat, irrespective of the fact that it just engulfed Valadria."

You gain a 5-point background in the academic knowledge of fantastic creatures.

Once per battle, as a free action on your turn, gain a flash of insight about a creature. Choose from the list below:

- * Learn details of an attack, power, or nastier special (GM's choice).
- * Understand its true desires or motives for fighting.
- * Find out the condition under which it would negotiate, surrender, or flee.
- * Know about weaknesses or resistances.

Adventurer Feat: If the creature is an aberration, beast, dragon, elemental or ooze, you can learn two facts about it.

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

Epic Feat: After using this talent on a target, gain a +1 bonus to attacks against it.

MUSCLE WIZARD

You are surprisingly buff for someone of your chosen vocation. Maybe your arcane talent was only discovered after a harsh upbringing as a peasant or laborer. Or you were just fed up with being bullied.

You can make unarmed attacks without penalty, and your unarmed damage dice are d6s. Once per battle, when you hit with an unarmed attack, you can deal fire, force, or lightning damage with the attack, increase the damage dice to d10s, and force the target to pop free from you.

When you cast a ranged spell, you don't trigger attacks of opportunity from engaged enemies that you target with the spell.

Adventurer Feat: When you miss a spell attack against a target you are engaged with, deal damage equal to your Strength modifier (x2 at 5th level; x3 at 8th) to it.

Champion Feat: Increase your recovery dice to d8s.

Epic Feat: Increase the damage dice of your once-per-battle unarmed attack to d20s.

NECROMANCY

With the rise of the Lich King, necromancy is generally considered its own arcane art form, separate from wizardry. But that does not stop you from dabbling in it.

You can switch one of your wizard spells for a spell of the same level from the necromancer list. Starting at third level, you can switch out additional spells at a -2 level penalty.



You know how to unravel the magic that creates undead. You gain a +1 bonus to attacks against them.

Adventurer Feat: Understanding the undead helps you ward them off. You gain a +1 bonus to defenses against undead.

Champion Feat: Add your Intelligence modifier to the first death save you roll in a battle. If you roll a natural 20 on any death save, you also regain an expended spell.

Epic Feat: When you kill an enemy with a spell, siphon off some of their life. Gain a +1 bonus to your critical threat range until the end of the battle. This bonus resets to zero when you score a critical hit.

PYROMANCER

Fire! Fire! Fire! Is there a greater form of magic? Let's go watch something burn.

When you cast a wizard spell that deals damage, you can change the damage type to fire.

You gain a spell from any class as a bonus spell at the highest level you can cast, as long as that spell deals fire damage or is otherwise connected to fire. If the spell has an attack roll, you can use Intelligence as the ability score.

Adventurer Feat: You ignore fire resistance.

Champion Feat: When you take fire damage from an enemy attack, heal hit points equal to your level.

Epic Feat: When the escalation die is 1+ and you cast a spell that does fire damage, increase its damage dice by one step.

Feel free to adapt the Pyromancy talent as Acidomancer (acid), Cryomancer (cold), Fulgomancer (lightning), Impe-tomancer (force), Psychomancer (psychic), or Venomancer (poison) if that fits your character concept better.

SCION OF HORIZON

You were born into a long lineage of wizards that stretches back to previous ages. Members of your family have served, and still serve, in roles such as court wizard, librarian, headmaster of an arcane college or judge at a wizard court.

Your close ties in wizard society give you an extra icon relationship point with a wizardly icon, such as the Archmage.

Due to your pure wizard blood, combined with the excellent training you have enjoyed, you gain a bonus spell slot at the highest level you can cast. However, you also have one less recovery (usually 7).

Adventurer Feat: You have met many wizards, which gives you an easy read on them. When meeting an arcane spellcaster for the first time, ask one question about them, which the GM will answer truthfully. Typical questions are their school specialization, their icon affiliation, or the spell signature that marks their spells.

Champion Feat: You gain a +1 bonus to all defenses against spells and magical attacks.

SHELTERED APPRENTICE

You have been trained in a secluded college or wizard tower, where you had the necessary solitude to fully focus on your studies.

Intelligence-based skill checks are one step easier (-5) for you. This includes checks about niche academics and esoteric lore, but also arcane knowledge and skill checks required for ritual casting. Once per day, you can perform a stunt to remember an otherwise useless fact from an obscure tome you've read. This allows you to automatically succeed on what would otherwise be a ridiculously hard task. The GM should encourage the player to make up pieces of lore for the game world with this talent.

However, you also choose one ability score where all skill checks are one step more difficult. You're either frail (Strength), clumsy (Dexterity), sickly (Constitution), lacking in empathy (Wisdom) or socially awkward (Charisma).

Adventurer Feat: Choose a very narrowly defined scholarly background, and gain one point in it per word in the name, ignoring trivial words like "the," for up to 7 points. Examples include the revised taxonomy of butterflies in the Eldeen Reaches, cultural implications of the seasonal migration patterns of Koru Behemoths, or tribal animism and worship among Iron Sea merfolk.

Champion Feat: When you spend a feat to improve a wizard spell, you also gain the benefits of any other feat of that spell up to your current tier.

Epic Feat: Once per day, you can perform an arcane ritual without expending a spell.

SPELLSLINGER

Your spells are quick, focused, and precise, against the usual expectation that your kind are bookish and clumsy.

You gain a +2 bonus to your critical threat range with wizard at-will spells.

Adventurer Feat: Once per day per point of Dexterity modifier, you can reroll an attack roll with an at-will spell.

Champion Feat: Once per battle, when the escalation die is 3+, you can cast an at-will spell as a quick action.

Epic Feat: As per the champion tier feat, but you can cast the spell as an interrupt when you are attacked. If you hit, your attacker has disadvantage on their attack roll.

SUMMONER

"Mana Spirit, I choose you!"

When you spend a quick action to control a summoned creature (which allows it to add the escalation die to attack rolls), it also deals extra damage equal to its level, on both hit and miss.

Creatures you summon have one recovery. When healed, they use your recovery roll to determine how many hit points they regain. They can use the rally action to heal, or be healed using healing spells and potions.

Adventurer Feat: Your summoned creatures gain a +1 bonus to all saves.

Champion Feat: Your summoned creatures have a second recovery.

Epic Feat: Your summoned creatures gain a +1 bonus to all defenses.

THAUMATURGE

You are specialized in magic that manipulates the physical world, both alive and inanimate.

When you cast a spell that targets PD, choose one of the following benefits:

- * If the spell deals damage, deal extra damage equal to your Constitution modifier (x2 at 5th level; x3 at 8th) to each target you hit.
- * Increase the DC for the target's first save against the spell by your Constitution modifier. (A natural roll of 18+ always saves, however)
- * Increase the hit point limit for the creatures you can affect by 5 times your level if it is one target, or twice your level in case of multiple targets.

Adventurer Feat: You gain 3 points towards a background in alchemy and the manipulation of forces and matter.

Champion Feat: Choose a class. You can switch out a wizard spell for a spell from that class at a -2 level penalty, as long as that spell targets PD.

Epic Feat: Once per battle, when the escalation die is 3+, you can gain all three of the thaumaturge benefits with one spell.

WIZARD SPELLS

CANTRIPS

These cantrips can be cast by all wizards, as per the Cantrip class feature (*Core Book* p. 147). Also see that page for a cantrip's maximum duration, which depends on the wizard's level.

ANIMATE QUILL

Animate a quill, a piece of charcoal or similar object to write down words as you instruct it.

DEEP POCKETS

Put an item in a pocket, from where it disappears into a small pocket dimension. The item can be as long as you like, as long as it fits through the pocket's opening. You can pull the item back out as a quick action at any time. At the end of the cantrip's duration, or if the physical pocket is destroyed, the item falls out.

DETECT MAGIC

You notice lingering magic and supernatural effects within your field of vision. If an effect is concealed on purpose, the DM can require a skill check to detect it.

ERASE

Permanently remove non-magical writing or painting from a scroll or a sheet of paper, parchment, or similar surfaces.

FIRE SHAPING

Enlarge or reduce a non-magical fire, change its color, shape, or intensity. After the spell ends, the fire returns to its natural shape, determined by the material that is burning.

GREASE

You create a slippery area where you touch the floor or an object. Anyone who attempts to move through the area or tries to hold on to the object must succeed at a save to do so.

GUST OF WIND

Create a strong puff of air that is sufficient to extinguish candles, torches, and similar unprotected flames. With a successful skill check, the gust is strong enough to even extinguish lanterns and other protected flames. It pushes back insects and other small flying creatures, smells, and smoke clouds. It does not affect larger creatures except for a dramatic waving of hair and clothing.

LOCATE MINOR OBJECT

Divine the location of an object you are very familiar with, within a range of a few meters. This spell is very handy to find keys, glasses, and other things that get lost around the house.



MUSTACHE

This incantation grows a mustache on the target. Rumors are that it is part of an entire suite of spells that create a wide variety of hair and beard styles, however, this specific formula has proven to be a runaway hit at the court of the Elf Queen (of all places).

NASCENT MAGIC AURA

Give an item an indeterminate magic aura, which can be noticed if it is examined for the presence of magic. Upon closer examination and a hard difficulty skill check, the examiner can determine that the aura has no other effect than to create the appearance of a magical enchantment.

PERFUME

Create a pleasant smell on the target object, or at least hide a hideous one.

RECALL FAMILIAR

You summon your familiar back to your shoulder, or a location next to you, from up to a few hundred feet distance.

RECORDING

For the next few minutes, you record the surrounding sounds into a small gem. The gem holds the recorded sound and can replay it as long as the cantrip lasts.

STILL IMAGE

You produce an illusory image, roughly the size of a portrait painting, for the standard duration. It's two-dimensional, doesn't move, and doesn't react to touch. You can make the image transparent or opaque.

SUNDIAL

Summon a small sundial on your open palm that shows the current time, even in places where no sunlight is available.

SUNSHADES

Summon a black screen in front of your eyes that blocks excessive sunlight.

VENTRILOQUISM

You throw your voice to appear to come from a different location. This is especially effective if the target can't see you speak.

1ST LEVEL UTILITY SPELLS

ANIMATED IMAGE

Close-quarters spell; Daily; Illusion

Effect: Create a two-dimensional illusion, up to the size of a large painting, with an animated effect such as eyes that follow the viewer, falling snow or a change of seasons. Make a skill check to determine the artistic value of the image. The image lasts about 10 minutes.

3rd level spell: The spell lasts for 1 hour.

5th level spell: The spell lasts for 1 day.

Adventurer Feat: You can program the image to appear and perform a predetermined movement when a defined trigger occurs, such as when a person steps through a door.

CONTINUAL LIGHT

Close-quarters spell; Daily; Evocation

Effect: An object you touch starts emitting light as bright as a torch. The light stays at this brightness for a day, then it slowly fades over the next few days.

DARKVISION

Close-quarters spell; Daily; Divination

Target: One creature per spell level

Effect: The target can see perfectly in the dark for 10 minutes per spell level.

FAMILIAR'S EYES

Close-quarters spell; Daily; Divination

Special: This spell requires the Wizard's Familiar talent.

Effect: For the next 1d6 x 10 minutes, you can perceive the world through your familiar's eyes and senses. While using the spell, you are effectively blind and deaf as it dulls your own senses.

IDENTIFY

Close-quarters spell; Daily; Divination

Effect: Gain a +10 bonus to a skill check to identify the magic properties of an item or a persistent magical effect.

PERMANENT CANTRIP

Close-quarters spell; Daily; Transmutation

Effect: This spell has the effect of any wizard cantrip of your choice, except that the effect is ongoing for days, if not months, if you don't dismiss it. Since it's a minor magical effect, other spellcasters can dispel it with a normal-difficulty skill check.

RECALL MEMORY

Close quarters spell; Daily; Divination

Target: You or a nearby willing creature

Effect: You help the target remember something. They can repeat a failed knowledge check with a +5 bonus.

SCRIBE SCROLL

Close-quarters spell; Daily; Enchantment

Effect: Inscribe any spell you have prepared for the day onto a parchment. You can cast the spell from the scroll once at a later date, which uses up the scroll.

