



HIGH DRUID'S WORLD

BY ROB HEINSOO



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CREDITS

**13TH AGE MONTHLY
CREATIVE EDITOR
AND DEVELOPER**

Rob Heinsoo

**LAYOUT
Chris Huth**

**WRITING
Rob Heinsoo**

**13TH AGE MONTHLY
CONCEPT**

Rob Heinsoo and Simon Rogers

**ART
Naomi VanDoren**

**COPYEDITING
Cal Moore**

**13TH AGE MONTHLY
PUBLISHERS**

Simon Rogers and Cathriona Tobin

**EDITING
Cal Moore**

**13TH AGE IS A FANTASY ROLEPLAYING GAME BY
ROB HEINSOO, JONATHAN TWEET, LEE MOYER, & AARON MCCONNELL**

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HIGH DRUID'S WORLD

This issue wandered a bit before it found its path. Originally, it was going to be called *Many Forests*, and focus on a geographic excursion into the wild lands of the Dragon Empire.

Once I got rolling, I realized I didn't want to end Volume 2 of *13th Age Monthly* with a nifty-campaign-ideas issue. Yes, there are some campaign ideas below, and notes on the philosophy of the High Druid, but the meaty core of High Druid's World is a variety of playable monster/NPC stats for druids and druidic dragons.

Druidic foreshadowing: There are many new *13th Age* books underway, not all of them announced. Several of them contain themes, plots, and monsters that could fit into an article about creatures devoted to the High Druid. I'm using self-control and leaving those ideas in the books they've been created for, stealing no thunder from other authors. Once or twice I will briefly refer to ideas that will be fleshed out in upcoming books.

If you're interested in what follows, the good news is that it won't be the last word on the subject!

PHILOSOPHY OF THE HIGH DRUID

If there's a conflict between civilization and nature, it may have come to a true tipping point in this moment of global climacide. Traces of our current environmental situation certainly splash into many of the first draft contributions we receive for *13th Age* books, so I thought I'd say a couple words about what might be a baseline perspective for your games to riff on.

First, nature includes people: As a rule, the High Druid is not out to destroy humanoids. She's much closer to her spiritual sister the Elf Queen than to the Orc Lord. The High Druid's concept of nature has a lot of places for people, specifically druids and communities that follow druidic and natural lifestyles and live in some sort of harmony with nature instead of controlling it or subjugating it.

By definition, in fact, the High Druid is part of a world in which druids are protectors and champions of nature. The distinction is tricky, but what the druids don't want to be is shepherds of nature. Nature doesn't need shepherding.

Is all civilization the enemy? Probably not all of it. It's not quite fair to give the Seven Cities a monopoly on civilization. The High Druid's followers who live lightly on the land are civilized to some extent, but they don't build stone walls and they don't practice intensive agriculture. In a sense, the High Druid's followers may be humanoids living a bit like elves, without necessarily having the advantage of being elves.

My usual picture of the High Druid is that she's not necessarily vehemently opposed to all cities. Concord, for instance, is a place that some of her druids can feel at home, for a time. Axis? Glitterhaegen? Not so much. But as a rule, the High Druid isn't trying to set forces in motion that will eliminate those cities.

I think of it this way: places that have been cities for a long time are partly dead. Civilization is rooted in six of the Seven Cities (well, maybe five, if you discount Drakkenhall), and what's best is to keep it contained there.

The city that truly irritates the High Druid is New Port, of course. It's probably no accident that the newest city of the Dragon Empire is situated north of the Wild Wood. That's why the road between Santa Cora and New Port is constantly being buried, flooded, or somehow disappeared.

In general, great city-destroying maneuvers aren't the High Druid's style. In the upcoming *Bestiary 2*, in fact, the would-be druidic city-destroyer is a fallen High Druid, a being that fell out of balance and has devolved into a truly giant monster.

But New Port could be an exception. If the true danger surfaces, and the Emperor and the High Druid truly go to war, it's likely to start, or end, at New Port.

OUR MAP IS NOT THE TERRITORY

We're city folk. The maps we have created of the Dragon Empire were created by city folk, for city folk, to guide us between cities. The green spaces on the map occupied by the forests merit names, but the map doesn't say much about those forests. Dragon Wood? Here there be dragons. Spider Wood? Definitely spiders.

We called out that "the map is not complete," (*13th Age* core rulebook, page 257), and that's triply true for the areas covered by the canopy of green trees.

