



SUMMONING SPELLS

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SUMMONING SPELLS

In *13 True Ways*, the druid and the necromancer obtained summoning spells that the spellcasting classes of the core book had no access to. There wasn't a game world rationale for the cleric and wizard missing out on summoning. This was a game mechanics issue because we didn't have time to get summoning rules right during production of the core rules.

Experience since *13 True Ways* is still helping us tweak the mechanics. This article starts with the most up-to-date version of the general summoning rules, continues with several archon-summoning spells for the cleric, and finishes up with demon- and elemental-summoning spells for the wizard.

The spells that follow don't exhaust the possibilities for the cleric and wizard. We're probably going to do more with summoning in an upcoming book or two. This article covers some of the creatures traditionally associated with the cleric and wizard rather than material that plays off the unique features of the Dragon Empire.

We'd welcome playtest feedback on these spells and rules. Type up your notes, put *Summoning spells* somewhere in the subject line, and email us at 13thAgePlaytest@gmail.com.

If you're playing druids and necromancers with summoning spells from *13 True Ways*, you should keep using them exactly as printed. (In fact, you're largely getting a great deal!) The notes about changed rules below are things that are changing for classes other than the druid and necromancer.

SUMMONING SPELLS

The general rules for summoning have a few more wrinkles than when summoned creatures first appeared in *13 True Ways*. Treat the following rules as update. It's not going to kill you to use the *13 True Ways* summoning spells exactly as written, but this is how we're handling things now.

The rules that follow are written using the singular word "creature." The spells in this article all summon a single creature at a time, but there are spells in *13 True Ways* and other products that can summon multiple creatures at a time. We'll spell out the odd cases where the rules are slightly different when you have multiple creatures summoned at the same time.

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

Duration (CHANGED): 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. When a summoned creature is slain, deal psychic damage equal to the creature's level to the summoner.

Dismissal (CHANGED): A summoner who wants to avoid taking damage later when their summoned creature is slain can dismiss their own summoned creature as a quick action. While it's generally not a good idea, the option is there.

Multiple summoning spells at the same time (CHANGED): Druids and necromancers can only have one summoning spell active at a time, mostly because their superior creatures are powerful and time-consuming at the table because they don't use up the caster's actions. The base summoning rules for other classes, including the cleric and the wizard, don't have a one-at-a-time limitation, mostly because the creatures being summoned have to be controlled with the summoner's own actions to be fully effective.

Three types (CHANGED): There are three types of summoned creature: ordinary, superior, and independent. Unless otherwise indicated, these rules apply to all three types.

Action economy (CHANGED): The difference between the three types of summoned creature is how active and self-directed they are.

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

Superior creatures' actions: During its turn, a superior creature can act like any other creature, taking a standard, move, and quick action. The druidic and necromantic summoning in *13 True Ways* summoned superior creatures. Wizard and cleric summoning? Not so much, but there are talents and feats that may allow superior summoning.

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

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

As you'll see, clerics and wizards generally summon ordinary summoned creatures. (And if you're wondering who summons independent creatures, see the upcoming *13th Age in Glorantha* from Moon Design.)

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

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

Escalation die (CHANGED): Summoned creatures can use the escalation die, but only at the value it was during the turn they were summoned. In other words, if you summon a creature before the escalation die increases to 1, it won't gain any bonus from the escalation die, no matter how high the escalation die rises. If you wait until the escalation die is 2, your summoned creature will use the escalation die as if it was capped at 2 the rest of the battle.

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

No recoveries, bad healing (CHANGED): Summoned creatures don't have recoveries. If you cast a healing spell on a summoned creature that requires the use of a recovery, the summoned creature heals hit points equal to your level. If you use an effect that would heal a summoned creature without using a recovery, the summoned creature only heals half the normal hit points of the effect. (This problem doesn't apply to a summoned creature ability that lets it heal a bit, like one of the lantern archon's default actions in this article.) Temporary hit points still work normally. For simplicity sake, we're using this rule for all summoned creatures, even the undead summoned by the necromancer.

