

# ICON

A 13th Age Fanzine

ISSUE 1 MAY '14 | ADVENTURES, MAGICAL ITEMS, SETTINGS, RACES, CLASSES AND MORE.

# CONTENTS

- 3. FOREWORD  
BY ROB HEINSOO
- 4. OVERLAND ADVENTURES - PART 1: THE ANVIL.  
ADVENTURE SETTING BY BRIAN FAULKNER
- 8. THE UNDERTAKERS  
NPC FACTION BY JAMES SAFFELL
- 11. HOLLOW EYES  
CHARACTER RACE BY ADAM ENGEL
- 12. CAN WE PLEASE DUMP TOLKIEN?  
THEORYCRAFT BY MATTHEW FREDERICO
- 14. NEW IMPLEMENTS : ORBS  
MAGIC ITEMS BY ASH LAW
- 16. MADNESS IN THE UNDERMARCH  
ADVENTURE BY CHAD R.
- 29. DEMON HUNTER  
CHARACTER CLASS BY DARREN W. PEARCE
- 39. PSIONIC SAMPLER  
CHARACTER OPTIONS BY STEPHEN ABEL
- 42. SAM SARANS  
CHARACTER RACE BY NICHOLAS ARROYO
- 43. PRE-GEN COMMUNITY PROJECT  
GAME RESOURCE BY KENDALL JUNG

*A 13th Age* fanzine! How great!

From one vantage, fanzines already played a major role in the creation of 13th Age. Jonathan and I met because we both wrote for the Alarums & Excursions print rpg fanzine that's still run by Lee Gold. I was a fan, Jonathan was a pro, and we became friends after I started sending him postcards about Over the Edge outside the fanzine. First we were friends, then alternating GMs in our game group, then co-workers, and now collaborators again on 13th Age.

Fanzines rock. They're the place to try stunts that you might or might not come off, to test material that can then be focused down into your gaming group, to hone writing and design skills, and to find people you're going to stay in touch with the rest of your life.

In a weird sense, I have already had a fanzine-like experience with 13th Age. The 700+ pages of playtest comments we got on the core rulebook read just as much as a fanzine as playtest data. Alongside comments on bad wording and broken spells, there were oodles of campaign write-ups, cool little mini-adventures, delicious quotes, character and monster sketches, construction schemes for escalation dice, and even photos of a minis battle played out in front of a toenail painting party!

We half-designed the world of 13th Age, inviting people to fill in or recreate the pieces anew every campaign. Having seen the initial harvest of home-playtest material when people were just getting used to filling in the pieces, I'm grateful to David for taking the initiative to put together a gathering point as the game develops.

--Rob Heinsoo  
April 23, 2014



# OVERWORLD ADVENTURES

## PART I: THE ANVIL

BY BRIAN FAULKNER

ADVENTURE SETTINGS AND INSPIRATION

*“A world of greedy sky pirates, vicious Cloud Drakes, scheming Fallen angels and dangerous falls.”*

This is the first in what is intended to be a series of article here for Icon about a region of the Overworld called the Anvil Cloudlands. This first article presents just one of the many adventuring locations found in the Anvil Cloudlands, its namesake cloudform called The Anvil.

“Things that are true” about the Anvil Cloudlands:

Clouds are not only solid to walk on (like anywhere in the Overworld, see 13th Age CoreRules p257), but are actually made of living plant matter. Clouds form the basis of the ecosystem the same way grasses and trees do on the Land below and fungi do in the Underworld.

The Anvil Cloudlands are safer for humans to be in than other parts of the Overworld. Though by no means short of dangerous creatures and hazards, some areas in the Anvil Cloudlands are safe enough to support small human settlements of nonadventuring folk. The absence of cloud giants and wards of the Archmage are a big help.

The Anvil Cloudlands are a diffuse collection of flying realms that are loosely bound to one another. However, if you want to use one of the pieces as an independent flying realm, it should be easy to incorporate into your campaign and vision of the Overworld.

The Anvil Cloudlands float around the world on the winds, their path intersecting the Dragon Empire on an intermittent, unpredictable schedule.