Choose the level of the spell when you create the scroll, between the lowest level it can be learned at and the highest you can cast.

Creating a scroll takes roughly 10 minutes per spell level and expends your use of that spell for the day, even for spells other than daily spells. It requires material

components that cost about 50 gp per level of the spell.

The finished scroll can be used by others, but doing so requires an Intelligence-based skill check with a DC of 15 + the spell's level (10 + level for other wizards). On a natural even failure, nothing happens, but on a natural odd failure, the magic gets triggered in an unintended, possibly disastrous way, and the scroll is destroyed.

Adventurer Feat: Your scrolls are easier to use by other people, and only require a DC of 10 + level to cast (5 + level for other wizards).

While a scroll or two in the wizard's backpack won't break the game, it can be a challenge for the GM if the PCs come across a pile of gold and they decide to spend it on a big stash of scrolls that can solve every issue they come across. In that situation, feel free to throw a few extra problems at them and deplete their stash. Remind them that scroll cases are big, bulky and easily dropped. And the last thing you want when you try to pull yourself out of a lava pit is fireworks of randomly triggered magic from your melting scrolls.

If a PC carries around more than one scroll per level, the GM can also add magic item quirks similar to true magic items.

SUMMON SMALL ANIMALS

Close-quarters spell; Daily; Conjunction

Effect: You summon 1d6 small animals, such as cats, rabbits, or doves. The animals are purely magical creations. They will act rather confused and disappear after 1d6 minutes.

3rd level spell: You can control the animals with a quick action each turn, and you can have them perform small tricks an animal of that type would be capable of.

TALKING PAGES

Close-quarters spell; Daily; Divination

Target: One book you touch

Effect: You absorb the knowledge contained in a piece of writing up to the size of a book. A short touch will teach you the gist of it, whereas a few minutes of concentration are enough to gain an understanding of its contents. A full day is required if you want to achieve a word-by-word memorization. You don't need to know the language of the writing. This spell can also decipher non-magical code.

TONGUES

Close-quarters spell; Daily; Divination

Effect: You gain the ability to speak and understand the language of any intelligent creature. You can only speak one language at a time. Tongues does not enable you to communicate with creatures that don't have a language. You can make yourself understood as far as your voice

carries. The effect lasts for 1d6 x 10 minutes.

5th level spell: The effect lasts for 1d6 hours.

Adventurer Feat: You can grant the ability to another creature by touch.

TREASURE-BEARING DISC

Close-quarters spell; Daily; Evocation

Effect: You create a hovering disc of force energy, roughly the size of your outstretched arms. It can carry two people, one person in heavy armor, or a load of treasure. It follows you on command. It flies at walking speed, and it can slowly move up or down. The disc is indestructible by non-magical means. It persists for 1d6 x 10 minutes.

5th level spell: The disc lasts for 1d6 hours.

UNSEEN SERVANT

Close-quarters spell; Daily; Conjunction

Effect: You summon a shimmering, ghost-like valet to step and fetch, open doors and hold chairs, as well as to clean and mend at your command. The servant is about as strong as an average human. It does not fight, is hit by any attack roll of natural 2+, and only has one hit point per level of the spell. The servant persists for 1d6 x 10 minutes.

5th level spell: The servant persists for 1d6 hours.

3RD LEVEL UTILITY SPELLS

ARCANE CYPHER

Ranged spell; Daily; Transmutation

Effect: You scramble a text of up to one page per spell level into unreadable gibberish, unless a condition set by you is met. This is usually a certain person reading the text, a specific item touching the page, or a spoken code word.

CLAIRAUDIENCE / CLAIRVOYANCE

Ranged spell; Daily; Divination

Effect: You concentrate upon a nearby locale and either see or hear inside as if you were there (your choice). You must be able to pinpoint the location, such as around a corner, behind a door etc. The spell lasts for up to one minute per spell level.

5th level spell: You can both see and hear with the spell.

7th level spell: You can target far away locations.

LEISURELY TINY HUT

Close-quarters spell; Daily; Conjunction

Effect: You summon a small hut that is large enough for six people to find shelter in. The hut is sturdy enough to survive most environmental effects, although it can be damaged and ultimately destroyed by extreme conditions such as lava or a direct lightning strike. The outer appearance of the hut is up to you. On the inside, the hut provides a comfortable temperature and breathable air. The effect lasts for up to 8 hours.



MAGIC MOUTH

Close-quarters spell; Daily; Illusion

Effect: You place an enchanted mouth on an object which suddenly appears when a specified event occurs. The mouth speaks a message of up to 25 words as specified by you. The message is entirely mundane and cannot create spell effects. The event that triggers the message can be as simple or as complicated as you like, but the conditions are limited to what can be perceived by normal means. No mind reading, detecting invisible creatures and the like. The spell remains in effect for one day per spell level.

SEE INVISIBLE

Close-quarters spell; Daily; Quick action; Divination

Effect: You can see invisible creatures normally until the end of the battle or scene.

5th level spell: The effect lasts for up to an hour.

7th level spell: The effect lasts for up to eight hours.

5TH LEVEL UTILITY SPELLS

ARCANE EYE

Close-quarters spell; Daily; Divination

Effect: You create an invisible floating eye that sends you visual information. The eye floats at walking speed, and you can send it out of your line of sight. Through the eye, you can see as if through your own eyes. It cannot pass through walls, but it can pass through small holes and openings. The eye persists for 1d6 x 10 minutes.

During combat, it's a quick action to direct the eye and receive visual imagery. If you don't use the quick action, the eye remains inert.

7th level spell: The effect lasts for 1d6 hours.

Champion Feat: You can cast spells through the eye at a -2 penalty to the attack.

LEGEND LORE

Ranged spell; Daily; Divination

Effect: This divination reveals some information about a legendary person, place, or item. Examples include a current or former icon, their stronghold, or a major artifact. The closer you are physically to the target, the more information can be gained by the spell. If you are in the target location, or have the object within reach, the spell is likely to provide vivid imagery of key scenes in its history. If the target is far away, or just a myth that may not be real at all, the spell will conjure just very hazy fragments of information.

MAGICAL DISJUNCTION

Ranged spell; Daily; Abjuration

Effect: You destroy a permanent magical effect. If you target a true magic item, it is permanently returned into its mundane state. A magical trap is permanently disarmed. Epic-level items are immune to this spell.

9th level spell: You can now destroy epic-level effects, but artifacts of iconic power are still immune to the spell.

PASSWALL

Ranged spell; Daily; Transmutation

Effect: You open a magical passage through a wall that allows you, and any creature designated by you, to pass through. The passage is open for 1d6 minutes, if you do not end the spell earlier. The passage opens straight on the opposite side, so make sure there is safe terrain to step into.

STONE TO FLESH

Ranged spell; Daily; Transmutation

Effect: This spell reverses a petrification effect, such as from a medusa's gaze. You can also use it to change a stone statue into an uncanny corpse (and make the proud artist quite angry).

7TH LEVEL UTILITY SPELLS

DUNGEON ENGINEERING

Ranged spell; Daily; Transmutation

Effect: You magically perform major construction work for roughly an hour. You can move large amounts of earth and stone, dig a hole or a tunnel, or erect walls and pillars. The GM can require a skill check using an appropriate background to determine the quality and sturdiness of the work.

MIRAGE ARCANA

Ranged spell; Daily; Illusion

Effect: You cover an area the size of a castle or a small forest in an extensive animated illusion that affects all senses. The illusion cannot create solid objects, so if for example you create an illusory wall where there is none, anyone can just walk through it. Make a Charisma-based skill check to determine the quality of the illusion. Anyone with an MD higher than the check will see through it immediately. Others can save against the effect if they have a reason to disbelieve the illusion.

The illusion lasts for a day but can be cast as a ritual for longer durations.

SCRYING SCREEN

Ranged spell; Daily; Illusion

Effect: You create an illusion that fools magical divinations. Whoever uses a spell such as Scrying on you or the surrounding area will perceive the image or scene as set by you, not what is really there. The details of the illusory images and sounds are entirely up to you. The screen stays up for 8 hours, but paranoid mages tend to set this spell up as a ritual for longer durations.

TRUE SEEING

Close-quarters spell; Daily; Divination

Target: You or an ally you touch

Effect: For the next hour, the target can see in normal and magical darkness, see invisible creatures and objects, detect visual illusions, and perceive the natural form of a shapechanger or a magically transformed creature. For a creature that has more than one natural form, such as a werewolf, you see both forms as a shadowy overlay. The target can also perceive things that are hidden away on other planes where they overlap with their current location.

9TH LEVEL UTILITY SPELLS

MAGNIFICENT MANSION

Ranged spell; Daily; Conjunction

Effect: You create and furnish a stately home in an extradimensional space. You can layout and decorate the place in any shape and form you like. The typical manifestation of the spell is a large aristocratic manor with dozens of luxurious rooms, a glistening banquet hall and lush gardens, populated with liveried servants and skillful musicians. The entrance to the manor is a dimensional portal that others can enter upon your invitation.

The mansion lasts for one day. Anything brought into the mansion will drop out of the portal when the spell ends.

1ST LEVEL SPELLS

ACID SPLASH

Ranged spell; At-will; Conjunction

Target: 2 random nearby enemies

Attack: Automatic hit

Effect: 3 acid damage

3rd level spell: 5 damage

5th level spell: 8 damage

7th level spell: 12 damage

9th level spell: 20 damage

Adventurer Feat: When the escalation die is odd, target 3 random nearby enemies.

Champion Feat: When the escalation die is even, increase the damage by the spell level.

Epic Feat: You can now cast this spell without provoking opportunity attacks.

ANIMATE ARMOR

Ranged spell; Daily; Enchantment

Special: You can only cast this spell outside of battle; it requires 2d4 minutes to cast.

Target: A suit of heavy armor

Effect: You animate a suit of heavy armor to fight for you as an armor golem, following to the summoning rules on p. 5. The armor stays animated until it is reduced to

zero hit points, or until your next full heal-up. The spell ends, but the armor is not destroyed when it is reduced to zero hp (unless it makes sense story-wise, e.g. when falling into lava).

By default, the armor uses its gauntlets to attack, and has a d4 damage die with them. However, the armor can also wield melee weapons like a fighter (with the same WEAPON damage dice) and use a shield for +1 AC.

If you cast the spell on a true magic item suit of armor, or equip it with magic items, it benefits from their bonuses and abilities. However, it can only benefit from one item per spell level, and it suffers all item quirks.

While the armor provides strong protection, it has one weakness—when it takes damage, it needs a round to reassemble itself, and cannot attack that turn.

ARMOR GOLEM

1st level troop; initiative: +6

Pummel: +6 vs. AC—1d4 damage (or damage die of equipped weapon)

Magic item powers: as per equipped items

Unstable Enchantment: When the armor golem takes damage, it cannot attack on your next turn. Instead, it uses its standard action to heal hit points equal to twice the spell level.

Adventurer Feat: Unstable Enchantment now only activates when the armor golem is staggered.

Champion Feat: The armor golem now has golem immunities. It can't be dazed, weakened, confused, made vulnerable, and it ignores ongoing damage.

Armor Golem Level Progression

LEVEL	INI.	ATK.	DMG.	AC	PD	MD	HP
1	+4	+6	1d4*	17	15	11	22
3	+6	+8	3d4*	19	17	13	35
5	+8	+11	5d4*	22	20	16	50
7	+10	+14	7d4*	25	23	19	80
9	+12	+17	10d4*	28	26	22	125

* Increase the damage die according to the equipped weapon.

CHROMATIC ORB

Ranged spell; Daily; Evocation

Target: One nearby enemy

Attack: Intelligence + Level vs. PD

Hit: 1d12 damage, plus damage type and effect depending on your choice for the color of the orb.

Pearly: Light. Holy damage. The target is surrounded by bright light. It is also weakened (-4 to attacks and defenses; save ends).



CHAPTER 17

Ruby: Heat. Fire damage. The target's attacks deal half damage (save ends).

Miss: You regain the spell during your next quick rest.

3rd level spell: 3d12 damage, and you can create the following colors:

Opal: Fire. Fire damage. The target takes 5 points of ongoing fire damage per spell level.