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

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

CLERIC

We're starting cleric summoning with the lantern archon and hound archon that are a traditional part of the d20-rolling dungeon package. As a nod to how future cleric spells may find ways of making use of the domains, the feats attached to these spells reward you for having one or more specific domains.

Highest mental ability score modifier: It's probably obvious, but references to the highest mental ability score modifier in what follows are to the highest of the character's Intelligence, Wisdom, or Charisma. It turns out that lantern archons have more influence on acute, wise, or magnetically influential heroes and less impact on the meatheads/metal-warriors who maxed out all their physical abilities!

1ST LEVEL CLERIC SPELL

SUMMON LANTERN ARCHON

Close-quarters spell ♦ Daily

Effect: This spell calls up a lantern archon (a minor quasi-angelic being) as an ordinary summoned creature. The power of the lantern archon depends on the level of the spell—cast as a 3rd level spell, you get the 3rd level lantern archon.

Note that these are not quite right as normal monsters. GMs, if you'd like to use one as a monster, give it half-again as many hit points.

Ordinary summoned creature: In order to use all three of its actions on its turn, and one of its listed attacks with its standard action, the lantern archon's caster must have used a standard action to summon or control the archon on the

turn the caster just completed. If not, roll a d6 on the table below. Note that the lantern archon's default actions don't include moving.

Lantern Archon's Default Action Table (roll d6)

- | | |
|------|---|
| 1-2: | The lantern archon heals 2 hit points (3 rd level: 3 hp; 5 th level: 5 hp; 7 th level: 8 hp; 9 th level: 13 hp). One random nearby ally heals an amount of damage equal to their highest mental ability score modifier (5 th level: double; 9 th level: triple). |
| 3-4: | |
| 5+: | The lantern archon uses its <i>ray of holy truth</i> attack against a random nearby enemy. |

Adventurer Feat: If you have the Healing domain, add 2 to the amount the lantern archon heals other creatures when one of its healing effects triggers. If you have the Protection/Community domain, add +1 to all your summoned lantern archon's defenses. If you have the Sun/Anti-Undead domain, your lantern archon's attacks can now be used against far away targets.

Champion Feat: When you roll on the Lantern Archon's Default Action Table, roll twice and choose the result you prefer.

Epic Feat: Surely there must be something better you can do with an epic feat? No? Very well then: If your summoned lantern archon scores a critical hit with one of its attacks, it becomes a superior summoned creature for the rest of the battle.



SUMMONED LANTERN ARCHON

There are times when you'd hope for a more powerful ally than an angelic spirit incorporate as a beacon dropped into the mortal world—but that's what your friends are for.

1st level caster [SPIRIT]

Initiative: +2 (but usually irrelevant)

C: Ray of holy truth +6 vs. PD (one nearby enemy)
—6 holy damage

C: Blessing of light +6 vs. MD (one nearby enemy)
—4 psychic damage, and one lantern archon ally engaged with the target can heal damage equal to its highest mental ability score modifier

Ordinary summoned creature: See the table at the start of this spell.

Damage resistance 18+: Lantern archons take half damage from most attacks, except for attacks that roll a natural 18+ and attacks against Mental Defense.

Flight: Lantern archons can fly, but mostly they hover. They're not quick.

Lost opportunity: This creature can't make opportunity attacks.

| | | |
|-----------|-----------|--------------|
| AC | 17 | |
| PD | 12 | HP 10 |
| MD | 15 | |

SUMMONED LANTERN ARCHON

3rd level caster [SPIRIT]

Initiative: +4 (but usually irrelevant)

C: Ray of holy truth +8 vs. PD (one nearby enemy)
—10 holy damage

C: Blessing of light +6 vs. MD (one nearby enemy)
—8 psychic damage, and one lantern archon ally engaged with the target can heal damage equal to its highest mental ability score modifier

Ordinary summoned creature: See the table at the start of this spell.

Damage resistance 18+: Lantern archons take half damage from most attacks, except for attacks that roll a natural 18+ and attacks against Mental Defense.

Flight: Lantern archons can fly, but mostly they hover. They're not quick.