*The Anvil: massive cloud, mountain of the Overworld*

The Anvil dominates the cloudscape around it, the largest terrain feature in the Anvil Cloudlands. The Anvil spans all the layers of the overworld, its lower layers scraping off on tall mountains, its highest layers high enough to reach out and touch the stars. The Anvil takes its name from it’s classic anvillike thunderhead shape, expanding and flat on top. Its storm cloud grey color is punctuated with occasional flashes of blue magical energy from deep within it’s core. Only its outermost layers of foliage visible from a distance, but The Anvil is very much a living thing.

The Anvil is host to a particularly rich ecosystem (somewhat like that of a coral reef). Large numbers of epiphytic plants grow on it, using its body for support and drawing nutrients from the air or the magic of the Overworld. Many small animals use it for shelter or eat its fruits and seeds, or feed on other small animals. Flying eels hide in tiny coves, ambulatory flowers emerge at night to bathe in the moonlight, great swarms of lightning bugs (of the literal lightning sort) fly about looking for nectar. Slow moving spongebeasts shamble about grazing on vegetation. Aerocetus, the sky whales, fly near The Anvil to feed on the fogs of tiny animals that float and fly around the massive cloud.

Describe the area to your players as being incredibly rich and filled with tons of life. Much like a coral reef looks a vague brownishgreenish from the air, but up close reveals a rainbow of colorful animals, so too The Anvil looks whitishgreyish from afar but up close is diverse and colorful.

Hail Elementals protect The Anvil from humanoids who would seek to harm or colonize it, forming a sort of immune system for The Anvil. The Anvil spawns them somewhere deep in its core; it is suspected that the flashes of blue seen from within have something to do with elemental creation. Of course, being a stormcloud, The Anvil throws plenty of hailstones and lightning downward toward the Land below. Legends exist about what happens to someone struck by lightning from The Anvil, from being drawn up to the Overworld, mutating into a lightning monster, to abandoning civilization to become a druid.

*Druid in the party? Large thunder clouds like The Anvil are the mountains of the Overworld; they are huge, epic features that are magically connected to lightning. You may want to consider The Anvil to be both Mountains and Plains/Overworld for the purposes of the Terrain Caster druid talent.*

### *Icons and The Anvil:*

Priestess: I can understand why The Anvil is so spiritually important to the Cloudlanders, but I weep that some take to outright worshipping it. They are closer to the Gods of Light than any of us and yet give their adulation to a mere cloud.

Dwarf King: That big cloud always lingers over my city of Anvil just a little too long, dropping hail and worse.

High Druid: The Anvil's rich, untainted wilderness must be protected. Few of the Wilds have such effective ways of staving off the encroaching cities. Were it to fall to man or death, Nature would weep for an Age.

Archmage: Though dangerous to extract, The Anvil supports such a wide diversity of species that an enterprising alchemist could make almost anything. If not for the hostile elementals, cloud drakes, and other hazards wrecking your laboratory, that is.

### *Adventure Hooks to The Anvil:*

Sky Scrapper: The bottom of The Anvil collided with a tall mountain and scraped a big wound in the bottom of the cloud. The gouge in The Anvil is leaking Hail Elementals all over the Land below, and the locals aren't happy about elementals destroying their farms. . . and farmhouses. . . and farmhands.

Fruit of the Legendary Cloud: An alchemist in the Archmage's employ believes the stories that an incredible, magical cloud called the Legendary Magepuff exists at the top of The Anvil, and he needs some enterprising adventurers to go fetch its fruits for him.

Autoimmune Problem: The Hail Elementals that protect The Anvil have begun attacking it and the creatures that live there. If Anvil's elementals attack it, an entire ecosystem is in danger of dying. And perhaps falling from the sky onto whatever city happens to be below. The High Druid sends the party to investigate.

Sky Pirate Loot: A Sky Pirate vessel lost control in a storm and crashed into The Anvil. There's likely booty aplenty for enterprising individuals willing to risk their lives to make a quick buck.

Final Adventure: Meriam Thozun, a former adventurer, claims that she and her adventuring companions tried to scale The Anvil and failed. She fled and her party was killed. She wants their bodies found so they can be laid to rest. One of her friends had a Wingmarshal's Ring that is up for grabs.

### *Wingmarshal's Ring*

*"This angel motif ring feels so light in your hand, you fear it might just float away."*

Heroic Leap: You get +2 to any check to jump.