Amber: Blindness. Negative energy damage. When the target attacks, determine the targets randomly among all nearby creatures (save ends).

5th level spell: 5d12 damage, and you can create the following colors:

Emerald: Stinking cloud. Poison damage. The target is dazed (save ends). Deal half damage to 1d3 nearby enemies.

Turquoise: Magnetism. Metal objects start clinging to the target. It is hampered (save ends).

7th level spell: 7d12 damage, and you can create the following colors:

Sapphire: Paralysis. Lightning damage. The target is stunned (save ends). If the target has more than 150 hit points, it can save against the effect immediately.

Amethyst: Petrification. Negative energy damage. The target is weakened (save ends). If it fails its fourth save against the spell, it is permanently turned into stone.

9th level spell: 9d12 damage, and you can create the following colors:

Ashen: Negative energy damage. If the target has 150 hit points or less, it dies. Otherwise it takes 50 ongoing negative energy damage.

Adventurer Feat: The spell is now Recharge 16+ after battle.

Champion Feat: All saves against this spell are hard saves (16+), including saves against ongoing damage.

Epic Feat: You have advantage on the attack roll with this spell.

ELDRITCH INCANTATION

Ranged spell; At-will; Enchantment

Target: One nearby enemy

Attack: Intelligence + Level vs. MD

Hit: 1d20 psychic damage

Miss: —

3rd level spell: 2d20 damage

5th level spell: 3d20 damage

7th level spell: 4d20 damage

9th level spell: 6d20 damage

Adventurer Feat: You can cast this spell as a close-quarters spell.

ELEMENTAL TRIAD

Ranged spell; Cyclic (once per battle OR at-will when the escalation die is even); Evocation

Target: Three nearby enemies

Attack: Intelligence + Level vs. PD

Hit: 2d8 damage. Against the first target, deal fire damage, cold against the second, and lightning against the third.

Miss: Damage equal to your level

3rd level spell: 3d8 damage

5th level spell: 5d8 damage

7th level spell: 7d8 damage

9th level spell: 10d8 damage

Adventurer Feat: Choose the element of each attack. You can also deal acid or thunder damage with this spell, but each attack must use a different element.

Champion Feat: If you miss a target with the first or second attack roll, you can target the same enemy again with the next attack.

Epic Feat: On a miss, deal half damage instead.

ENLARGE PERSON

Ranged spell; Daily; Transmutation

Target: One nearby creature

Attack: Intelligence + Level vs. PD (no attack roll required against allies)

Hit: The target's size increases by one step (usually from normal to large), and it has advantage on all Strength-based skill checks. In addition, it increases all WEAPON damage dice by one step. The target also has a +2 bonus to all defenses against attacks that attempt to grab or swallow it. Unwilling targets can save against the effect normally, otherwise the effect ends at the end of the battle or scene.

Miss: —

5th level spell: You can now increase the target's size to huge. It takes a -1 penalty to attacks and defenses, but its WEAPON damage dice are increased by an additional step.

EXPEDITIOUS RETREAT

Close-quarters spell; Once per battle; Quick action; Transmutation

Target: You

Effect: Move to a far away location that you can reach on foot. You do not trigger opportunity attacks and you cannot be intercepted.

Adventurer Feat: Until the end of your next turn, you gain a bonus to all defenses equal to the escalation die.

FIREBOLT

Ranged spell; At-will; Evocation

Target: One nearby enemy

Special: You can increase the targets of the spell to 1d3 nearby enemies. This expends the spell for the day.

Attack: Intelligence + Level vs. PD

Hit: 2d6 fire damage

Miss: Half damage

3rd level spell: 4d6 damage; 1d4 targets if expended

5th level spell: 5d8 damage

7th level spell: 6d10 damage; 1d6 targets if expended

9th level spell: 8d12 damage

Adventurer Feat: If you expend the spell, you can recharge it on a 16+ after the battle.

FOG CLOUD

You create a fog of steaming vapors that obscures vision.

Ranged spell; Daily; Cloud; Evocation

Target: 1d4 nearby enemies

Attack: Intelligence + Level vs. PD

Hit: While inside the cloud, any attack made by the target or against the target has disadvantage, unless the attack is at engaged range. Any creature engaged with the target is also under this effect, i.e. it attacks by it and against it have disadvantage unless at engaged range.

Cloud: A creature that is not engaged can leave the cloud as a move action. At the start of your next turn, make a normal save (11+) to check whether the cloud persists. This is not an action. If it persists, the effect continues, and you make another check at the start of the following turn.

Adventurer Feat: The save to see if the cloud persists is now an easy save (6+).

Champion Feat: You can now target 1d4+2 enemies.

HIDEOUS LAUGHTER

Ranged spell; Daily; Enchantment

Target: A nearby enemy; constructs and similar mindless enemies are immune to this spell.

Attack: Intelligence + Level vs. MD; if the target is staggered, you have disadvantage on the attack roll as the target is in too much pain

Hit: The target starts laughing uncontrollably. It is unable to make attacks, but it can take other actions normally (save ends; it also ends if the target is hit by an attack).

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

HOSTILE PROBE

Ranged spell; At-will; Divination

Target: A nearby enemy

Attack: Intelligence + Level vs. MD

Hit: The target must choose to either reveal its intentions or resist and take damage.

Reveal: You learn what action the target intends to take next. Until the end of your next turn, its attacks against you have disadvantage.

Resist: The target takes 2d10 psychic damage.

Miss: —

3rd level spell: 4d10 damage

5th level spell: 6d10 damage

7th level spell: 8d10 damage

9th level spell: 12d10 damage

Adventurer Feat: You can share the reveal with your allies, which gives the target disadvantage on attacks against them too.

ICE KNIFE

Ranged spell; Cyclic (once per battle OR at-will when the escalation die is even); Conjunction

Target: One nearby enemy

Attack: Intelligence + Level vs. AC

Hit: 3d8 cold damage

Natural even hit: Deal 1d8 cold damage to the 1d3 enemies closest to the target.

Miss: Cold damage equal to your level

3rd level spell: 5d8 damage; 2d8 on even hit

5th level spell: 8d8 damage; 3d8 on even hit

7th level spell: 13d8 damage; 4d8 on even hit

9th level spell: 2d8 x 10 damage; 5d8 on even hit

Adventurer Feat: For the extra damage on even hit, increase the number of targets to 1d4 and the damage dice to d10s.

MAGE ARMOR

Close-quarters spell; Daily; Quick action; Abjuration

Special: You can spend 2d4 minutes to cast this spell out of battle to protect yourself until the end of the next battle.

Target: You

Effect: Increase your unarmed base armor class to 12 (usually from 10) until the end of the battle.

3rd level spell: Base armor 13

5th level spell: Base armor 14

Adventurer Feat: If you cast this spell out of battle, it lasts for two battles.

Champion Feat: If you cast this spell out of battle, it lasts for three battles.

MAGIC WEAPON

Ranged spell; Daily; Quick action; Enchantment

Target: A nearby weapon

Effect: Until the end of the battle, the weapon gains a +1 bonus to attack and damage, like a true magic item. Attacks with the weapon ignore any resistances the target has against the attack.

5th level spell: Increase the bonus to +2

9th level spell: Increase the bonus to +3

Adventurer Feat: If you wield the weapon, you can use your Intelligence modifier for attack and damage with it.

Champion Feat: The spell is now Recharge 16+ after battle.



Epic Feat: The wielder can hurl the weapon to make a ranged attack against a nearby enemy with it. It returns to their hand.

MIRROR IMAGE

Close-quarters spell; Daily; Illusion; Quick action

Target: You

Effect: You create 1d3 illusory duplicates of yourself. If an attack against you is a natural odd roll, the attack strikes a duplicate instead of you, and destroys it.

3rd level spell: 1d4 images

5th level spell: 1d4+1 images

7th level spell: 1d6+1 images

9th level spell: 2d4 images

Adventurer Feat: The spell is now Recharge 16+ after battle.

Champion Feat: On a natural odd miss, the duplicate is no longer destroyed.

PHANTASMAL FORCE

Ranged spell; Daily; Illusion

Target: One nearby enemy

Attack: Intelligence + Level vs. MD

Hit: You plant a phantasm in the target's mind that it considers to be real (save ends). Describe the phantasm to the GM, who will adjudicate the effect and the target's actions. Some outcomes the GM can choose are:

- * Silly distraction: The target is dazed.
- * Overwhelming desire: The target will move toward a place, creature, or item, and possibly try to grab or touch it.
- * Stationary danger: The target will avoid a certain area.
- * Looming threat: The target will try to move away from a place or a creature as fast as it can.
- * Frightening horror: The target curls up in a corner, unable to do anything but shiver.
- * Imaginary pain: The target takes 10 ongoing psychic damage per spell level.

The GM can set the save as hard (16+) or easy (6+) depending on how realistic the phantasm is in the current situation. The spell ends immediately if the target feels pain that is inconsistent with the phantasm (like touching a hot coal that it thought was a diamond). The target can still perceive everything outside of the phantasm normally. The phantasm cannot be seen by anyone else.

Miss: You regain the spell at the end of the battle.

5th level spell: The phantasm can have up to two of the effects above.

9th level spell: You can target a second enemy.

Adventurer Feat: When you hit a mook with this spell, you affect the entire group.

PHANTOM LANCE

Ranged spell; At-will; Illusion

Target: One nearby enemy

Attack: Intelligence + Level vs. MD

Hit: 2d10 psychic damage

Miss: —

3rd level spell: 3d10 damage

5th level spell: 5d10 damage

7th level spell: 6d12 damage

9th level spell: 10d12 damage

Adventurer Feat: If the target is dazed or confused, you have advantage on the attack roll.

Champion Feat: On a natural even hit, also deal ongoing psychic damage equal to the spell level.

Epic Feat: You can attack far away enemies at a -2 penalty to the attack roll.

RAY OF CONTORTION

Ranged spell; At-will; Transmutation

Target: One nearby enemy

Attack: Intelligence + Level vs. PD

Hit: 2d8 damage

Natural 16+: The target has disadvantage on its next attack roll.

Miss: Damage equal to your level

3rd level spell: 4d6 damage

5th level spell: 6d6 damage

7th level spell: 10d6 damage

9th level spell: 10d10 damage

Adventurer Feat: On a natural 12–15 on the attack roll, the target is vulnerable to the next attack against it.

Champion Feat: Constructs and undead are vulnerable to this spell.

REDUCE PERSON

Ranged spell; Daily; Transmutation

Target: One nearby creature

Attack: Intelligence + Level vs. PD (no attack roll required against allies)

Hit: The target's size is reduced by one step (usually from normal to small), and it has a +4 bonus to AC against opportunity attacks. Its WEAPON damage dice are reduced by 1 step. Targeted monsters reduce the damage of physical attacks by their level. Unwilling targets can save against the effect normally, otherwise the effect ends at the end of the battle or scene.

5th level spell: You can now reduce a target to tiny size. It deals half damage with physical and weapon attacks.

RESIST MAGIC

Ranged spell; Recharge 16+ after battle; Abjuration

Target: You or one nearby ally

Effect: Until the end of the battle, the target gains *resist magic* 12+. This resistance covers any monster attacks that have names like spells, any attack by a monster with the caster type, and obviously magic abilities like dragon breath.

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.

SUMMON MANA SPIRIT

Close-quarters spell; Daily; Conjunction

Effect: This spell summons a Mana Spirit as a superior summoned creature. The level of the spirit is the same as the spell's level. This spell follows the summoning rules on p. 5.

Adventurer Feat: The mana spirit can teleport to a nearby location once per battle.

Champion Feat: When the escalation die is even, the Mana Spirit can attack two nearby enemies with its magic missile attack.

Epic Feat: The mana spirit can use Magic Missile as an interrupt action after it is attacked.

SUMMONED MANA SPIRIT

Mana Spirits are small playful beings created from pure arcane energies.

1st level artillery [Caster]; initiative: +3

(Ranged) Magic Missile: automatic hit—5 force damage

Cantrips: The Mana Spirit can cast any wizard cantrip as a quick action once per round.