Lost opportunity: This creature can't make opportunity attacks.

| | | |
|-----------|-----------|--------------|
| AC | 19 | |
| PD | 14 | HP 15 |
| MD | 17 | |

SUMMONED LANTERN ARCHON

5th level caster [SPIRIT]

Initiative: +6 (but usually irrelevant)

C: Ray of holy truth +10 vs. PD (one nearby enemy)
—18 holy damage

C: Blessing of light +10 vs. MD (one nearby enemy)
—12 psychic damage, and one lantern archon ally engaged with the target can heal damage equal to double its highest mental ability score modifier

Ordinary summoned creature: See the table at the start of this spell.

Damage resistance 18+: Lantern archons take half damage from most attacks, except for attacks that roll a natural 18+ and attacks against Mental Defense.

Flight: Lantern archons can fly, but mostly they hover. They're not quick.

Lost opportunity: This creature can't make opportunity attacks.

| | | |
|-----------|-----------|--------------|
| AC | 21 | |
| PD | 16 | HP 24 |
| MD | 19 | |

SUMMONED LANTERN ARCHON

7th level caster [SPIRIT]

Initiative: +8 (but usually irrelevant)

C: Ray of holy truth +12 vs. PD (one nearby enemy)
—25 holy damage

C: Blessing of light +12 vs. MD (one nearby enemy)—16 psychic damage, and one lantern archon ally engaged with the target can heal damage equal to double its highest mental ability score modifier

Ordinary summoned creature: See the table at the start of this spell.

Damage resistance 18+: Lantern archons take half damage from most attacks, except for attacks that roll a natural 18+ and attacks against Mental Defense.

Flight: Lantern archons can fly, but mostly they hover. They're not quick.

Lost opportunity: This creature can't make opportunity attacks.

| | | |
|----|----|-------|
| AC | 23 | |
| PD | 18 | HP 36 |
| MD | 21 | |

SUMMONED LANTERN ARCHON

9th level caster [SPIRIT]

Initiative: +10 (but usually irrelevant)

C: Ray of holy truth +14 vs. PD (one nearby enemy)
—50 holy damage

C: Blessing of light +14 vs. MD (one nearby enemy)—34 psychic damage, and one lantern archon ally engaged with the target can heal damage equal to triple its highest mental ability score modifier

Ordinary summoned creature: See the table at the start of this spell.

Damage resistance 18+: Lantern archons take half damage from most attacks, except for attacks that roll a natural 18+ and attacks against Mental Defense.

Flight: Lantern archons can fly, but mostly they hover. They're not quick.

Lost opportunity: This creature can't make opportunity attacks.

| | | |
|----|----|-------|
| AC | 25 | |
| PD | 20 | HP 60 |
| MD | 23 | |

5TH LEVEL CLERIC SPELL

SUMMON HOUND ARCHON

Close-quarters spell ♦ Daily

Effect: This spell calls up a hound archon (a rather rough-edged quasi-angelic being) as an ordinary summoned creature. The power of the hound archon depends on the level of the spell—cast as a 7th level spell, you get the 7th level hound archon.

Note that these are not quite right as normal monsters. GMs, if you'd like to use one as a monster, start by adding 1 to all its defenses.

Ordinary summoned creature: In order to use all three of its actions on its turn, and to be sure of making an attack with its standard action, the hound archon's caster must have used a standard action to summon or control the archon on the turn the caster just completed. If not, roll a d6 on the table below.

Hound Archon's Default Action Table (roll d6)

- 1: Unfortunately for you and your allies, the hound archon is distracted by something or some scent, and wastes its turn doing nothing that amounts to anything.
- 2: The hound archon spends its turn psyching itself up for its next attack, and will have a +4 bonus on that attack (not cumulative, hopefully the hound archon attacks next turn instead of doing this again).
- 3–4: As the previous result, and in addition, if not already engaged, the hound archon will move into engagement with the nearby enemy that has the most hit points.
- 5+: If not already engaged, the hound archon will move into engagement with the nearby enemy that has the most hit points. Then it will use its *bloody great greatsword* against the enemy it is engaged with that has the most hit points. This attack only deals half damage, and no ongoing holy damage, even if it's a natural even hit.