Featherfall (Daily): You cast Featherfall, identical to the 1st level Wizard spell (13th Age core rules, p151).

Quirk: "I can jump that far." You greatly overestimate your acrobatic ability.

Attunement: To attune to the Wingmarshal's Ring, you must "Take a leap of faith."

### *Hazards of The Anvil*

Falls: This being the Overworld, there are no shortage of places to fall and hurt yourself. Occasional savage windstorms don't improve the situation.

Spark Vents: The magical energies inside The Anvil occasionally jet outward violently.

Stepping on poisonous, spiny creatures: There is an abundance of life on The Anvil. Some of it has spines sharp enough to pierce a leather boot and enough toxin to knock out a thing-bigger-than-you.

Predatory Animals: The species of The Anvil include many small predators. Only a few are strong enough to fight heroic adventurers in battle, but they may take a nip at your heels before deciding to retreat and pursue prey wielding fewer magical broadswords.

Hostile Creatures of The Anvil: The hail elementals, on the other hand, are more than willing to bring the pain to the PC's, regardless of the number of magical broadswords they happen to be wielding. They will keep coming and coming, making anything more than a short rest doomed to interruption by yet another hail elemental attack.

*"We scaled part of The Anvil once on a job. Ran into a group of the damn thing's ice'n'lightning bodyguards. Little guys go out in ranks first, usually split into two smaller swarms. Make any move towards the big ones and they jump in the way. Three or four at a time, throwing their little icy fists. Damn things freeze and stick to anything they touch. Chunks of ice unbalance your weapons, short out your wands, freeze into the joints in your armor. The two dwarves among us got pounded to paste before our wizard could get his fireball off."*

*- Brodnax Va, Cloudlands adventurer*

### *Hail Elemental Cryometeor*

*Massive orbs of elemental ice held together by arcs of magical lightning patrol The Anvil for any invaders.*

Large 4th level Caster [ELEMENTAL]

Vulnerability: Fire

Initiative: +2

Icy pummeling +9 vs AC: 20 cold damage

*Natural even miss: Creates one Hail Elemental Graupel adjacent to the Cryometeor. The Cryometeor takes 11 damage.*

R: Thunderous Hailstorm (up to three nearby enemies in a group) +9 vs PD: 18 damage and 10 ongoing lightning damage.

Elemental Antigen: Before the battle, roll a d6. All Hail Elemental Cryometeors and Hail Elemental Graupels crit range expands by +2 against that race:

1. Human, halfelf
2. Halfling, Gnome, Dwarf
3. Elf, halfelf
4. Forgeborn, Draconics, Aasimar, Tiefling
5. Noncorebook races like Twygzogs, custom races
6. Animal companions, summoned creatures, familiars, etc

AC20 PD18 MD14 HP108

### *Hail Elemental Graupel*

*Graupels are the smallest of the hail elementals. They act much like antibodies, freezing their bodies to invaders so they can be destroyed by larger, more deadly elementals.*

3rd level mook [ELEMENTAL]

Initiative: +4

Vulnerability: Fire

Binding Ice +8 vs AC: 6 damage

*Natural even hit: The target is hampered until the end of the Hail Elemental Graupel's next turn. Binding Bodies: Checks to disengage from a Graupel take a 5 penalty.*

AC19 PD17 MD13 HP11

*Mook: Kill one Hail Elemental Graupel for every 11 damage you deal to the mob.*

# THE UNDERTAKERS

BY JAMES SAFFELL

ORGANIZATIONS OF THE 13TH AGE

*“The Lich King commands all undead, to some extent. His power grows when sacrifices to the dead are not maintained and graveyards are desecrated, but even when all rites are properly observed he schemes, betrays, and attacks.” - 13th Age, Chapter 1 - Icons, The Lich King*

The sacrifices must be made to keep the dead quiet and buried. In times of peace, with patient and diligent care, the gravekeepers and priests of the civilized world perform these duties well enough. However, in times of struggle and upheaval the rites of the dead are easily forgotten, and those who have died rise once again in a mockery of life. After the return of the Wizard King as the One-Eyed Lich, the leaders of the Dragon Empire, Dwarves, and Elves divined the rites of the dead in an attempt to stem the tide of the Lich's power. The men and women responsible for seeing those rites carried out are known as Undertakers. While not always successful in preventing all undead from walking again, the Undertakers try to ensure that the dead remain that way. Charged with overseeing particularly large, difficult, or previously unknown graveyards and crypts, the Undertakers have a wide reach in society. While individual Undertakers, especially those who came from the clerical cloisters, may wield divine power to destroy their enemies, they are best viewed as part mercenary, part holy warrior, and all business as they wage their war on undeath. Today, walking corpses are a nuisance; if left unchallenged, they will overrun the world.