Flight

Resist *any damage* 16+ except *force* damage

Mana Spirit Level Progression

LEVEL	INI.	DMG.	AC	PD	MD	HP
1	+3	5	13	10	14	10
3	+5	8	15	12	16	15
5	+7	12	17	14	18	25
7	+9	18	19	16	20	40
9	+11	30	21	18	22	60

THREAT ASSESSMENT

Ranged spell; Daily; Divination

Target: A larger area, such as one level of a dungeon

Effect: You gain a visual image and the rough location of the strongest creature in the target area (GM's choice; usually the creature with the most hit points).

TRUE STRIKE

Close-quarters spell; Cyclic (once per battle OR at-will when the escalation die is even); Divination

Target: You or a nearby ally

Effect: The target has advantage on their next weapon attack roll, and a bonus to their critical threat range equal to the escalation die.

3RD LEVEL SPELLS

BREAK ENCHANTMENT

Ranged spell; Daily; Abjuration

Target: One nearby creature or object

Attack: Charisma + Level vs. MD; you can hit willing targets without an attack roll

Hit: End all effects on the target. If you target a magic item, its effects are temporarily negated (save ends).

Miss: —

Champion Feat: You can target one specific effect, rather than all of them.

CIRCLE OF WARDING

Close-quarters spell; Daily; Abjuration

Effect: You create a circle on the ground that is large enough for you and one ally per spell level to stand in. Choose one type of creature (aberration, beast, construct, demon, dragon, elemental, fey, giant, humanoid, plant, ooze, or undead). Creatures of the chosen type have disadvantage on all attacks against those within the circle. Anyone inside the circle has to step across it to engage anyone outside of it, and vice versa.

If a creature of your chosen type tries to enter the circle, make the following attack against it as a free action.

Attack: Intelligence + Level vs. MD

Hit: 1d6 per spell level psychic damage. The target fails to enter the circle and can't engage anyone within it.

At the start of each of your turns, roll 1d20. If the roll is equal to the escalation die or lower, the spell ends.

CLAY GOLEM

Ranged spell; Daily; Conjunction

Special: You can only cast this spell outside of battle; it requires 2d4 minutes to cast.

Effect: You summon a clay golem to fight as your ally in the upcoming battles, according to the summoning rules on p. 5. The golem stays animated until it is reduced to zero hit points, or until your next full heal-up.



Adventurer Feat: Your clay golem regenerates a number of hit points equal to its level at the start of its turn.

CLAY GOLEM

Clay golems are slow and clumsy, but they are durable and hard to stop.

3rd level construct [blocker]; initiative +1

Clobbering Fist: +6 vs. AC—7 damage

Natural even hit: The target takes a -5 penalty to its next disengage check.

Miss: Half damage

Slow: The clay golem takes a -5 penalty on disengage checks.

Golem immunity: It can't be dazed, weakened, confused, made vulnerable, or touched by ongoing damage.

Clay Golem Level Advancement

LEVEL	INI.	ATK.	DMG.	AC	PD	MD	HP
3	+3	+6	7	14	16	12	50
5	+5	+9	11	16	18	14	82
7	+7	+11	16	19	21	17	122
9	+9	+14	24	22	24	20	198

CRITICAL SCOPE

Ranged spell; Daily; Quick action; Divination

Target: You or a nearby ally

Effect: The target gains a +2 bonus to their critical threat range until the end of the battle.

7th level spell: You can now cast this spell on two targets.

ELEMENTAL ABSORPTION

Close-quarters spell; Daily; Abjuration

Target: You or a nearby ally

Effect: Choose one element (acid, cold, fire, force, lightning, poison, or thunder). You create a shield around the target that absorbs damage of that element. The shield dissipates after it has absorbed 30 points of damage, or at the end of the battle.

5th level spell: 50 points of damage

7th level spell: 80 points of damage

9th level spell: 140 points of damage

Adventurer Feat: You can choose to create two shields for two different elements; each absorbs half the amount.

ENCHANTED CONDUIT

A simple wooden staff can channel great energies if properly prepared.

Close-quarters spell; Daily; Quick action; Enchantment

Target: A staff (simple two-handed melee weapon)

Effect: You enchant the staff as both an adventurer-level

true magic weapon, and an arcane implement (+1 bonus to attack and damage). In melee, you can use Intelligence for attack and damage with it, and it deals acid, cold, fire, force, or lightning damage (your choice). Deal 1d6 extra damage with melee attacks and spells that deal damage of the chosen element.

5th level spell: Increase the enchantment bonus to champion tier (+2), and the extra damage to 2d6.

7th level spell: Increase the extra damage to 3d6.

9th level spell: Increase the enchantment bonus to epic tier (+3), and the extra damage to 5d6.

Adventurer Feat: You can switch the damage type as a quick action.

Champion Feat: The spell is now Recharge 16+ after battle.

EXPLOSIVE RUNES

Ranged spell; Daily; Abjuration

Effect: You inscribe mystic runes on a book, scroll, map or similar item that last for a day. Specify a safe way to read the runes without triggering them. If those instructions aren't followed, the runes explode, targeting the reader with the attack below.

Attack: Intelligence + Level vs. PD

Hit: 6d6 fire damage

Miss: Half damage against the target and another random nearby creature

5th level spell: 10d6 damage

7th level spell: 2d6 x 10 damage

9th level spell: 3d6 x 10 damage

Adventurer Feat: The runes have 1d4+1 charges, and they last for up to a month.

FIRE / ICE SHIELD

Close-quarters spell; Recharge 16+ after battle; Quick action; Evocation

Special: Choose whether you want to create a fire shield or an ice shield when you cast the spell.

Effect (Fire Shield): You create a burning barrier that you can wield like a shield (AC +1, no attack penalty). The shields grants *resist fire* 12+. When an enemy makes a melee attack against you, deal fire damage equal to your Intelligence modifier (x2 at 5th level; x3 at 8th) + Level to it.

Effect (Ice Shield): As above, but the shield deals cold damage and grants resistance to cold damage.

5th level spell: The resistance is now 16+.

Champion Feat: Increase the AC bonus to +2.

Epic Feat: The spell is now Recharge 11+.

FLAME ARROW

Close-quarters spell; Daily; Enchantment / Conjunction

Special: When you cast the spell, choose whether you want to cast it as (A) a direct damage spell or (B) an item enchantment effect.

Effect A: You create one flaming arrow and make the following attack with it.

Target: One nearby or far away enemy. If you have more than one arrow, you choose a different target for each arrow, or the same target again.

Attack: Intelligence + Level vs. PD

Hit: 7d10 fire damage

Miss: Half damage

5th level spell: Create 2 arrows.

7th level spell: Create 3 arrows.

9th level spell: Create 5 arrows.

Effect B: Summon flaming arrows into someone's quiver. Until the end of the battle, they deal 2 extra WEAPON dice of fire damage with bow attacks on a hit until the end of the battle.

5th level spell: 3 WEAPON dice

7th level spell: 5 WEAPON dice

9th level spell: 7 WEAPON dice

Adventurer Feat: The spell is now Recharge 16+ after battle.

Champion Feat: (B) The enchanted bow deals half extra fire damage on a miss.

FLAMING SPHERE

Ranged spell; Daily; Conjunction

Effect: You summon a flaming sphere that you can direct to singe your enemies. Until the end of the battle, you can make the following attack as a quick action.

Target: One nearby enemy

Attack: Intelligence + Level vs. PD

Hit: 3d12 fire damage

Miss: Half damage to a different nearby enemy

5th level spell: 6d12 damage

7th level spell: 1d12 x 10 damage

9th level spell: 3d6 x 10 damage

Adventurer Feat: On a miss, deal damage equal to your level to the initial target.

Champion Feat: You can attack recklessly with this spell. Attack 1d3 enemies with one quick action, but on a miss, deal half damage to each ally engaged with the targets.

FORESEE PERIL

Ranged spell; Daily; Divination

Target: You or a nearby ally

Effect: The target has advantage on initiative checks and cannot be surprised. It can always act in a surprise round. It also has advantage on skill checks to notice dangers such as traps. This effect lasts for one hour per spell level.

HARDEN METAL

Ranged spell; Daily; Quick action; Transmutation

Target: A nearby set of heavy armor

Effect: If cast on a set of armor, the armor grants +1 AC and converts critical hits into normal hits until the end of the battle.

LUCK

Ranged spell; Daily; Quick action; Enchantment

Target: You or one nearby ally

Effect: The target gains a +1 bonus to d20 rolls (attacks, saves, skill checks) until the end of the battle or scene.

5th level spell: The target also gains the bonus to defenses.

9th level spell: Increase the bonus to +2.

Adventurer Feat: When you cast the spell, roll 1d6. If the result is equal to the escalation die or lower, you can add a second target.

PAINFUL MEMORY

You make the target relive their worst moment.

Ranged spell; Daily; Divination

Target: One nearby enemy

Attack: Intelligence + Level vs. MD

Hit: 10 psychic damage, 10 ongoing psychic damage and the target is dazed (save ends).

Natural 18+: The target is also stunned until the end of your next turn.

Miss: The target is dazed until the end of your next turn, and you regain the spell during your next quick rest.

5th level spell: 15 damage, and 15 ongoing damage

7th level spell: 25 damage, and 25 ongoing damage

9th level spell: 40 damage, and 40 ongoing damage

Champion Feat: Stun the target on a natural 16+.

PHANTOM SOLDIERS

Ranged spell; Daily; Illusion

Effect: You summon a mob of three phantom soldiers (below), as per the summoning rules on p. 5. These soldiers fight for you until the end of the battle, or until they drop to 0 hp, whichever comes first.

PHANTOM SOLDIER

3rd level mook; Initiative: +8

Ghostly Bohemian Ear Spoon: +6 vs. AC—6 damage
AC 17, PD 12, MD 16, HP 10 (mook)

Immaterial: Attacks with a natural odd attack roll don't affect the soldier.

Mook: Kill one phantom soldier mook for every 10 damage you deal to the mob.



Phantom Soldier Level Advancement

LEVEL	INI.	ATK.	DMG.	AC	PD	MD	HP
3	+3	+6	6	16	12	16	10
5	+5	+9	10	18	14	18	15
7	+7	+11	15	21	17	21	22
9	+9	+14	22	24	20	24	33

PROTECTION FROM ARROWS

Ranged spell; Daily; Abjuration

Target: You or one nearby ally

Effect: Until the end of the battle, the target gains *resist missile attacks* 18+. This reduces the damage from weapon-based ranged attacks, such as arrows or sling stones, but not spells and attacks that deal elemental damage. The spell does not protect from attacks that aren't targeted, such as an avalanche.

Adventurer Feat: The spell is now Recharge 16+ after battle.

Champion Feat: If the natural attack roll is 12 or lower, the resisted attack deals no damage.

Epic Feat: You can target yourself and 1d3 nearby allies with this spell.

REANIMATE GOLEM

Ranged spell; Daily; Conjuration

Special: When you cast this spell during a quick rest, you can expend a recovery without healing to regain this spell after the quick rest.

Target: One destroyed golem you have created earlier that day

Effect: You reanimate the golem at full hit points.

SHADOW EVOCATION

Ranged spell; Daily; Illusion

Effect: Choose a spell of the Evocation school of the same level as this spell or lower. You cast that spell, with the following changes:

- * The spell targets the enemy's MD.
- * All damage is psychic damage.
- * All damage dice are reduced by one step (d6 to d4 and so on).

SLOW

Ranged spell; Daily; Transmutation

Target: One nearby enemy with 120 hp or fewer

Attack: Intelligence + Level vs. PD

Hit: The target is slowed (save ends).

Slowed: The target is limited to one attack per turn and takes a -5 penalty to disengage checks. It can't take actions outside of its turn.

Miss: —

5th level spell: 180 hp or fewer

7th level spell: 300 hp or fewer

9th level spell: 480 hp or fewer

Adventurer Feat: On a miss, the target takes a -5 penalty to disengage checks until the end of its next turn.

Champion Feat: Target 1d3 nearby enemies.

Epic Feat: The target is also weakened.

STINKING CLOUD

You create a cloud of pungent odor.