To the followers of the High Druid, great forests and mountain ranges have their own idiosyncratic tendencies, but that's generally not as strictly defined as the artificial/legal/cultural distinctions between, for example, the multi-racial *bonhomie* of Concord and the freewheeling mercantilism of Glitterhaegen.

The fact that's difficult for city folk to account for is that forests are not homogenous terrain. Every forest contains hills, streams, ponds, lakes, villages, encampments, waterfalls, hunting lodges, ruins, unexplained mystic phenomena, forgotten gravesites, and the overgrown detritus of at least twelve previous ages. Naomi VanDoren's illustration of a village on stilts that appears later in this issue could be almost *anywhere* in the forests of the Dragon Empire, except possibly for Spider Wood (too much light) and Blood Wood (not easily defended against Iron Sea monsters). The image just below, of a great waterfall, and perhaps a magical light or two, is probably in the Dragon Wood, Queen's Wood, or the Wild Wood, somewhere with a great river.



DRAGONS OF THE HIGH DRUID

The meat of this issue is playable stats for magically significant followers of the High Druid. We'll get to the druids who run the show below, but let's start with creatures not generally associated with the Druid.

The icons most likely to have influence over dragons are the Three, the Great Gold Wyrn, and the Emperor.

Why not the High Druid? Many monsters are obviously well outside the comfort zone of the High Druid's concept of natural and supernatural beasts, but dragons don't seem so far from the Druid. If you're inclined to disagree because dragons are intelligent magical creatures, well, so are elves.

The High Druid's core issue with dragons is that good vs. evil isn't her thing. If the central dynamic of dragonkind is a confrontation between more or less evil (or at least selfish) chromatic dragons and more or less good (or at least noble) metallic dragons, that leaves the High Druid out of the loop. The chromatic vs. metallic conflict veers to either side of the natural balance which the High Druid cares about.

So let's be clear that the High Druid isn't getting inserted into the core dynamic of dragonkind. Dragons that are wild enough or neutral enough (or far enough alienated from the other icons . . .) to join the Druid are swiping their tails at the metallic and chromatic battles between good and evil.

Druidic dragons: Originally, I was going to refer to these as wild dragons, but that isn't quite right. They may not be wild at all. No, what distinguishes the dragons that are strongly associated with the High Druid is that they have learned some druidic magic.

Green dragons and evil dragons are most easily brought into the High Druid's clan. They have no active villainous icon as a role model! In magical terms, white dragons and green dragons are already in touch with elemental magic and only need a slight nudge toward the middle way. There's no truly sympathetic icon to haul them back.

It's certainly possible that there are black or red dragons somewhere in the High Druid's world. You might even say it's definite. But if there are more than one or two such dragons in your campaign, consider adding a storyline about a major conflict between the High Druid and the Three, since the High Druid will have found a way to magically cut into the Three's power.

Druidic dragon magic: Each of the three dragon types below has dragon-oriented druidic spells associated with it. Most are revised versions of spells available to player character druids from *13 True Ways*. Druidic dragons may also incorporate traces of druidic magic elsewhere in their stats. The druidic white dragons, for example, have an unreliable riff on *cone of cold* laced into their version of the white dragon breath weapon!

The copper dragon is a better spellcaster than the white and the green, possibly because it has channeled some of the magic of its breath weapon into spellcasting. Unlike other metallic dragons, the druidic copper dragon only uses its breath weapon once per fight. Acid's undesirable environmental side effects may explain this development.

Standard dragon abilities: Of course, the dragons linked with the High Druid retain standard dragon abilities. We're repeating them here at the top instead of every entry.

Escalator: A dragon adds the escalation die to its attack rolls.

Flight: A dragon flies reasonably well, powerful and fast in a straight line though not as maneuverable as more agile flyers.

Random dragon abilities: It's reasonable to interpret the druidic dragon's lack of a vulnerability (fire is not a problem for druidic white dragons), improved breath weapon, and magic spells as tantamount to an excellent random dragon ability of the type appearing on the table on page 217 of the 13th Age core rulebook. But dragons aren't meant to be fair, and dragons influenced by the High Druid are unusual—feel free to give the dragons below a random special ability or two if it suits your story.