Champion Feat: If you have the Justice/Vengeance domain, roll a hard save when you cast the spell; if the save succeeds, the hound archon is a superior summoned creature whenever the escalation die is even. If you have the Strength domain, add +1 to all your summoned hound archon's attacks. If you have the War/Leadership domain, add +1 to your rolls on the Hound Archon's Default Action Table.

Epic Feat: The hound archon's attacks with its default action now deal normal damage and might trigger the ongoing holy damage on a natural even hit.

SUMMONED HOVND ARCHON

The Archmage's theory is that hound archons were angelic beings who screwed up horribly somehow and are doing centuries of penance in dog-like humanoid forms at the service of mortals. This might explain why some hound archons take predatory glee in their work while others say, out loud, that they'd rather be anywhere else.

5th level wrecker [HUMANOID]

Initiative: +9 (but usually irrelevant)

Bloody great greatsword +9 vs. AC—20 damage

Natural even hit: 10 ongoing holy damage.

Ordinary summoned creature: See the table at the start of this spell.

| | | |
|----|----|-------|
| AC | 20 | |
| PD | 19 | HP 70 |
| MD | 15 | |

WIZARD

We have two flavors of wizard summoning for you in this issue: demon summoning and elemental summoning. Both are a touch more convoluted than druidic and clerical summoning. The world's wizards aren't as in synch with the creatures they summon as druids and clerics.

Demon summoning: Summoning demons is dangerous work for wizards. We'll eventually have a demon summoner class; in fact, it's being worked on at the moment. But wizards aren't that class. Thanks to the rather large magical safety umbrella provided by the Archmage, wizards in the Dragon Empire can summon demons; they're just not all that great at it, and it's a bit risky.

The floating pentagram: You noticed the pentagram floating above the laughing demon's head on the cover of this issue of the *Monthly*? That's the Archmage's innovation that lets wizards control summoned demons well enough to send them into combat: the summoning pentagram is no longer tied to the earth, it floats above the demon's head like an ironic halo.

Demon-halo mechanics: The demon-halo is not a perfect control mechanism: any attack against a summoned demon's Mental Defense that rolls a natural 18+ forces the demon's controller to attempt a normal save. Success with the save means that the attack is treated normally. Failure means that the attack's normal effect is canceled, but, for one round, so is the floating pentagram. Until the end of its next turn, the demon fights as an enemy of its original summoner as if it were any other monster. Keep its place in the initiative order. It's worth noting that until the demon-halo flickers back into existence at the end of the

SUMMONED HOVND ARCHON

7th level wrecker [HUMANOID]

Initiative: +12 (but usually irrelevant)

Bloody great greatsword +11 vs. AC—30 damage

Natural even hit: 15 ongoing holy damage.

Ordinary summoned creature: See the table at the start of this spell.

| | | |
|----|----|--------|
| AC | 22 | |
| PD | 21 | HP 100 |
| MD | 17 | |

SUMMONED HOVND ARCHON

9th level wrecker [HUMANOID]

Initiative: +14 (but usually irrelevant)

Bloody great greatsword +13 vs. AC—50 damage

Natural even hit: 25 ongoing holy damage.

Ordinary summoned creature: See the table at the start of this spell.

| | | |
|----|----|--------|
| AC | 24 | |
| PD | 23 | HP 160 |
| MD | 19 | |

demon's turn, the summoner cannot dismiss the demon with a quick action, but will still take damage equal to the demon's level if it drops to 0 hit points.

About laughing demons: You'll meet a new demon in the 7th level spell section. After the Archmage perfected the floating pentagrams, the laughing demons showed up, and they're a bit more tractable than other demons who can be summoned. The timing of this in your campaign is up to you.

The laughing demons aren't named after combat powers or magic. They just won't stop laughing. You can't make them shut up. The "shut up" command is not available to you. Critics and fearmongers suggest that the laughing demons are the Diabolist's idea of a joke, that it's not very subtle, and that it's all going to go horribly wrong. But so far so good.