Undertakers are usually either guardians (in charge of specific locations) or wanderers tasked with seeking out the undead in the world at large. Most adventuring Undertakers come from the latter group, although particularly wealthy, and usually eccentric, families have been rumored to hire Undertakers to guard (and sometimes cleanse) their family mausoleums and vaults. In principle, all Undertakers answer to the head of the order, an academic human known as Brother Travot. When the Undertakers gather together to act in force, they are almost always led by the ebony-haired Sister Thaedora. Ancient tradition says that Brother Travot answers to the will of the Dragon Emperor; in practice, however, the Undertakers have become so important to the fight against the Lich King that they act more or less autonomously in pursuit of this singular goal. They can be reliably counted on to fight undead whenever they arise, but they rarely exhibit the compassion demonstrated by, for example, the Priestess and her followers. Despite their power and ability, the Undertakers' focus on defeating the Lich King has kept them from pursuing a greater role in living society for themselves and their order. This is the primary reason no Undertaker has ever risen to the heights of the icons.

## *Allies*

The Dragon Emperor, the Dwarf King, and the Queen of the Elves, due to ancient tradition, all have the respect of the Undertakers, if not always their perfect obedience. The Archmage and the Great Gold Wyrms appreciate the Undertaker's contributions to keeping order and peace in the land, though they tend to disagree about which existential threat should be dealt with first. The High Druid has been known to assist the Undertakers as they pacify forgotten gravesites in the wild lands, but whether this cooperation is due to convenience or a lasting alliance is still unknown.



## *Enemies*

The Lich King is the primary enemy of the Undertakers, and as such he takes particular pleasure in subjecting members of the order to his insane schemes, usually just before turning them into some form of undead. The Diabolist and the Orc Lord tend to create numerous new dead in the pursuit of their plans, and they don't usually bother to clean up after themselves. Undertakers may feel that the only way to avoid a massive wave of undead tomorrow is to try to keep everyone alive today. While not strictly an enemy, the Undertakers are concerned that the Priestess will one day claim leadership of the order; in fact, some have already suggested that she should.

## *What it means to be an Undertaker*

The first loyalty of an Undertaker is to the order; whether because of training, upbringing, or personal experience, those who join tend to be singularly focused on the threat of the undead and the Lich King. While most Undertakers tend to be clerics or paladins, rangers and wizards are the next most likely members, and the order is nominally open to everyone regardless of class. Similarly, while most Undertakers are humans, dwarves, or elves, every race is welcome to join their ranks. Those who join learn the rites of the dead, including the proper sacrifices and procedures for maintaining a graveyard or crypt. In addition, initiates learn how to track, hunt, and destroy undead, from the mindless zombie up to the powerful vampires. Some claim that the Undertakers possess a ritual that will destroy all liches, including the Lich King himself, but it cannot be used until the One-Eyed King has been weakened

somehow. While joining the Undertakers gives great insights into how to deal with the undead, it also comes with a social cost. Undertakers are expected to attempt to defeat undead that they encounter and to lay slain living foes to rest in proper burial. Undertakers who fail to attempt these duties risk suffering a campaign loss. (Note: this doesn't mean that a first level character should go fight a rumored vampire spawn, but it does mean that they should investigate or report the news if possible. Undertakers are determined, they are not suicidal.)