DRAGON TILES

If I had realized early on that this issue was going to include druidic dragons, I might have arranged for monster tiles that show the white, green, and copper dragon in relation to the High Druid instead of to the Three and the Great Gold Wyrms. I also might have held off, because the High Druid's iconic rocks are very basic monster tiles. It takes some effort to make the Druid's rocks visually interesting, and my first inclination, to slap a dragon scale on a rock, doesn't add a lot of value. Of course, that's why we have artists! If we undertake this mission eventually, we'll handle it as part of a wider draconic pass in the future.

DRUIDIC WHITE DRAGON

Maybe this started out as a path to power, but what once was opportunistic is now its life.

Large 5th level troop [DRAGON]
Initiative: +11

Claws and bite +9 vs. AC (2 attacks)
—16 damage

First natural 16+ each turn: The white dragon can make an *ice breath* attack as a free action.

First natural 1–5 each turn: The white dragon can cast an additional spell this battle, provided it has not already cast all its spells.



[Special trigger] C: Ice breath +9 vs. PD (1d3 nearby enemies in a group)—12 cold damage

Natural 18+: The target is stuck (easy save ends, 6+). If the target is already stuck, it is instead hampered (easy save ends, 6+).

Dragon magic: The druidic white dragon can cast one 5th level spell each battle, chosen from the list below. As a special trigger of the dragon's *claws and bite* attack, it can cast additional 5th level spells during a battle. Specific spells can't be cast more than once per battle.

Resist cold 16+: When a cold attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

AC 20
PD 18 **HP 160**
MD 17

HUGE DRUIDIC WHITE DRAGON

Most dragons don't have the courage or magical understanding to join the world of the High Druid. The exceptions are exceptional, even for dragons.

Huge 8th level troop [DRAGON]
Initiative: +14

Claws and bite +12 vs. AC (2 attacks)
—50 damage

First natural 16+ each turn: The white dragon can make an *ice breath* attack as a free action.

First natural 1–5 each turn: The white dragon can cast an additional spell this battle, provided it has not already cast all its spells.

[Special trigger] C: Ice breath +12 vs. PD (1d3 nearby enemies in a group)—30 cold damage

Dragon magic: The huge druidic white dragon can cast one 7th level spell each battle, chosen from the list below. As a special trigger of the dragon's *claws and bite* attack, it can cast additional 7th level spells during a battle. Specific spells can't be cast more than once per battle.

Resist cold 18+: When a cold attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.

AC 23
PD 21 **HP 460**
MD 20



Druidic white dragon spells

The spells are written for the 5th level dragon and indicate how they level up as 7th level spells for the 8th level dragon.

DRAGON'S ICE SHIELD (5TH LEVEL)

Close-quarters spell ♦ Quick action to cast ♦ Daily

Target: You

Effect: Until the end of the battle, when an enemy engaged with you attacks you and rolls a natural 1–10, it takes 4d6 cold damage after the attack.

7th level spell (huge) 6d10 damage.

ICE SHARD (5TH LEVEL)

Ranged spell ♦ Daily

Target: One nearby or far away creature

Attack: +9 vs. PD

Natural Even Hit: 40 cold damage, and the target is hampered (easy save ends, 6+).

Natural Odd Hit: 40 cold damage, and the target is stuck (easy save ends, 6+).

Miss: Half damage, and the target is stuck until the end of its next turn.

7th level spell (huge) +12 vs. PD, 80 damage.

WHITE FOG (5TH AND 7TH LEVEL)

Ranged spell ♦ Daily

Targets: Each creature in the battle, including you

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

DRUIDIC GREEN DRAGON

Unlike the rest of the green dragons, a dragon with a connection to druidic magic may have an inkling of what happened to its original icon. It just doesn't care.

Large 9th level spoiler [DRAGON]
Initiative: +14

Sharp claws +14 vs. AC—70 damage

Natural 1–5: The dragon can cast an additional spell this battle, provided it has not already cast all its spells.

Natural 11–15: The dragon can make a *bite* attack as a free action.

Natural 16+: The dragon can make a *poison breath* attack as a free action.



[Special trigger] **Bite +14 vs. AC—60 damage**

Natural 16+: The target also takes 20 ongoing poison damage.

[Special trigger] **C: Poison breath +14 vs. PD (1d3 nearby enemies)—50 poison damage, and the target is hampered (save ends)**

Dragon magic: The druidic green dragon can cast one 9th level spell each battle, chosen from the list below. As a special trigger of the dragon's *sharp claws* attack, it can cast additional 9th level spells during a battle. Specific spells can't be cast more than once per battle.