Ranged spell; Daily; Cloud; Evocation

Target: 1d4 nearby enemies

Attack: Intelligence + Level vs. PD

Hit: 4d6 poison damage, and the target is dazed until the start of your next turn.

Miss: Half damage against each ally engaged with the target.

Cloud: A creature that is not engaged can leave the cloud as a move action. At the start of your next turn, make a normal save (11+) to check whether the cloud persists. This is not an action. If it persists, any target that was hit and is still in the cloud suffers the hit effect again, and you make another save at the start of the following turn.

5th level spell: 6d6 damage

7th level spell: 10d6 damage

9th level spell: 14d6 damage

Adventurer Feat: A target that suffers the hit effect a second time is now weakened instead. A target that suffers the hit effect a third time is now stunned instead.

SUGGESTION

Ranged spell; Recharge 11+; Enchantment

Target: One nearby enemy

Attack: Intelligence + Level vs. MD

Hit: You plant a suggested course of action into the target's mind. The suggestion must be short and easy to understand. The subject will only follow reasonable courses of action. It won't do anything to harm themselves or people they care about. The effect ends when the target fulfills the suggestion. If this requires a longer time than one round, the target can save against the effect.

Miss: The target hears the suggestion but is in no way compelled to follow it.

WEB

Ranged spell; Daily; Conjuration

Target: 1d3 nearby enemies in a group with 30 hp or fewer each. If you choose to cast the spell recklessly, you can target enemies with any number of hp.

Attack: Intelligence + Level vs. PD

Hit: The target is stuck and hampered (save ends both).

Miss: —

Reckless Miss: Make an attack roll for this spell against each of your allies engaged with a target.

Effect: The spell creates a webbed area until the end of the battle. If a combatant with hit points equal to limit or less is pushed into the webbed area by a stunt or similar, it must immediately make a save. If the save fails, it is also stuck and hampered (save ends both). The web can be set on fire by a torch or a fire spell. In that case, the spell ends, and all stuck creatures take fire damage equal to twice the spell level.

5th level spell: Targets with 50 hp or fewer

7th level spell: Targets with 80 hp or fewer

9th level spell: Targets with 125 hit points or fewer

Adventurer Feat: Your allies can save against the spell with an easy save (6+).

Champion Feat: Target 1d4 enemies.

Epic Feat: The web is now populated by spiders that deal 10 poison damage to any enemy caught in the web at the start of your turn.

5TH LEVEL SPELLS

ACID TRAP

Ranged spell; Daily; Conjunction

Special: You can use this spell to create a trap. Cast the spell as a standard action on a designated spot. You can then trigger the spell as an interrupt action. If you don't trigger the spell before your next full heal-up, it fades. You can set the spell to trigger on a set condition, such as a certain type of creature going near the location.

Target: 1d4 nearby enemies in a group

Attack: Intelligence + Level vs. PD

Hit: 8d8 acid damage

Miss: Half damage

7th level spell: 2d4 x 10 damage

9th level spell: 2d8 x 10 damage

Champion Feat: The trap resets to trigger a second time after 1d4 turns.

BALEFUL POLYMORPH

Ranged spell; Daily; Transmutation

Target: One nearby enemy with 160 hp or fewer

Attack: Intelligence + Level vs. PD

Hit: The target is polymorphed into a harmless creature, like a mouse or a frog (save ends). While polymorphed, the target retains its defenses, but it cannot make attacks. The spell ends if the target takes damage equal to its level.

Miss: —

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

Champion Feat: After the target successfully saves against the spell, it is dazed until the end of its next turn.

Epic Feat: You can target three instead of two creatures with the lower hit point total.

BIG PURPLE HAND

Close-quarters spell; Daily; Conjunction

Effect: You summon a hand of shimmering, translucent force, as per the summoning rules on p. 5. The hand lasts until the end of the battle, or until destroyed. It moves at your command, mimicking the movements of your own hand.

Champion Feat: Attacks by the hand deal +1d8 damage; +2d8 at 8th level.

BIG PURPLE HAND

Large 5th-level troop [Construct]

Initiative: +7

Clenched Fist: +10 vs. PD—18 force damage.

Forceful Hand: +10 vs. PD—The target is pushed back and pops free from all opponents.

Grasping Hand: +10 vs. PD—9 force damage and the target is grabbed (until disengaged; -5 to disengage; can't make opportunity attacks; the hand gets a +4 bonus to attacks against the target).

Interposing Hand: (standard action) Until the end of the summoner's next turn, attacks against their AC and PD by creatures not engaged with them have disadvantage. The hand can intercept enemies trying to engage the summoner.

Big Purple Hand Level Progression

LEVEL	INI.	ATK.	DMG.	AC	PD	MD	HP
5	+7	+10	18 / 9	21	19	15	60
7	+9	+12	28 / 14	23	21	17	90
9	+11	+15	44 / 22	26	24	20	150

CONE OF COLD

Close-quarters spell; Daily; Evocation

Target: 1d3 nearby enemies in a group. If you cast recklessly, you can target 1d4 + 1 enemies, but your allies engaged with the targets may also take damage.

Attack: Intelligence + Level vs. PD; you gain a +2 bonus to the attack roll against enemies engaged with you

Hit: 10d8 cold damage

Natural even hit: The target is dazed until the end of your next turn.

Miss: Half damage

Reckless miss: Your allies engaged with the target take damage equal to twice the spell level.

7th level spell: 15d8 damage

9th level spell: 2d8 x 10 damage



Champion Feat: The spell is now Recharge 16+ after battle.

CONTINGENCY

Practitioners of the arcane arts are often a little skittish, for there is a lot to worry about when you dabble in arts that mortals are not meant to wield. Better be prepared for the worst!

Close-quarters spell; Daily; Evocation

Target: You

Effect: Choose a spell of 5th level or lower that you can cast, and that can target you. You cast that spell—called the contingent spell—as part of casting contingency, expending spell slots for both, but the contingent spell doesn't come into effect. Instead, it takes effect when a certain circumstance occurs. You describe that circumstance when you cast the two spells. For example, you could set a contingency to trigger water breathing when you are drowning.

Triggering the contingent spell does not take an action from you. It takes effect immediately after the circumstance is met for the first time, whether or not you want it to, and then contingency ends.

The contingent spell takes effect only on you, even if it can normally target others.

If the contingency was not triggered, it ends at your next full heal-up.

Adventurer Feat: You can now set a target other than you for the contingency, such as “the enemy who attacked me last” or “a nearby orc.”

CRUSHING DESPAIR

You wash away all hope from the mind of your targets and fill them with dread and despair.

Ranged spell; Daily; Enchantment

Target: 1d3 nearby enemies

Attack: Intelligence + Level vs. MD

Hit: The target has disadvantage on attack rolls and skill checks (save ends).

Miss: The target has disadvantage on its next attack roll.

FANTASTIC BEAST

Ranged spell; Daily; Illusion

Effect: You summon a fantastic beast (below), as per the summoning rules on p. 5. The beast fights for you until the end of the battle, or until it drops to 0 hp, whichever comes first. Choose one special ability for the beast from the list below.

Memory Jumble: When the beast's attack roll is a natural 20, the target is confused until the end of their next turn.

Oscillating Skin Pattern: Enemies engaged with the beast have disadvantage on attacks against targets other than the beast.

Phasing: If the escalation die is even, the beast can teleport to a nearby location you can see as a quick action.

Psychic Strike: When a nearby enemy attacks the beast's MD, it can make a phantom claw attack against it as an interrupt action.

Champion Feat: Choose two abilities instead.

Epic Feat: Choose three abilities instead.

FANTASTIC BEAST

5th level wrecker [beast]; Initiative: +12

Phantom Claw: +10 vs. AC—15 psychic damage

Wings: The beast can fly.

Immaterial: Attacks with a natural odd attack roll don't affect the beast.

Fantastic Beast Level Progression

LEVEL	INI.	ATK.	DMG.	AC	PD	MD	HP
5	+12	+10	15	19	15	19	38
7	+14	+12	24	21	17	21	55
9	+17	+15	36	24	20	24	80

HEROISM

Ranged spell; Daily; Enchantment

Target: One nearby ally

Effect: The target is immune to fear. In addition, once per round, the target can reroll a d20 roll that is a natural 1–5.

HYPNOTIC PATTERN

Ranged spell; Daily; Illusion

Target: 1d4 nearby enemies in a group

Attack: Intelligence + Level vs. MD

Hit: If the target has 80 hit points or fewer, it is stunned (can't take actions and -4 to defenses; easy save 6+ ends). Otherwise it is dazed (save ends).

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

7th level spell: 120 hit points or fewer

9th level spell: 180 hit points or fewer

Champion Feat: Enemies who successfully save against this spell are still dazed until the end of their next turn.

INCENDIARY CLOUD

You create a smoky, burning cloud in the nearby area.

Ranged spell; Daily; Cloud; Evocation

Target: 1d3 nearby enemies

Attack: Intelligence + Level vs. PD

Hit: 6d8 fire damage

Miss: For each damage die coming up as maximum, deal that much damage to each ally engaged with the target.

Cloud: A creature that is not engaged can leave the cloud as a move action. At the start of your next turn, make a normal save (11+) to check whether the cloud

persists. This is not an action. If it persists, any target that was hit and is still in the cloud suffers the hit effect again, and you make another save at the start of the following turn.

7th level spell: 8d10 damage

9th level spell: 10d12 damage

Champion Feat: The check to sustain the cloud is now an easy save (6+).

PHANTASMAL KILLER

You create the vision of a shadowy attacker in the target's head.

Ranged spell; Daily; Illusion

Target: One nearby enemy

Attack: Intelligence + Level vs. MD

Hit: 1d12 x 10 psychic damage

Natural odd hit: The target makes a basic attack against one of its allies.

Miss: Half damage

7th level spell: 2d8 x 10 damage

9th level spell: 4d6 x 10 damage

Champion Feat: On an odd hit, the target will use its most damaging attack power available instead of a basic attack, possibly targeting more than one ally.

Epic Feat: The target adds the escalation die to its attack roll.

PRECOGNITIVE WARD

Ranged spell; Daily; Divination

Target: You or a nearby ally

Effect: Until the end of the battle, whenever the target is attacked, they can use an interrupt action to roll a d20. If that roll is higher than the natural roll of the attacker, the attack is a miss. (Note that you are limited to one interrupt action between your turns.)

Champion Feat: Add the escalation die to the d20 roll.

PROTECTION FROM NORMAL WEAPONS

Ranged spell; Daily; Abjuration

Target: You or one nearby ally

Effect: Until the end of the battle, the target gains *resist weapon attacks* 18+. This reduces the damage from weapon-based melee attacks, such as swords and axes. It does not protect from attacks that don't use weapons, including the claws, teeth, and other natural weapons of monsters. True magic item weapons also ignore the resistance.

Champion Feat: If the natural attack roll is 12 or lower, the resisted attack deals no damage.

Epic Feat: You can target yourself and 1d3 nearby allies with this spell.

ROCK GOLEM

Ranged spell; Daily; Conjuration

Special: You can only cast this spell outside of battle; it requires 2d4 minutes to cast.

Effect: You summon a rock golem to fight as your ally in upcoming battles, according to the summoning rules on p. 5. The golem stays animated until it is reduced to zero hit points, or until your next full heal-up.

Champion Feat: Enemies engaged with the stone golem take a -2 penalty to any attack that does not target the stone golem.

Epic Feat: The stone golem cannot be intercepted by creatures that aren't large or bigger.

ROCK GOLEM

5th level construct [blocker]; Initiative +6

Rock golems cause the earth to shake with every step.

Rock Punch: +10 vs. AC—16 damage

Natural even hit (Staggered enemy only): The target is hampered until the end of your next turn.

Miss: Damage equal to the golem's level

Golem immunity: Can't be dazed, weakened, confused, made vulnerable, or touched by ongoing damage.

Rock-hard shell: Attacks with a natural roll of 10 or less have no effect on the golem, including no miss damage.