Elemental summoning: Wizards generally see elementals as tools. That's true, more or less, but the resulting relationship between summoner and summoned creature isn't as harmonious as the druid's interaction with elementals.

We're covering one flavor of elemental in this article: the earth elementals. Certainly there's room for wizards to summon other types of elementals—there just isn't room in this article. We'll handle other elemental summoning for wizards in future publications.

As you'll see, the earth elementals summoned by the wizard aren't the same as the earth elementals in the druid's spell list in *13 True Ways*. One notable difference: the wizard can even summon a weak elemental at first level.





On Elementals: *Those of you who don't have 13 True Ways haven't seen the basic write-up of elementals. Rather than paraphrase, I'll reprint it here, clipping out one sentence that may not be entirely true now that we're presenting elementals as they're summoned by wizards.*

There are two well-respected perspectives on the nature of elementals. Followers of the Archmage say that elementals are summoned to this world from purer planes. The free elementals flitting through the air and careening through the earth are therefore descendants of original much greater forms brought into the world by arcane magic.

Followers of the High Druid say that wizards flatter themselves thinking that their magic created creatures that are the actual source of magic, life, and reality.

The argument circles in on itself and fails to account for the circumstance of the 13th Age: many of the elementals currently loose in the world arrived via living dungeons and show no respect for druids, wizards, and other mortals that can be slammed, burned, or whirled to death.

Elementals working for the Archmage tend to take somewhat humanoid forms, with arms and legs and a head or even a face of sorts, especially earth elementals. Elementals working for the High Druid usually don't bother, manifesting a mouth of sorts only when they wish to speak.

1st LEVEL SPELL

SUMMON WIZARD'S EARTH ELEMENTAL

Close-quarters spell ♦ Daily

Effect: This spell calls up an earth elemental as an ordinary summoned creature. The power of the elemental depends on the level of the spell—cast as a 3rd level spell, you get the 3rd level elemental.

Ordinary summoned creature: In order to use all three of its actions on its turn, and to be sure of making an attack with its standard action, the earth elemental's caster must have used a standard action to summon or control the elemental on the turn the caster just completed. If not, roll a d6 on the table below.

Earth Elemental Default Action Table (roll d6)

- 1–3: The earth elemental just stands around. Or sits.
Hard to tell with an earth elemental.
- 4+: The elemental uses its *slam* attack if it is engaged with an enemy. If it is not engaged with an enemy, it moves to engage a nearby enemy, but will not attack.

Adventurer Feat: Add 1 to your rolls on the Earth Elemental Default Action Table.

Champion Feat: If you roll a 4+ when the elemental is not engaged, it will move and use its *slam* attack against the enemy it engages.

Epic Feat: The *shielding form* ability can be used against natural odd attacks against PD and MD as well as AC.

MINOR EARTH ELEMENTAL

Earth elementals may be the easiest of the elementals for wizards to summon because they tend to know their place. Air elementals? Uppity. Fire elementals? Ticked off. Water elementals? Vague. According to your instructors, anyway.



1st level troop [ELEMENTAL]

Initiative: +3 (probably irrelevant)

Rocky fists +5 vs. AC (2 attacks)—3 damage

Slam +5 vs. AC—2 damage

Shielding form: Once per battle when the earth elemental is next to its summoner and an attack roll against the summoner's AC is a natural odd result, the summoner can use an interrupt action to make the attack target the earth elemental instead.

Ordinary summoned creature: See the table at the start of the spell.

AC 18

PD 17

MD 12

HP 20

SMALL EARTH ELEMENTAL

3rd level troop [ELEMENTAL]

Initiative: +5 (probably irrelevant)

Rocky fists +7 vs. AC (2 attacks)

—5 damage

Miss: 1 damage.

Slam +7 vs. AC—3 damage

Shielding form: Once per battle when the earth elemental is next to its summoner and an attack roll against the summoner's AC is a natural odd result, the summoner can use an interrupt action to make the attack target the earth elemental instead.