Burrow: As the standard monster ability (13th Age core rulebook, page 200).

Resist poison 18+: When a poison attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.

AC 25
PD 22 **HP 400**
MD 20

Druidic green dragon spells**DRAGON FANG (9TH LEVEL)**

Close-quarters spell ♦ Quick action to cast ♦ Daily

Target: You

Effect: Until the end of the battle, you gain a +2 bonus to melee attacks and the crit range of your melee attacks expands by 2.

GREEN TANGLE (9TH LEVEL)

Ranged spell ♦ Quick action to cast ♦ Daily

Target: 1d4 nearby enemies

Attack: +14 vs. PD

Hit: 50 damage, and if the target has 100 hp or fewer after taking the damage, it's stuck (save ends).

Miss: 25 damage, and if the target has 80 hp or fewer after taking the damage, it's stuck (easy save ends, 6+).

TRUE BREATH (9TH LEVEL)

Close-quarters spell ♦ Quick action to cast ♦ Daily

Target: You

Effect: Until the end of the battle, you can roll a hard save (16+) at the start of each of your turns. If the save succeeds, you can use your *poison breath* attack this turn as a standard action instead of needing to trigger it with a melee attack roll.

DRUIDIC COPPER DRAGON

Copper dragons are more likely than other metallic dragons to change their minds. When you're talking with the High Druid, it only takes one change to get a new world rolling.

Large 7th level spoiler [DRAGON]
Initiative: +13

Needle-sharp claws and teeth +11 vs. AC (2 attacks)—30 damage

First natural 11+ each turn: The druidic copper dragon can make an *acrid smoke* attack as a free action.

[Special trigger] **C: Acrid smoke +12 vs. PD (up to 3 enemies engaged with the dragon)**—The target is hampered until the end of its next turn

C: Acid breath +14 vs. PD (1d4 nearby enemies in a group)—15 acid damage, and 15 ongoing acid damage

Miss: 5 ongoing acid damage.

Limited use: 1/battle.

Dragon magic: The druidic copper dragon can cast two of the 7th level spells below of its choice. It gains the ability to cast its third spell when the escalation die is 5+.

Out-think: Once per battle as a free action when an enemy rolls a natural even attack against the dragon, the dragon negates the attack (no damage or effects).

Resist fire 16+: When a fire attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

Swift mind: Once per battle as a free action when an attack targets the dragon's MD, it can force the attacker to reroll the attack.

AC 23

PD 17

MD 21

HP 190

Druidic copper dragon spells

COPPER LIGHTNING (7TH LEVEL)

Ranged spell ♦ Daily

Special: This spell generates a number of attacks equal to the escalation die.

Target: One random enemy. Determine the target of each attack before rolling the attack. Enemies that have dropped to 0 hp or below from this attack can't be targeted again.

Attack: +13 vs. PD

Hit: 44 lightning damage.

Miss: 22 lightning damage.



COPPER SUNBEAMS (7TH LEVEL)

Ranged spell ♦ At-Will

Targets: Up to 2 nearby or far away enemies

Attack: +13 vs. PD

Hit: 30 fire damage.

NATURAL ENDINGS (7TH LEVEL)

Ranged spell ♦ Daily

Targets: Up to 3 nearby staggered enemies that aren't unconscious

Attack: +13 vs. MD

Hit: 70 psychic damage.

Natural Even Hit: As a hit, plus the target can't attack you during its next turn.

Miss: 10 psychic damage.