Rock Golem Level Advancement

LEVEL	INI.	ATK.	DMG.	AC	PD	MD	HP
5	+7	+10	16	21	21	17	55
7	+9	+12	25	23	23	19	80
9	+12	+15	40	26	26	22	120

RESILIENT SPHERE

Ranged Spell; Daily; Evocation

Target: A nearby normal-sized creature

Attack: Intelligence + Level vs. PD

Hit: A sphere of shimmering force encloses the target (hard save 16+ ends). Nothing—not physical objects, energy, or other spell effects—can pass through the barrier, in or out. The sphere is immune to all damage, and a creature or object inside can't be damaged by attacks or effects originating from outside, nor can a creature inside the sphere damage anything outside it. The enclosed creature can push against the sphere's walls and roll around with it.

Miss: —

7th level spell: You can now target a large creature.

9th level spell: You can now target a huge creature.



SANCTUM

Ranged spell; Daily; Abjuration

Effect: You ward the nearby area against magical intrusion. The area cannot be scried on with divination spells, and it's not possible to teleport into it.

Wizards often use a ritual of this spell to protect their studies and towers against other wizards.

TELEPATHIC BOND

Ranged spell; Daily; Divination

Target: You and one nearby creature per spell level

Effect: All targets of the spell can communicate with each other telepathically for the next hour.

Champion Feat: If two targets of the spell are engaged with the same enemy, they gain a +2 bonus to attacks against that enemy.

TENACIOUS TRANSFORMATION

Close-quarters spell; Daily; Transmutation

Target: You

Effect: You become a fighting machine—stronger, tougher, faster. You can wield all weapons without attack penalty, your Strength is increased to be equal to your Intelligence score, your base armor class increases to 14 (from usually 10), your recovery dice increase to d10s, and you gain 5 temporary hit points per level.

However, you cannot cast any spells while transformed. You can end the spell at the start of your turn as a free action.

Champion Feat: You can cast spells while transformed, but at a -2 penalty to the attack roll.

7TH LEVEL SPELLS

ANTI-MAGIC SHELL

Close-quarters spell; Daily; Abjuration

Target: You or a nearby ally

Effect: You create a shimmering zone around the target that suppresses all magic within it. The zone protects the target and any creature next to it. Creatures within the zone can't cast spells or use magic items, and any ongoing magical effects end. Magical attacks, including supernatural effects like gaze or breath weapons, don't affect targets within the zone.

The spell lasts until the end of the battle, or until you end it as a free action.

Champion Feat: You can target enemies with the spell. To attach the zone to an unwilling target, you need an attack roll vs. MD, and the target can save against the effect.

ARCANE SWORD

Close-quarters spell; Daily; Conjunction

Effect: You summon a hovering sword of pure magical force. Until the end of the battle, you can make the following attack with it as a quick action.

Target: One nearby enemy

Attack: Intelligence + Level vs. AC

Hit: 1d8 x 10 force damage

Miss: —

9th level spell: 1d12 x 10 damage

Champion Feat: You can take a few minutes before a battle to prepare the spell, which allows you to summon the sword as a free action.

CLOUDKILL

You create a cloud of smothering, noxious fumes that leave a trail of dead bodies.

Ranged spell; Daily; Cloud; Evocation

Target: 1d4 nearby enemies OR 3d4 nearby mooks

Attack: Intelligence + Level vs. PD

Hit: If the target is a mook, it is killed. Otherwise, it takes 30 poison damage.

Miss: Allies engaged with the target take 15 poison damage.

Cloud: A creature that is not engaged can leave the cloud as a move action. At the start of your next turn, make a normal save (11+) to check whether the cloud persists. This is not an action. If it persists, any target that was hit and is still in the cloud suffers the hit effect again, and you make another save at the start of the following turn.

9th level spell: 50 damage to non-mooks; 25 damage to allies on miss

Epic Feat: You can now target far away enemies.

DELAYED BLAST FIREBALL

Ranged spell; Daily; Evocation

Effect: Before the end of the battle, you can make the following attack once as a free action.

Target: 1d3 nearby enemies; or 2d3 if cast recklessly

Attack: Intelligence + Level vs. PD

Hit: 12d10 fire damage

Miss: Half damage

Reckless miss: Allies engaged with the target take one quarter of the damage.

9th level spell: 20d10 damage

ELEMENTAL PARRY

Close-quarters spell; Cyclic (once per battle OR at-will when the escalation die is even); Interrupt action; Abjuration

Trigger: You are targeted by an attack that deals acid, fire, cold, lightning, or thunder damage, with a natural attack roll of 14 or less.

Effect: Take half damage from the attack. The next time you cast a spell that deals damage of that element before the end of the battle, deal extra damage equal to the level of this spell.

9th level spell: Trigger on 18 or less.

Champion Feat: Increase the extra damage to 1d4 per spell level.

FLASHBACK

Ranged spell; Daily; Quick action; Divination

Target: You or a nearby ally

Effect: The target regains a spell or power they have expended this day or this battle.

FLESH TO STONE

Ranged spell; Daily; Transmutation

Target: One nearby enemy with 500 hp or fewer

Attack: Intelligence + Level vs. MD

Hit: 25 ongoing damage, and the target has disadvantage on disengage checks (save ends both). After the first failed save, the target is also hampered (save ends all). After the fourth failed save, the target is permanently turned to stone.

Miss: 20 damage

9th level spell: target with 750 hp; 40 ongoing damage; 30 miss damage

GEM GOLEM

Ranged spell; Daily; Conjuration

Special: You can only cast this spell outside of battle; it requires 2d4 minutes to cast.

Effect: You summon a gem golem to fight as your ally in upcoming battles, according to the summoning rules on p. 5. The golem stays animated until it is reduced to zero hit points, or until your next full heal-up. When you create the golem, embed three gems worth at least 300 gp each in its forehead, which you can retrieve when the golem is destroyed. For each gem, choose a 3rd-level wizard spell you can cast. The golem is able to cast these spells as if you would cast them, at their normal frequency. This does not expend any of your spells.

9th level spell: You can now embed three gems worth at least 500 gp each to embed 5th level spells.

GEM GOLEM

A sparkling creation of gems, silver, and gold, the gem golem shows off its owner's wealth and magical prowess.

7th level construct [caster]; Initiative +11

Diamond Fist: +13 vs. AC—25 damage; the golem has a +2 bonus to its critical threat range with the attack.

Spellcasting: The golem can cast three spells that you embed when you create it.

Golem immunity: Can't be dazed, weakened, confused, made vulnerable, or touched by ongoing damage.

Gem Golem Level Advancement

LEVEL	INI.	ATK.	DMG.	AC	PD	MD	HP
7	+11	+13	25	23	19	21	76
9	+13	+15	35	25	21	25	114

MIND BLANK

Close-quarters spell; Daily; Abjuration

Target: You or one nearby ally

Effect: Until the end of the battle, the target gains *resist psychic* 16+ and it is immune to all non-damage effects of attacks against MD.

9th level spell: *Resist psychic* 18+

Epic Feat: You can target yourself and 1d3 allies with the spell.

MISLEAD

Ranged spell; Daily; Illusion

Target: You

Effect: Until the end of the battle (or for five minutes out of combat), you become invisible until you attack or use some ridiculously flashy action. In addition, you create an illusory double of yourself that you can move freely in a nearby location. The double does not interact with physical objects; everything passes through it.

OPAQUE FREEZING SPHERE

Ranged spell; Daily; Evocation

Target: One nearby enemy

Attack: Intelligence + Level vs. PD

Hit: 3d6 x 10 cold damage

Miss: Half damage

Special: You can choose to cast this spell recklessly. In this case, add 1d3 enemies in the same group as secondary targets.

Secondary Attack: Intelligence + Level vs. PD

Secondary Hit: 1d10 x 10 cold damage

Secondary Miss: 1d4 x 10 cold damage to allies engaged with the targets

9th level spell: Increase all damage multipliers to x 15.

Epic Feat: On a natural 16+ attack roll, the primary target is weakened until the end of your next turn.

OUTRAGEOUS IRRESISTIBLE DANCE

Ranged spell; Daily; Enchantment

Target: One nearby enemy with 320 hp or fewer

Special: If the target has 160 hp or fewer, you gain a +4 bonus to the attack roll and the save is a hard save (16+).

Attack: Intelligence + Level vs. MD

Hit: The target is hampered and takes a -4 penalty to defenses (save ends both).

Miss: —



9th level spell: Targets with 500 / 250 hp or fewer

Epic Feat: On a miss, the next attack against the target has advantage.

POWER WORD, STUN

Ranged spell; Daily; Enchantment

Target: One nearby enemy with 300 hp or fewer

Attack: Intelligence + Level vs. MD

Hit: The target is stunned (-4 to defenses and can't take actions; save ends).

Miss: The target is weakened until the end of its next turn.

9th level spell: Targets with 600 hp or fewer

Epic Feat: If the target has 300 hp or fewer, the save is a hard save (16+).

SIMULACRUM

Ranged spell; Daily; Illusion

Target: One nearby creature

Effect: You create an illusory double of the creature that fights for you until the end of the battle, according to the summoning rules on p. 5. The simulacrum has the stats of the target, with the following changes:

- * It only has 45 hit points.
- * It ignores any attack against it with a natural odd attack roll.
- * If the target was double-strength, the simulacrum deals half damage. If it was triple-strength or a PC, the simulacrum deals one third of the damage. You cannot create a simulacrum of creatures stronger than triple-strength.
- * It can't be healed.

9th level spell: The simulacrum has 70 hp.

SYMBOL

Ranged spell; Daily; Abjuration

Effect: You create a glowing symbol on a nearby object that you imbue with a variable effect from the list below. You can choose between a lesser symbol, which has a weaker effect but affects more targets, or a greater symbol, which has a stronger effect but only affects one target.

Lesser Symbols

Fear: The targets are struck by fear (-4 to attacks and can't use the escalation die; save ends).

Hopelessness: The targets are struck by hopelessness (-5 to MD and -5 difficulty to skill checks to give suggestions or commands to the target; save ends).

Pain: The target has disadvantage on attacks (save ends).

Discord: The targets are confused until the end of their next turn.

Persuasion: The targets are subject to a suggestion by the caster (save ends). The effect also ends if the target takes damage.

Greater Symbols

Insanity: The target is confused (save ends).

Sleep: The target falls unconscious (save ends). The effect also ends if the target takes damage.

Stun: The target is stunned (save ends).

Death: The target starts making last gasp saves (16+). If it fails the fourth save, it dies.

The symbol lasts until it is activated, or until 24 hours have passed. You also set an activation trigger, for example when the object is touched, when an undead creature comes near it, or when someone passes through the doorway under it.

When the symbol is triggered, it makes the following attack:

Target (lesser symbol): the 1d4 closest creatures with 120 hp or fewer

Target (greater symbol): the closest creature with 180 hp or fewer

Attack: Intelligence + Level vs. MD

Hit: As per the chosen symbol

9th level spell: Increase the hp threshold to 180/270 hp.

Champion Feat: You can hide the symbol, so that it only becomes visible on a certain condition (for example, when an orc approaches within 30 feet, or when someone is touching the object). The symbol must become visible before it can trigger.

Epic Feat: The effect skips nearby enemies with more hit points than the hp threshold if eligible targets are within range.

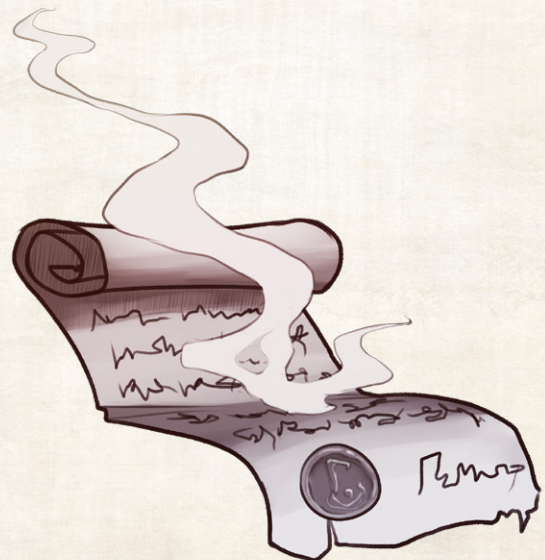
WALL OF FORCE

Ranged spell; Daily; Evocation

Effect: You create a transparent wall in a straight line across the battlefield. The wall can be a few hundred feet across. The wall blocks creatures, attacks, and spells.