Ordinary summoned creature: See the table at the start of the spell.

AC 18

PD 17

MD 12

HP 36



EARTH ELEMENTAL

5th level troop [ELEMENTAL]

Initiative: +7 (probably irrelevant)

Rocky fists +9 vs. AC (2 attacks)—9 damage

Miss: 2 damage.

Slam +9 vs. AC—4 damage

Shielding form: Once per battle when the earth elemental is next to its summoner and an attack roll against the summoner's AC is a natural odd result, the summoner can use an interrupt action to make the attack target the earth elemental instead.

Ordinary summoned creature: See the table at the start of the spell.

| | | |
|-----------|-----------|--------------|
| AC | 20 | |
| PD | 19 | HP 54 |
| MD | 14 | |

BIG EARTH ELEMENTAL

7th level troop [ELEMENTAL]

Initiative: +9 (probably irrelevant)

Rocky fists +11 vs. AC (2 attacks)—14 damage

Miss: 4 damage.

Slam +11 vs. AC—7 damage

Shielding form: Once per battle when the earth elemental is next to its summoner and an attack roll against the summoner's AC is a natural odd result, the summoner can use an interrupt action to make the attack target the earth elemental instead.

Ordinary summoned creature: See the table at the start of the spell.

| | | |
|-----------|-----------|--------------|
| AC | 22 | |
| PD | 21 | HP 90 |
| MD | 16 | |

EPIC EARTH ELEMENTAL

9th level troop [ELEMENTAL]

Initiative: +11 (probably irrelevant)

Rocky fists +13 vs. AC (2 attacks)—25 damage

Miss: 7 damage.

Slam +13 vs. AC—12 damage

Shielding form: Once per battle when the earth elemental is next to its summoner and an attack roll against the summoner's AC is a natural odd result, the summoner can use an interrupt action to make the attack target the earth elemental instead.

Ordinary summoned creature: See the table at the start of the spell.

| | | |
|-----------|-----------|---------------|
| AC | 24 | |
| PD | 23 | HP 140 |
| MD | 18 | |



3RD LEVEL SPELLS

SUMMON IMP

Close-quarters spell ♦ Daily

Effect: This spell calls up an imp (yes, a demon) as an ordinary summoned creature. The power of the imp depends on the level of the spell—cast as a 3rd level spell, you get the 3rd level imp. As you'll see, this spell doesn't go any higher than 5th level.

Ordinary summoned creature: In order to use all three of its actions on its turn, and to be sure of making an attack with its standard action, the imp's caster must have used a standard action to summon or control the imp on the turn the caster just completed. If not, roll a d6 on the table below.

Imp's Default Action Table (roll d6)

- 1: The imp acts as if confused and attacks you or one of your random allies this turn. Is it actually confused? Hard to say.
- 2–3: The imp attempts to fly away from enemies, disengaging if it's presently engaged.
- 4+: If unengaged, the imp flies to engage a random nearby enemy and attacks with *festering claws*. If already engaged, it attacks a random enemy it is engaged with.

Adventurer Feat: You no longer take the damage from the imp's *curse aura*.

Champion Feat: Add 1 to all your summoned imp's defenses.

SUMMONED IMP

As summoned creatures, even under full control, imps never stop trash-talking their summoners. It's such foul trash that it seeps straight through ear-plugs.

3rd level spoiler [DEMON]

Initiative: +8 (probably irrelevant)

Festering claws +7 vs. AC—3 damage, and 5 ongoing damage
Natural even hit: Blight jet recharges.

R: Blight jet +7 vs. PD (one nearby enemy)—7 damage, and the target is dazed (save ends)
Natural 16+: The target is weakened instead of dazed.
Limited use: 1/battle.

Curse aura: Whenever a creature attacks the imp and rolls a natural 1–5, that creature takes 1d10 psychic damage. The imp's summoner takes an equal amount!

Flight: Imps are hard to pin down because they fly. Not that fast or well, but you don't have to fly well to fly better than humans and elves.

Ordinary summoned creature: See the table at the start of the spell.