DRUIDS

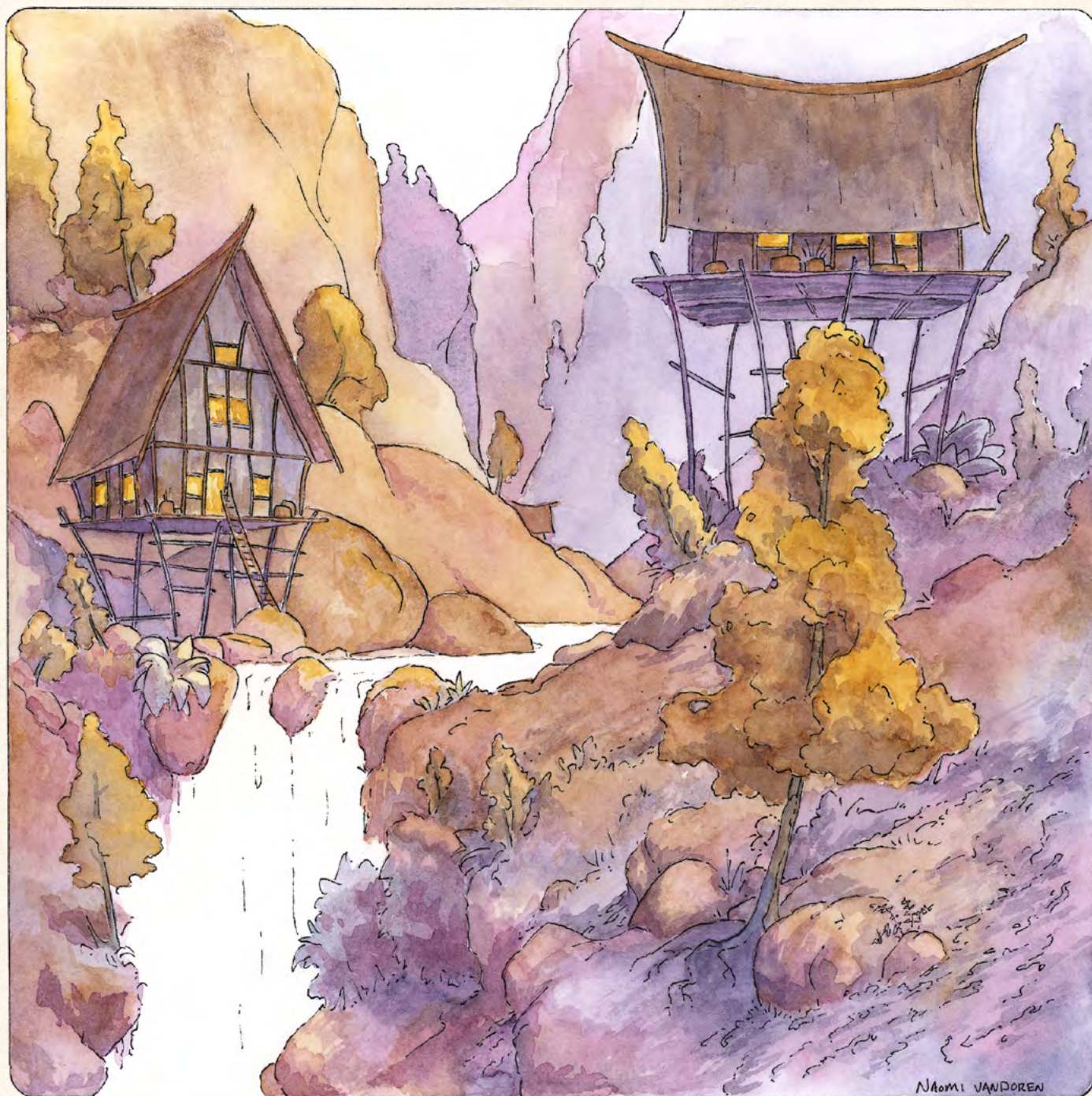
So far we've been deliberately vague about how druids are organized. It's fun to say that they have magical circles and sacred groves. That's a great approach for generating entertaining backgrounds for player characters. It would be less fun if we outlined the sociopolitical dynamics of druidic circles—that's stuff you should be free to invent, borrow, or ignore as you see fit. Certainly, other d20-rolling games have distinct visions of druidic hierarchy, while we tend to take such things on a campaign-by-campaign and character-by-character basis. Maybe we'll outline some of the more unusual possibilities we think might be fun in an upcoming book, but not today.

The druid stats that follow take a different approach than the dragon stats above. Instead of printing the stats and following up with a spell list, I've opted to present fully-statted NPCs/monsters that include all their abilities and spells.

The huge range of options and builds available to player character druids enables each individual druid to express wildly different power concepts. For now, I'm content to reflect that diversity with monster stats instead of trying to set up full NPC stats that are entirely adjustable by level. There's a bit of customization advice below, and if you see something you like in one druid, nature will approve if you share that ability with another.

No summoning here: We'll probably deal with monsters that summon other monsters more in an upcoming book. But I want to playtest that angle more to decide what level of detail is worth it, so no summoning spells here. If you want a druid to summon, just add the monster into the normal building battles math.