## *Tailoring the Undertakers to your game*

The Undertakers are an easy way to expand a campaign that focuses on the Lich King and the undead. If you already plan on this type of campaign, introduce the organization during character creation, or soon after, so that players can determine early on if they want their characters to invest in joining the Undertakers. Players who have negative icon relationship points with the Lich King may be especially interested in having allies dedicated to his overthrow and destruction. However, you can still use the Undertakers even if the undead don't play a central role in your game. Here are a few ways you can fit them in, depending on your desired tone and the icons in play:

Make the Undertakers a lesser sect of the Golden Order serving the Great Gold Wurm. If your campaign is focusing more on demons and the Abyss, you can introduce a sub-plot or mini-arc in which the Lich King and his minions threaten to assault the Great Gold Wurm and unleash the Abyss. Whether or not your players wish to select the feat below, you'll add some depth and enemy variation to your game.

Restyle the Undertakers by saying that they have recently pledged their support to the Priestess and now serve as both holy warriors and a counter-weight to the forces of the Crusader and the Great Gold Wyrn. This opens up numerous opportunities for intrigue and political power plays among the heroic and ambiguous icons as they begin to vie for power, prestige, and the hearts of the people. Throw in the hordes of the demons and undead, and you've got a conflict waiting to happen.

For a darker tone, make the Undertakers secretly allied with the Crusader, using the holy power of the dark gods in order to defeat the dead. While the Crusader cares little about who rules the so called Dragon Empire, he does care that they stay out of his way in his war on the demons. Lending his aid to keep the undead in check gives the Crusader extra leverage in his relationship with the Emperor and helps smooth over a few of the "misunderstandings" and "regrettable incidents" that tend to occur when demons are found near innocent villages.

Adventurer Feat: You gain the Undertaker background, at the full possible bonus of +5 without having to spend your normal background points on it. You are an expert on death and the undead. You may at times be called on to perform duties related to this area of expertise, as outlined above.

---

# HOLLOW EYES

BY ADAM ENGEL

CHARACTER RACE

+2 Dex OR +2 Wis

Phase Shift (Racial Power)

*Once per battle when hit by any attack, receive only half damage.*

*Champion Feat: Take no damage from the attack.*

Extra-dimensional Senses (Racial Power)

*All hollow eyes are capable of sensing nearby magical portals and actively teleporting creatures. They cannot be taken by surprise or receive damage from standard teleporting effects.*

Hollow eyes are a mysterious, little-known race born of the elemental chaos that seethes between dimensions. They emerge from the ether fully grown and eager to explore other realms, which they travel by way of soft spots in reality only they seem to be able to sense. Their most prominent feature (and the only common one shared by them all,) is their eyes, or rather lack thereof. While the sockets can't be called empty, they do appear as deep black shadows, absorbing all light so as to reveal no shine or reflection. Typically, hollow eyes are curious and playful, sometimes to an unhealthy degree. They display no fear regardless of the threat they face, and will go to extreme lengths for nothing more than the sake of the experience. Because of their irreverent nature, it is rare to find one in the service of any of the gods, although they will occasionally adopt the role of a cleric or paladin of chaos. Unlike many of the other races of man, hollow eyes require no light

to see, functioning just as well in the darkest caves as in the midday sun. it is unclear how they actually perceive their surroundings; they are unable to describe it to others, lacking a frame of reference to what most call sight. While they are sometimes confused with creatures of a destructive nature, most hollow eyes are quick to correct any who would make the misinterpret the chaos they represent with the forces of entropy that are the dominion of demons and the undead. The chaos from which they are birthed is the embodiment of unbridled creation, a heritage they proudly honor through many different forms of expression, from painting to song to body art.

---

# CAN WE PLEASE DUMP TOLKIEN?

BY MATTHEW FEDERICO

ADVENTURE SETTINGS AND INSPIRATION

*“Contrary to the belief of the Hobbyist Zeitgeist, the world during the time period of the Middle Ages was much wider than England and France.”*

I have nothing but the largest respect and admiration for J.R.R. Tolkien. The man was capable of creating worlds. Not bare bone settings that were just an excuse for having stuff involving magic happened. The world of his stories and poems were truly alive and breathing, with a mythology that really felt up there with anything from the real world. Tolkien's stories were an inspiration to Fantasy for a damn good reason: he was a damn good writer.

But can we take a step back and consider something? The fact that Tolkien has done something so well, and had such an impact on Fantasy that many writers seem to struggle with the idea of doing anything different. It's the Disney Effect – Walt Disney did something fantastic with his animated musicals. They were such a wild, mad success for so long that no one considered doing anything differently.