Demon-halo: If an attack targeting the imp's Mental Defense is a natural 18+, you must attempt a normal save (11+). If you fail the save, the imp leaves your control and fights as an enemy until the end of its next turn.

AC 19
PD 12
MD 15

HP 30

SUMMONED IMP

5th level spoiler [DEMON]

Initiative: +10 (probably irrelevant)

Festering claws +9 vs. AC—6 damage, and 10 ongoing damage
Natural even hit: Blight jet recharges.

R: Blight jet +9 vs. PD (one nearby enemy)—14 damage, and the target is dazed (save ends)
Natural 16+: The target is weakened instead of dazed.
Limited use: 1/battle.

Curse aura: Whenever a creature attacks the imp and rolls a natural 1–5, that creature takes 1d12 psychic damage. The imp's summoner takes an equal amount!

Flight: Imps are hard to pin down because they fly. Not that fast or well, but you don't have to fly well to fly better than humans and elves.



AC 21
PD 14
MD 17

Ordinary summoned creature: See the table at the start of the spell.

Demon-halo: If an attack targeting the imp's Mental Defense is a natural 18+, you must attempt a normal save (11+). If you fail the save, the imp leaves your control and fights as an enemy until the end of its next turn.

HP 50

5TH LEVEL SPELLS

SUMMON FRENZY DEMON

Close-quarters spell

Daily Demon Summoning

Effect: This spell calls up a frenzy demon as an ordinary summoned creature. The power of the frenzy demon depends on the level of the spell—cast as a 7th level spell, you get the 7th level frenzy demon. As you'll see, this spell doesn't go any higher than 7th level.

Ordinary summoned creature: In order to use all three of its actions on its turn, and to be sure of making an attack with its standard action, the frenzy demon's caster must have used a standard action to summon or control the demon on the turn the caster just completed. If not, roll a d6 on the table below.

Frenzy Demon Default Action Table (roll d6)

- 1: The frenzy demon acts as if confused and attacks you or one of your random allies this turn. Is it actually confused? Hard to say.
- 2–4: The frenzy demon tears at itself with a single claw attack, dealing itself a single automatic hit.
- 5+: The GM decides which nearby enemy looks most likely to slay the frenzy demon and end its painful moment of servitude. The GM moves the frenzy demon to attack that enemy, taking opportunity attacks along the way if necessary, then making a full claw attack using both attack rolls against the enemy.

Champion Feat: Add 1 to your rolls on the Frenzy Demon Default Action Table.

Epic Feat: Whenever the frenzy demon's attack drops a non-mook enemy's hit points to 0, you can attempt a hard save (16+). If you succeed, the frenzy demon is a superior summoned creature for the rest of this battle, no longer requiring your control.

SUMMONED ФРЕНЗИ ДЕМОП

Its eyes roll crazily and its tongue drips fire and it's doing its best to get itself killed, but it might just take out an enemy or two for you first. It can't help itself.

5th level wrecker [DEMON]

Initiative: +10 (probably irrelevant)

Claw +9 vs. AC (2 attacks)—9 damage

Miss+: Frenzy demon deals 1d4 damage to itself, and see *raging frenzy*.

Raging frenzy: Whenever the frenzy demon misses with a melee attack, it gains a +1 attack bonus and deals +1d4 damage when it hits until the end of the battle (maximum bonus +4, +4d4).

Ordinary summoned creature: See the table at the start of the spell.

Demon-halo: If an attack targeting the frenzy demon's Mental Defense is a natural 18+, you must attempt a normal save (11+). If you fail the save, the frenzy demon leaves your control and fights as an enemy until the end of its next turn.

AC 20
PD 16
MD 16

HP 70

SUMMONED ФРЕНЗИ ДЕМОН

7th level wrecker [DEMON]

Initiative: +12 (probably irrelevant)

Claw +11 vs. AC (2 attacks)—14 damage

Miss+: Frenzy demon deals 1d6 damage to itself, and see *raging frenzy*.

Raging frenzy: Whenever the frenzy demon misses with a melee attack, it gains a +1 attack bonus and deals +1d6 damage when it hits until the end of the battle (maximum bonus +4, +4d6).