Fuzzy translations: NPC druids aren't faithful translations of the player character stats. Some character concepts aren't much fun for the GM to have to manage and many player character powers are designed for PCs for a reason and have nothing to do with how we present the characters' antagonists. By now you're probably comfortable with this style of differentiation between PCs and NPCs in *13th Age*, but if you or your players want *interesting* reasons why NPC druids have so many fewer powers and spells, feel free to investigate the possibility that NPC druids invest more heavily in ritual magic to support their community, their druidic circle, and their icon.



A bit of customization: To turn any of these druids into an elite, which costs 1.5 as much when building battles, increase its hit points and damage dealt by 50%. Similarly, if you'd rather make one of these druids into a double-strength antagonist,

you could probably handle it by doubling hit points (and any related abilities, like *regeneration*), making the melee attack into something the druid can use twice with a single standard action, and doubling the damage of the spells.

HIGH ELF AIR INITIATE

No, that's not a holier-than-thou attitude. But you almost got it: it's a better-than-thou attitude.

3rd level caster [HUMANOID]

Initiative: +9

Wooden staff +7 vs. AC—6 damage

Natural even hit: The target takes 3 lightning damage and pops free from the initiate.

Miss: 2 damage.

R: Hailstones +8 vs. PD (the enemy with the most hit points that the initiate can see)—10 cold damage

Natural even hit: A different nearby enemy of the initiate's choice takes 4 cold damage.

Natural odd hit: Each nearby enemy that is lower level than the initiate takes 4 cold damage.

Elven teleport: Once per battle as a move action, the initiate can teleport to a nearby location it can see. The initiate gains another use of this ability in the battle when it scores a critical hit.

Mystic regeneration: The initiate heals 3 hit points at the start of its turn while it's staggered but not unconscious.

AC 18
PD 16 HP 42
MD 17

WOOD ELF TIGER SHIFTER

Your certainty that a druid wouldn't actually eat its sentient humanoid enemy is about to have a chunk taken out of it.

4th level wrecker [HUMANOID]

Initiative: +11

Tiger claws +9 vs. AC (2 attacks)—8 damage

Miss: 2 damage.

Limited use: Only while in tiger form.

Sickle sword +9 vs. AC—9 damage

Limited use: Only while in wood elf form.

R: Flame spear +9 vs. PD—10 fire damage

Natural odd hit: One ally of the shifter engaged with the target takes 1d6 fire damage.

Limited use: Only while in wood elf form.

Careening tiger: While in tiger form, when the shifter attacks a target it wasn't engaged with at the start of its turn, it deals 1d6 extra damage with that attack.

Grace of the tiger: Once per battle as a quick action while in tiger form, the shifter can roll an easy save (6+). If the save succeeds, it can take another turn after this one. If it fails, it doesn't expend this ability, but the save increases by +5 (cumulative).

Shift: As a quick action 1d3 + 1 times per battle but only once per turn, the shifter can switch between humanoid form and tiger form, or vice versa.

Tiger tough: The shifter gains a +2 bonus to all defenses while in tiger form.

AC 19
PD 18 HP 50
MD 16

HUMAN FOREST ADEPT

There are many stories in the forest. Some end abruptly in a supernatural hail of giant acorns.

5th level caster [HUMANOID]

Initiative: +14

Redthorn short sword +10 vs. AC—14 damage

Natural even hit: The target takes 5 ongoing poison damage.

Miss: 5 damage.

R: Magic acorn missiles +10 vs. PD (1d3 nearby enemies in a group)—14 damage

Miss: 5 damage.

R: Entangle +10 vs. PD (1d3 nearby enemies in a group)—20 damage, and if the target is staggered after taking the damage, it's stuck (save ends)

Miss: 5 damage, and if the target is staggered after taking the damage, it's stuck (easy save ends, 6+).

Limited use: 1/battle.

Barkskin: The adept takes a -3 penalty to AC and PD against attacks that deal fire damage. When the adept is hit by an attack that deals fire damage, it must roll an easy save (6+). If the save fails, reduce its AC and PD by 3 until the end of the battle and ignore this ability for the rest of the battle.

Forest home: If the adept isn't fighting in forest, woods, or terrain that's otherwise full of trees or brush, it takes a -5 penalty to initiative.

AC 23
PD 20 HP 64
MD 19

DARK ELF CAVERN ADEPT

Actually, this may not be a dark elf at all, but in the dark and with all the poison dripping off the walls you're not getting a good enough look to be certain.