When damage is dealt directly to the wall, divide the damage of that attack by 10 and roll a d20. If the die roll is lower, the wall dissipates.

9th level spell: The wall now only dissipates on the third failed roll.



9TH LEVEL SPELLS

DOMINATE MONSTER

Ranged spell; Daily; Enchantment

Target: One nearby creature

Attack: Intelligence + Level vs. MD

Hit: You take complete control over the target (normal save 11+ ends; double-strength and stronger monsters make an easy save 6+). The target acts on its normal turn, but you determine its actions. If you order the target to do something that goes against its very nature, it can immediately save against the effect.

Epic Feat: You can target a group of mooks as a single target.

FEEBLEMIND

Ranged spell; Daily; Enchantment

Target: One nearby creature

Attack: Intelligence + Level vs. MD

Hit: The target is reduced to minimal intelligence and instinctual behavior (hard save 16+ ends). The target can still physically defend itself and fight, and it recognizes friend from foe, but it can't speak, cast spells, or use any advanced tactics. This is effectively a stronger version of the hampered condition.

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

Epic Feat: The target can only save against the spell effect when the escalation die is even.

FORESIGHT

You bestow sudden flashes of insight about the immediate future to the target.

Ranged spell; Daily; Divination

Target: You or a nearby ally

Effect: The target rolls two d12s and keeps the higher result. As a free action, it can reduce the die by one to gain a sudden insight about an upcoming task, which grants advantage to a skill check, attack, or save. The target can also reduce the die by one to avoid being surprised, or impose disadvantage on an attack against it. The spell ends when the die is reduced to zero, or at the next full heal-up.

IMPRISONMENT

Ranged spell; Daily; Abjuration

Target: One nearby creature

Attack: Intelligence + Level vs. PD

Hit: You shrink the target and teleport it into a gem, necklace or similar object. The target is fully conscious, but can't escape the gemstone unless it succeeds at a hard save (16+), the gem is smashed, or it has a way to teleport out of there.

Miss: The target is teleported to a random nearby location.

MAGMA GOLEM

Ranged spell; Daily; Conjunction

Special: You can only cast this spell outside of battle; it requires 2d4 minutes to cast.

Effect: You summon a magma golem to fight as your ally in upcoming battles, according to the summoning rules on p. 5. The golem stays animated until it is reduced to zero hit points, or until your next full heal-up.

Epic Feat: When the magma golem engages an enemy, it deals 25 fire damage to them.

MAGMA GOLEM

9th level construct [wrecker]; Initiative +14

A lump of molten lava given a vaguely humanoid shape.

Molten Fist: +14 vs. PD—40 fire damage

Lava Splash: +14 vs. PD (interrupt action when the golem is hit by a melee attack, against the attacker)—25 fire damage to the attacker and 10 fire damage to all other enemies engaged with the golem

Golem immunity: Can't be dazed, weakened, confused, made vulnerable, or touched by ongoing damage.

Resist fire 18+

Magma Golem Level Advancement

LEVEL	INI.	ATK.	DMG.	AC	PD	MD	HP
9	+14	+17	40	26	24	20	126

MAZE

Ranged spell; Daily; Conjunction

Target: One nearby creature

Attack: Intelligence + Level vs. MD

Hit: The target is removed from the battlefield and teleported to a labyrinth-like demiplane, where it has to search for the exit. At the end of each turn, it makes a normal save (11+). If it succeeds, it immediately rolls another save that turn, otherwise it starts saving again at the end of its next turn. It needs three successes to escape from the maze. Enemies whose MD is higher than yours only need two successes. Minotaurs always succeed at their save against this spell.

Miss: —

Epic Feat: Enemies now need four successes to escape the maze (three if their MD is higher than yours).

POWER WORD, KILL

Ranged spell; Daily; Enchantment

Target: One nearby enemy

Attack: Intelligence + Level vs. PD

Hit: The target takes 100 ongoing negative energy damage. If it rolls a natural 5 or less on its save, increase the ongoing damage by 50.

Miss: 50 ongoing damage

Epic Feat: On a natural 5 or less on the save, increase the ongoing damage by 100.



PRISMATIC SPRAY

Eight multicolored rays of light flash from your hand.

Ranged spell; Daily; Evocation

Target: One random nearby enemy per point of Intelligence modifier

Attack: Intelligence + Level vs. PD

Hit: Roll 1d8 to determine which color ray affects the target.

1. Red. The target takes 2d8 x 10 ongoing fire damage.
2. Orange. The target takes 3d8 x 10 acid damage.
3. Yellow. The target takes 3d8 x 10 lightning damage.
4. Green. The target takes 2d8 x 10 ongoing poison damage. If it fails a save while it has 150 hp or fewer, it dies.
5. Blue. The target takes 3d8 x 10 cold damage.
6. Indigo. The target is hampered (save ends). After the third failed save, it is permanently turned into stone.
7. Violet. The target is blinded (treat as weakened, -4 to attacks and defenses). If it fails its save three times, it is transported to another plane of existence of the GM's choosing. (Typically, a creature that is on a plane that isn't its home plane is banished home, while other creatures are usually cast into the Astral or Ethereal planes.)
8. The target is struck by two rays. Roll twice more, rerolling any 8s.

Miss: Roll 1d8 to determine the ray color, but the target takes half damage and ignores any non-damage effect.

SUPPRESS MAGIC

Ranged spell; Daily; Abjuration

Effect: Nearby enemies have disadvantage on magic and spell attacks (anything that can be targeted by Counterspell). If they try to cast a spell that does not involve an attack roll, roll a d20; if the roll is a natural 1–5, the spell fails. The effect lasts until the end of the battle, until you fall unconscious, or until an enemy rolls a natural 20 on a spell attack roll or spell failure check.

TIME STOP

Close-quarters spell; Daily; Transmutation

Target: You

Effect: Time seems to cease flowing for everyone but you. You speed up so greatly that all other creatures seem frozen to you, although they are still moving at their normal speeds. You can take 1d4+1 full turns (standard action, move action, quick action) as a free action. You suffer effects like ongoing damage normally while taking these turns. While the time stop is in effect, other creatures are invulnerable to your attacks and spells. You cannot move or harm items held, carried, or worn by a creature stuck in normal time, but you can affect any item that is not in another creature's possession. Any spell with

a duration longer than the remaining duration of the time stop has its normal effects on other creatures once the time stop ends.

TWISTED NIGHTMARE

You send your enemy down a twisted spiral where they can no longer tell light from darkness, friend from foe, pleasure from pain.

Ranged spell; Daily; Illusion

Target: One nearby enemy with 750 hp or fewer

Attack: Intelligence + Level vs. MD

Hit: The target is confused (save ends). It takes a penalty to the saving throw equal to the escalation die. Whenever the target hits its own ally, it takes psychic damage equal to half the damage it dealt. Whenever the target takes damage, increase the damage of its attacks by its level until the end of the battle (even after the spell ends).

Miss: You can repeat the attack against the target once during your next turn as a quick action.

Epic Feat: If you hit the target with this spell, you gain a +2 bonus to attacks against it until the end of the battle.

WISH

You rewrite reality with a few words, a power that is the envy of even the Archmage.

Close-quarters spell; Daily; Conjuration

Effect: You utter the words "I wish ...," and the literal wording of that Wish becomes reality. Wish is the ultimate freeform spell, as it can make anything happen. It can heal wounds, transport you anywhere, summon items, and make bad things happen to your enemies. However, the universe has a way to reflect overly ambitious Wishes back at the caster, by giving them exactly what they wanted.

Special: You cannot, or rather should not attempt to cast this spell more than three times in a lifetime. Stories are vague as to the reason, but the most common legend is that the genie who fulfills your wishes is freed after the third casting, and a fourth attempt will force the caster to take their place.

GM Note: If you are looking for a literary inspiration for this spell, think about Cinderella's transformation to join the ball. Think about who fulfills wishes in your campaign—Faerie godmothers? Genies? The Diabolist?

All in all, treat this spell as a plot device. Fulfill the Wish in a way that moves the story forward, with an epic effect that is worthy of a 9th level spell, just like you would handle a 5 or 6 on an icon relationship roll. This is the most powerful spell in the game, cast by one of the most powerful casters in the game world, at the peak of the campaign. The results can and should feel amazing. There is always room to introduce unintended negative consequences later.

NOVICE TIER

Standard first-level characters in *13th Age* are already experienced adventurers, who are capable in their craft and ready to perform heroic deeds. That works well if the GM plans to throw them right into the deep end. However, for some campaigns, GMs may want to play out the early years of the player characters, before they were fully formed and powerful, to allow the player to get a feeling for the PC first. This can be done in either short scenes to illustrate their backgrounds, or entire origin stories.

The rules in this chapter add a new tier to *13th Age*, the novice tier, which takes place before the adventurer tier that characters start at in the *Core Book*.

Novice tier is also a useful option when introducing *13th Age* to new players, especially if this is their first time playing any tabletop RPG. In a game with many beginner players, it is recommended to start the PCs at first level of novice tier (N1), where they have the basics that define their class and some toys to have fun with, but fewer moving parts that would create complexity.

NOVICE TIER

In the novice tier, there are three novice levels, from zero (N0) to two (N2).

At novice level zero (N0), a character is in their teenage years, and they haven't completed their training. Maybe they are still studying under an old wizard, where their days are filled with cleaning the lab and poring over books, and they have yet to cast their first real spell. Maybe they are just farm boys or farm girls who were handed a sword by a mysterious stranger. N0 characters only have their backgrounds, one unique thing, and their smarts to fall back on, and none of the abilities that would be granted by a class.

The step to level N1 is where the Wizard becomes a Wizard, the Fighter a Fighter and so on. The stats such as hit points and defenses are now determined by your chosen class. You gain your armor and weapon proficiencies as well as the class features. Choose your first talent, and your first spells, maneuvers and powers (if your class has them).

Level N2 grants you the second talent and a few more spells and powers. From there, you advance to first (adventurer tier) level.

CHOOSING A CLASS

At level N0, PCs have not chosen a class yet. You receive no ability score bonus from a class, and don't consult a class table for any of your stats. Choose a class when you advance to level N1.

ABILITY SCORES

Create ability scores as you would for an adventurer tier first level character in your campaign, such as the standard 28-point buy, and then reduce all scores by 1 (the score itself, not the modifier).

At level N0, add a +2 ability score bonus for your race. When you advance to level N1, add the +2 ability score bonus for your class.

When the PC advances to the first level of adventurer tier, increase all stats by 1 to bring them back to standard.

LEVEL BONUS

Novice level characters are treated as level 0 (zero) for everything that is calculated using level modifiers, such as attack rolls, defenses and skill checks. Any miss damage that is equal to your level is also zero.

The exception to this is the "count your level as 1 if an ability would otherwise do nothing" rule, with the major examples listed below.

- * Novice-tier PCs have one WEAPON damage die.
- * Novice-tier PCs have one recovery die.
- * Dark elves deal 5 ongoing damage with their Cruel class feature.

BACKGROUNDS

Level N0 characters have 4 background points. At level N1, increase to 6, and at level N2 to 7.

ONE UNIQUE THING

If the player already has a great One Unique Thing idea for their character, they can choose it immediately when creating a novice character.

If not, it's also fine to leave the OUT open, and come up with it spontaneously during play. Novice tier flashback stories are a great way to flesh out One Unique Things like "the only bard to bring the Diabolist to tears." Just be prepared to reinterpret or even rewrite the OUT if required. Maybe those tears were meant to be tears of regret instead of tears of laughter. Maybe your OUT will become a tale of failure, but what can be a better driver for the narrative than a story of redemption?