Ordinary summoned creature: See the table at the start of the spell.

Demon-halo: If an attack targeting the frenzy demon's Mental Defense is a natural 18+, you must attempt a normal save (11+). If you fail the save, the frenzy demon leaves your control and fights as an enemy until the end of its next turn.

AC 22
PD 18
MD 18

HP 100



7TH LEVEL SPELLS

SUMMON

LAUGHING DEMON

Close-quarters spell ♦ **Daily**

Effect: This spell calls up a laughing demon as an ordinary summoned creature. The power of the laughing demon depends on the level of the spell—cast as a 9th level spell, you get the 9th level frenzy demon.

Ordinary summoned creature: In order to use all three of its actions on its turn, and to be sure of making an attack with its standard action, the laughing demon's caster must have used a standard action to summon or control the demon on the turn the caster just completed. If not, roll a d6 on the table below.

Laughing Demon Default Action Table (roll d6)

- 1: The laughing demon attempts to make a *half-hearted swipe* at one of the caster's nearby allies, disengaging from enemies if necessary.
- 2–3: The laughing demon moves once in a random direction, disengaging if necessary, and not endangering itself, laughing all the way.
- 4+: If engaged with an enemy, the laughing demon makes two *half-hearted swipes* at enemies. If not engaged, it moves to engage a nearby enemy of your choice and makes one *half-hearted swipe* at that enemy.

Champion Feat: Add 1 to all your summoned laughing demon's defenses.

Epic Feat: Add 1 to your rolls on the Laughing Demon Default Action Table.

SUMMONED LAUGHING DEMON

It laughs at everything it hopes to destroy. Your enemies. You. The world.

7th level troop [DEMON]

Initiative: +11 (probably irrelevant)

Tooth & claw and stomp +12 vs. AC—22 damage

Miss: 15 damage

Half-hearted swipe +10 vs. AC—10 damage

Ordinary summoned creature: See the table at the start of the spell.

Demon-halo: If an attack targeting the laughing demon's Mental Defense is a natural 18+, you must attempt a normal save (11+). If you fail the save, the laughing demon leaves your control and fights as an enemy until the end of its next turn.

AC 22

PD 17

MD 19

HP 80

SUMMONED LAUGHING DEMON

9th level troop [DEMON]

Initiative: +13 (probably irrelevant)

Tooth & claw and stomp +14 vs. AC—40 damage

Miss: 20 damage

Half-hearted swipe +12 vs. AC—20 damage

Ordinary summoned creature: See the table at the start of the spell.

Demon-halo: If an attack targeting the laughing demon's Mental Defense is a natural 18+, you must attempt a normal save (11+). If you fail the save, the laughing demon leaves your control and fights as an enemy until the end of its next turn.

AC 24

PD 19

MD 21

HP 140

FINAL MONSTER

You already know what the imp and the frenzy demon look like as normal monsters, but the laughing demon is new, and high level monsters that are normal-sized instead of large are not as common as we'd like. So we'll close with a simple stat block for a standard laughing demon, the type you might encounter in a hellhole or on the way to your alchemist, if your alchemist is actually a servant of the Diabolist.

Like other non-summoned demons, most laughing demons might have one of the random demon abilities listed on page 209 of the core book. If you want to determine that randomly, roll a d10, if you roll less than or equal to the laughing demon's level, it has an ability. 80%? Good odds.

As you'll see, laughing demons are a bit more dangerous when they're fighting for their own unjust causes.

LAUGHING DEMON

8th level troop [DEMON]

Initiative: +12

Tooth & claw and stomp +13 vs. AC—30 damage

Natural 18+: One demon ally of the laughing demon can regain the use of a limited use ability it has already expended this battle.

Miss: 15 damage

Nastier Special

Won't ... stop ... laughing: While one or more laughing demons are in a battle, deal psychic damage equal to the laughing demon's level to each enemy who fails a save. Yes, that means death saves also. Nasty.

AC 24

PD 19

MD 21

HP 150