7th level caster [HUMANOID]

Initiative: +14

Blackthorn needle sword +12 vs. AC—24 damage

Natural even hit: The target takes 10 ongoing poison damage.

Miss: 7 damage.

R: Dark ways +12 vs. MD—20 psychic damage

Natural even hit: The target can't attack the adept until the end of its next turn unless the adept engages it.

R: Fungal ambushade +14 vs. PD—30 ongoing poison damage (two saves end)

Miss: 10 ongoing poison damage (two saves end).

Limited use: 1/battle.

Dark home: If the adept isn't fighting in cave, dungeon, or underworld location, it takes a -4 penalty to initiative and a -1 penalty to its attacks.

Poison cave: While fighting in a cavern or underground location, the adept's enemies must roll an easy save when they attempt to use a move action (6+). If they fail, they take 5 ongoing poison damage from contact with magically garnished rock, water, or winds.

Wall-crawler: The adept can move on walls and ceilings as well as it moves underground.

AC 23
PD 19 HP 110
MD 21

HALF-ELF WILD HEALER

The fact that the healer is the one swinging a warclub and flinging lightning bolts accurately summarizes the High Druid's approach to restoring balance.

8th level leader [HUMANOID]

Initiative: +13

Bear-toothed warclub +13 vs. AC—40 damage

Natural 2-6: 20 damage, and each of the healer's allies engaged with the target can pop free from it.

C: Spark +13 vs. PD (one nearby or far away enemy)—30 lightning damage, or 50 lightning damage against a creature that is flying

Wild healing: As a close-quarters quick action, the wild healer targets itself or one of its nearby allies. That creature heals 10 hit points, or 20 hit points if it's staggered. At the start of each of its turns, the target can roll a save and heal hit points equal to the number rolled. If the save succeeds, the effect continues; otherwise, it ends.

Limited use: 3/battle, but no creature can have more than one wild healing effect targeting it at a time.

AC 25
PD 22 HP 130
MD 21

DRUIDIC ADEPT

Hooded, cloaked, and that's all you're sure of as the magic starts to fly.

Elite 9th level caster [HUMANOID]

Initiative: +18

The barest brush of the hand +14 vs. PD—50 damage, and the target pops free from the druidic adept and is stuck (save ends)

Natural even roll: This attack only uses a quick action rather than a standard action.

R: Brutal hail +14 vs. PD (the enemy with the most hit points that the adept can see)—70 cold damage

Natural even hit: A different nearby enemy of the adept's choice takes 40 cold damage.

Natural odd hit: Each nearby enemy that is lower level than the adept takes 40 cold damage.

Miss: 35 cold damage.

C: Jagged spark +14 vs. PD (one nearby or far away enemy)—80 lightning damage, or 110 lightning damage against a creature that is flying

Natural move: As a move action, the adept teleports somewhere nearby that it can see. Through the earth it looks like burrowing, through air like teleporting, etc.

Limited use: 1d3 times per battle.

Circle's strength: The adept gains a bonus to saves equal to the escalation die.

Stoneskin 18+: The adept has *resist damage 18+* against attacks that target AC (half damage from natural attack rolls less than 18). When two attacks overcome this resistance, it loses *stoneskin* until the end of the battle.

AC 25
PD 22 HP 180
MD 23

GREAT LEOPARD SHIFTER

Now you see it, now you're dead.

11th level wrecker [HUMANOID]

Initiative: +20

Leopard claws +16 vs. AC—60 damage

Natural even hit: The target takes 20 extra damage.

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

Limited use: Only while in leopard form.

Wicked sword +16 vs. AC—50 damage

Limited use: Only while in human form.

C: Jagged spark +16 vs. PD (one nearby or far away enemy)—50 lightning damage, or 70 lightning damage against a creature that is flying

Limited use: Only while in human form.

Shift: As a quick action 1d3 + 1 times per battle but only once per turn, the shifter can switch between humanoid form and leopard form, or vice versa.

Speed of the leopard: When an enemy rolls a natural 1–4 with a melee attack against the shifter and misses, the shifter gains an additional standard action during its next turn. It can only gain one extra standard action each turn this way.

Swift leopard: While in beast form, the great leopard shifter gains a +5 bonus to disengage checks and saves against being stuck, dazed, weakened, or stunned.

Two-legs slow: While in humanoid form, the shifter takes a –2 penalty to AC and PD.

AC 28

PD 26

MD 22

HP 240