Look at every fan setting for anything related to Dungeons & Dragons, and nine times out of ten it is going to involve a medieval feudal society, with a good kingdom and a bad one, with the Orcs being bad to the bone while the Elves are all wise and mysterious, while the Dwarves will have beards way too long for them and have

a strange affinity for beer. The Hobbits – I mean, the Halflings – will be lazy, cheerful good for nothings that, realistically speaking, should have been driven into extinction. There might be one, maybe two, sometimes three things that makes this setting “totally” different from every other one that has already been conceived. After raising these points, I have a simple question: why can't we just not do Medieval Feudalism as the point of inspiration for our settings? Game of Thrones is fantastic...but it's still Medieval Feudalism. The Witcher pokes fun at fantasy conventions and shows a grim look into Eastern European Kingdoms during the Middle Ages...but once again, Medieval Feudalism. Eberron may not neatly fall into the Medieval Feudalism genre, but it is certainly more inspired by Western European associations than others. And don't even get me started on the Forgotten Realms.

Now, just like my views on J.R.R. Tolkien, I have no issues with Medieval Feudalistic settings in and of themselves. They are platforms for great storytelling. The issue I have is not at their existence, so much as the vacuum that they occupy. Contrary to the belief of the Hobbyist Zeitgeist, the world during the time period of the Middle Ages was much wider than England and France. Eastern Europe is full of strange, beautiful folklore and mythologies that could be used for a fresh take on a Fantasy setting. The popular Midgard setting melded it with steampunk aspects, and the popular Witcher series used the Eastern Europe framework to portray a dark, grim Medieval society.

But those still fall within the boundaries of the Medieval Fantasy that is so rampant across our hobby. Let's take a look at other sources of inspiration – like Native American folklore! The tales of the spirits that walked the earth are fascinatingly weird from the perspective of someone who is not used to them, and would be a great way to spark your player's imaginations. Or China – there is a



good reason why so many people remember Jade Empire fondly, and it is not because of the writing or the characters. People remember Planescape fondly because it distorts the trope of Fantasy in such weird, absurdly brilliant ways. Neverwinter Nights II: Mask of the Betrayer is often considered one of the best storylines in RPGs not just because of the near perfect quality of its writing, but also because of the weird landscapes of Rasheman that fused Native American stories within Eastern European culture. Game Masters, I beg you, I implore you, look elsewhere besides Tolkien and Europe for your setting inspirations. The world is a big place, full of a thousand different cultures with mythologies to match. The fact that I don't see more Greece or Egyptian inspired settings is just about criminal.

---

# NEW IMPLEMENTS: ORBS

## BY ASH LAW

### MAGIC ITEMS AND OPTIONS

*“Donning magic armor in 13th Age isn’t as simple as strapping on regular armor. Wielding a magic sword isn’t as simple as grabbing the hilt and holding on.”*

For Shards of the Broken Sky (the new sandbox adventure for 13th Age from Pelgrane Press) I wrote a treasure section even larger than the one in the core book. The book is currently in the development and editing stage, and to be frank is a little long so if stuff gets trimmed it might be there... but I hope not. I love stuffing books with new treasures and races. As part of the treasure section I introduced orbs, a new type of magical implement. Here are eight orbs for the magic user in your group.

### *Orbs*

Any ritual caster may use an orb to cast spells through, though the spells cast through them do not have to be rituals. You may only wield one orb per hand (and most characters have only two hands).

Unlike other implements orbs like being used together, though their default bonus does not stack their recharge becomes easier (using more than one makes recharge 16+ orb powers become recharge 11+, and 11+ becomes 6+).

*Default bonus: Attack and damage with arcane spells or attacks; +1 (adventurer), +2 (champion), +3 (epic).*

### *Crimson Orb of Pain*

(Recharge 11+): When you become staggered you may immediately move as a free action.

Quirk: Likes the taste of blood.

### *Orb of Fiery Rage*

Always: Allies that crit enemies engaged with you do fire damage with their crit.

(Recharge 16+): Until the end of the fight; allies gain a bonus to hit enemies engaged with you equal to the number of turns that enemy has ended its turn engaged with you.

Quirk: Angers easily.

### *Golden Orb of the Sun*

Always: This orb sheds bright light at all times.