APPENDICES

NOVICE LEVEL CHARACTER STATS

NOVICE LEVEL	No	N1	N2
Class chosen	No	Yes	Yes
Ability score reduction	-1	-1	-1
Ability bonus	Race only	Race + Class	Race + Class
Level bonus	0	0	0
Background points	4	6	7
One Unique Thing	Optional	Yes	Yes
Armor Class (no armor)	10 + middle mod of Con/Dex/Wis	by class	by class
Physical Defense	10 + middle mod of Str/Con/Dex	by class	by class
Mental Defense	10 + middle mod of Int/Wis/Cha	by class	by class
Hit points	5 + Con mod	(class + Con mod) x 1.5	(class + Con mod) x2
Recovery dice	1d4 + Con mod	by class	by class
Recoveries	2	4 (*)	6 (*)
Icon relationships / Runes (Glorantha)	None	1	2
Class features	None	All, by class	All, by class
Talents	None	1	2
Feats	None	None	None
Magic items	0	0	0

(*) *Fighters gain a bonus recovery thanks to their Extra Tough class feature.*

HIT POINTS

Zero level novice characters start with 5 base hp, to which they add their Constitution modifier, and no multiplier. At level N1, the base hp are replaced by the class base hp, and you get a 1.5 multiplier. At level N2, increase the multiplier to 2.

RECOVERIES

At level N0, PCs start with 2 recoveries and a 1d4 + CON recovery roll. Gain two recoveries when you level up, and replace the d4 with the recovery die from your class.

Since novice characters have limited access to healing spells, remind them that they can rally as a standard action to use a recovery. Also remind them that if they run out of recoveries, they can still heal for half hit points. They take a stacking -1 penalty to all defenses and attack rolls until their next full heal-up, but that might just be enough to get out alive.

DEATH AND DEATH SAVES

Novice tier PCs use the standard death and dying rules as per page 169 of the Core Rulebook.

However, some GMs may want to run their campaign in old school meat grinder mode. In that case, feel free to remove death saves as a house rule, and declare that PCs are dead as soon as they hit zero hit points or below. Make sure to communicate this clearly to players before the session. If you use this rule, you may want to have players start with multiple PCs, and the first session is a test to see which one is meant for an adventurer career.

NOVICE TIER

ICON RELATIONSHIPS / RUNES (GLORANTHA)

The icons only start paying attention from novice level N1, when the PC gains their first icon relationship point. Of course, a PC can have ties to an icon from the very start, the bond just isn't reflected in a point yet. Gain a second point at level N2.

In the same way, Glorantha PCs choose their first personal rune at level N1, and a second at N2.

CLASS FEATURES

Novice characters gain all class features of their chosen class at novice level N1.

TALENTS

When you choose your class at level N1, also gain one talent. You gain a second talent at level N2.

FEATS

Novice level characters don't get feats.

The only exception is the human bonus feat. As a human, you can choose a general feat at level N0. You can retrain it to a feat related to your class later, at N1.

MAGIC ITEMS

Novice level characters can use magic items, but they are always subject to an item's quirks. Remember that quirks can allow other players to "remote control" your PC.



WEAPON AND ARMOR PROFICIENCIES

As a zero-level novice, you haven't received much weapon or armor training yet. You can use small weapons like daggers and staves without penalties, but you take an attack penalty with any other weapon. Light and heavy armors also incur a penalty. See the table below for details.

When you advance to level N1, switch the weapon and armor proficiencies to those of your chosen class. Note that this can actually increase a penalty in some cases.

LEVEL NO ARMOR

ARMOR TYPE	BASE AC	ATK PENALTY
None	10	—
Light	11	-1
Heavy	12	-2
Shield	+1	-1

LEVEL NO MELEE WEAPONS

WEAPON TYPE	ONE-HANDED	TWO-HANDED
Small	1d4 dagger	1d6 club, staff
Light or Simple	1d6 (-1 atk) hand-axe, club	1d8 (-1 atk) spear
Heavy or Martial	1d8 (-2 atk) longsword, battleaxe	1d10 (-2 atk) greatsword, greataxe

LEVEL NO LEVEL RANGED WEAPONS

WEAPON TYPE	THROWN	CROSSBOW	BOW
Small	1d4 dagger	1d4 hand crossbow	1d4 sling
Light or Simple	1d6 (-1 atk) javelin, axe, spear	1d6 (-1 atk) light crossbow	1d6 (-1 atk) shortbow
Heavy or Martial	—	1d8 (-2 atk) heavy crossbow	1d8 (-2 atk) longbow

APPENDICES

SPELLS, MANEUVERS AND POWERS

See the table below for the number of spells, maneuvers, battle cries, powers etc. you get at novice levels N1 and N2. Spells/powers gained are level 1.

NOVICE LEVEL CLASS PROGRESSION

NOVICE LEVEL	N1	N2
Abomination	Limit maneuver + 1 maneuver	Limit maneuver + 2 maneuvers
Bard	1 battle cry, 1 spell & song	1 battle cry, 2 spells & songs
Barbarian / Orlanthi Warrior (G) / Troll Warrior (G)	-	-
Berserker (Storm Bull) (G)	2 berserker die powers	3 berserker die powers
Berserker (Zorak Zoran) (G)	1 special power	1 special power
Chaos Mage	At-will spells only	1 once-per-battle spell
Cleric	2 spells	3 spells
Commander	2 commands & tactics	3 commands & tactics
Demonologist (BD)	1st-level initiate spells and powers of the chosen talent	1st-level initiate/adept spells and powers of the chosen talent(s)
Druid	1st-level initiate spells and powers of the chosen talent	1st-level initiate/adept spells and powers of the chosen talent(s)
Earth Priestess	1 deep spell; 1 favor per battle	1 deep spell; 1 favor per battle; 1 daily summoning spell
Fateweaver (DP)	2 spells	1 meditation, 3 spells
Fighter	1 maneuver	2 maneuvers
Hell Mother	1 bound spirit; 1 at-will spell	1 bound spirit; 1 at-will spell; 1 daily spell OR daily summoning spell
Humakti	1 power	2 powers
Monk	1 adventurer form, Wis ki points	2 adventurer forms, Wis ki points
Necromancer	2 spells	3 spells
Occultist	2 spells	3 spells
Paladin	-	-
Psion (DP)	2 minor powers, 2 powers, 2 PP	4 minor powers, 4 powers, 4 PP
Ranger	-	-
Rebel (G)	1d6 Opening Strike, 2 powers	1d6 Opening Strike, 3 powers
Rogue	1d3 Sneak attack, 2 powers	1d3 Sneak Attack, 3 powers
Savage (DP)	1d3 frenzy die, 1 power	1d3 frenzy die, 2 powers
Sorcerer / Storm Voice (G)	2 spells	3 spells
Swordmage (DP)	1 aegis, 1 spell	1 aegis, 3 spells
Trickster (G)	1 power	1 power
Warlock (DP)	2 spells	3 spells
Wind Lord (G)	1 maneuver, 1 exploit	2 maneuvers, 1 exploit
Wizard	2 cantrips, 2 spells	4 cantrips, 4 spells

(G) - *13th Age in Glorantha*; (DP) - *Dark Pacts and Ancient Secrets*; (BD) - *Book of Demons*

LEVELING UP

The easiest way to handle leveling up in novice tier is to let the PCs gain all abilities of the next level at once, without incremental advances. This is especially recommended if you plan to fast forward a few in-game years between each level. It's also the best way to handle the step from N0 to N1, where the PCs gain a lot of abilities at once from choosing a class.

Of course, GMs who wish to spread out the step from N0 to N1 a bit are invited to work out a process for their campaign. Some classes, like the ranger, have no class features and don't gain powers or spells in addition to their first talent at that point, while others, like the Abomination, have an entire laundry list of features that change a lot about the PC. Therefore, it is best to look at each PC in the party individually, and give them advances that match the in-story progress of the PC's training. Some upgrades, like the two extra background points, the two additional recoveries and the icon relationship point, can easily be separated from everything gained by choosing a class, and can be handed out as incremental advances.

From level N1 to N2, and from N2 to adventurer tier first level, the progress is smoother, and the upgrades can be split into incremental advances without much hassle. Unless there is a story reason to do it differently, the most straightforward way is to give all PCs in the party the same incremental advance at the end of a session. For example, after the session, each PC could get their second talent, or their second icon relationship point.

Note that in novice tier, you cannot take the feat, magic item, or +1 to all skill checks incremental advances, since these only become available when you advance from first to second level in adventurer tier.

NOVICE ENVIRONMENTS

While some GMs tend to throw all PCs into the deep end, others might want to give novice PCs a bit of breathing space before turning up the difficulty. The latter can start the group off in a novice environment.

Novice environments are for characters level N0 to N2. They include sleepy villages, lush green forests, and meadows of blooming flowers and butterflies. The worst you'll encounter is a cellar filled with rats and the occasional goblin warren.

	NOVICE TIER DC
Normal task	10
Hard task	15
Ridiculously hard task	20

ENCOUNTER DESIGN FOR NOVICE CHARACTERS

Novice-level characters, especially at level N0, aren't heroes yet. For them, the key to survival is using their smarts to achieve their goals while avoiding combat. A first-level mook is already a potentially deadly threat. The focus of the game should be exploring the nearby environment, puzzle-solving, and interaction with everyday NPCs like the local butcher or the town witch. Combat encounters should be sparse, and reward creative solutions over mechanical application of PC powers.

Even at level N1, the PCs are noticeably more fragile than *13th Age* first level characters, with slightly less than half the hit points. First-level monsters can knock them out in 1-2 hits. They can take on single monsters of level two or three, but this will drain their limited resources, like daily spells, and there is always the risk of bad rolls leading to a TPK.

At N2, the PCs are now closer to standard first level, and you can build encounters as per the standard guidelines outlined in the *Core Book* on page 186, with the PCs counted as level zero.

At novice tier, GMs should be lenient with PCs fleeing from combat, or taking a full heal-up before the normally expected four combat encounters. Compared to epic level, where a "campaign loss" could mean that Tiamat breaks loose to rain death all over the Empire, at novice tier it could mean that the PCs didn't rescue farmer Pete's prize pig before the goblins roasted it. Not their proudest moment, but not the literal end of the world either.



MAGIC ITEMS

MUSICAL INSTRUMENT (NEW)

Musical instruments are a new type of magical item chakra that can only be used by bards. They are arcane implements that provide a +1 bonus per tier to the attack and damage rolls of bard spells. Bards can also add the bonus to musical performance skill checks, and to sustain checks of bard songs. Magic instruments require both hands to use.

Battle Didgeridoo (adventurer, daily): When you cast a bard spell, you can activate this item to trigger a bardic battle cry with the spell's attack roll.

Quirk: Answers questions with deep growling sounds.

Divine Organ (champion, recharge 16+): Even though this item appears to be a tiny flute, it creates the soundscape of a church organ. Deal holy damage with bard spells. When you cast a bard song, you can activate this item's power to give one nearby undead creature per tier disadvantage on their attack rolls while the song is sustained.

Quirk: Speaks in the voice of a chanting monk.

Horn of Destruction (adventurer): This instrument does not give the standard bonus to attack and damage, but it increases all damage dice of your bard spells by one step.

Quirk: "Accidentally" trips over things with disastrous results.

Lightning Kazoo (adventurer): Whenever you successfully sustain a bard song, deal 1d6 lightning damage per tier to a nearby enemy.

Quirk: Makes sounds that imitate lightning.

Lyre of Subtle Dissonance (adventurer): When you miss with a bard spell, deal 1 extra damage per tier.

Quirk: Always looking for subtle messages in what people say.

Satyr's Pipes (adventurer, recharge 16+): Gain advantage on a spell attack roll vs. MD.

Quirk: Makes dance moves when nobody is looking.

Shadow Flute (epic, daily, quick action): This flute can be played by your shadow. When you activate it, your shadow separates and keeps playing the flute until the end of the battle, which gives you an extra standard action per turn for bardic music and bardic spells.

Quirk: What's that eerie funeral music playing in the distance?

Soothing Harp (adventurer): When you have a bard song active at the end of your turn, each nearby ally heals hit points equal to the song level.

Quirk: Always speaks in a mellow tone.

War Drums (adventurer): When initiative is rolled, your ally with the lowest natural roll can reroll the die and take the second result.

Quirk: Treats every obstacle as a challenge of life and death.



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