(Recharge 16+): Until the end of the fight; you or a nearby ally now do holy damage with your basic attacks.

Quirk: Fear of being alone in the dark.

### *Orb of Verdant Growth*

Always: You may eat (and gain nourishment from) any growing plant that you can fit into your mouth, even chewing branches off trees and stripping bark.

(Recharge 16+): Add the forest terrain type to the area for the next hour, causing .

Quirk: Unable to eat meat, only plants.

### *Orb of the Blue Sky*

Always: You may count far away flying creatures as nearby when it comes to making attacks against them.

(Recharge 11+): Until the end of the fight; gain +1 to attack creatures that can fly, even if they are not currently flying (champion tier: +2; epic tier +3).

Quirk: Claustrophobic.

### *Orb of the Deep Sea*

Always: Gain +1 to attack and damage when you are at least knee-deep in water. (Recharge 11+): Until the end of the fight; gain +1 to attack creatures that can swim, even if they are not currently swimming (champion tier: +2; epic tier +3).

Quirk: Always thirsty.

### *Purple Orb of the Inner Eye*

(Recharge 16+): Expand the crit range of one nearby ally by 1 (champion: two nearby allies; epic tier: 3 nearby allies).

Quirk: Inappropriately philosophical.

### *Orb of Magenta Clouds*

(Recharge 11+): Until the end of the fight; gain a bonus to your defences against ranged attacks equal to the escalation die value when you activated the orb's power.

Quirk: Given to singing catchy tunes.

---

# MADNESS IN THE UNDERMARCH

BY CHAD R.

ADVENTURE FOR LOW LEVEL CHARACTERS

*“Donning magic armor in 13th Age isn’t as simple as strapping on regular armor. Wielding a magic sword isn’t as simple as grabbing the hilt and holding on.”*

Undermarch, the great underworld highway rolling along beneath the earth. Filled with fat merchant wagons, laden mules and travelers from afar all making their way between Underhome, the Dwarven city under the mountain called Forge and the great Dwarven outpost of Anvil.

The longest and most renown of the trade and security routes in all of the Dragon Empire, it is the pride of the Dwarves and the relief of many a traveler hoping to avoid entanglements with Orcs, the Hell Marsh residents, or gods forbid, a giant out of the Giantwalk.

## *Basic Plot/Hook*

Recently merchants and caravans travelling the Undermarch have been waylaid. The merchants left dead and their goods stolen. The Undermarch Officers, appointed by the Dwarf King’s military, have been unable to locate this new threat. The Dwarf King has decided to look for help from groups of adventurers and mercenaries to stifle this new threat, not wanting to allocate resources from else-

where in the Dwarven empire that are needed to defend against the encroachment of the Orcs, the denizens of Hell Marsh, and the threats from the Giantwalk above the Undermarch or from the poisoned Drow residing deep below in the Underworld.

## *GM Info (What’s really happening)*

The Diabolist has decided to spread her chaotic influence to the Dwarven Empire. She feels that the Dwarves are “deserving” of some of her time for making it difficult for her devoted followers and their masses to move east out of the Hell Marsh.

The Diabolist has chosen several key devotees, and using the allure of her power and magic, has raised them up amongst her followers and ordered them to establish sects devoted to her all along the Undermarch. Their mission is to disrupt the flow of people and goods along the Undermarch, weaken the Dwarven defenses in the area, and then sit back and watch as the Dwarves collapse under the weight of the Orcs, Demons, Giants and Drow pushing at them from every side already.

What nobody knows is that these sects are recruiting Derro into their ranks. The Derro are Dwarves who have dug too deep into the Underworld and have uncovered some great horror that has corrupted them. The Diabolist assumes that they have found a great demon of power that she hopes to someday sway to her cause.

What you as the GM want to do, as much as you can, is to throw off the party using the interaction with the NPC’s and Investigation clues to almost convince them that the Undermarch Officers and Sergeant Vaak Darvak or the Drow are behind the attacks. Only when the party finally pursues the attackers of a caravan do they



realize the true culprits are the Derro, and eventually behind them the Diabolist's devoted.

## *Icon Involvement*

Icon Involvement offers some suggestions for a few of the Icons as to why the characters would have come to the Undermarch.

Elf Queen – “The Drow? Again? Go and verify that they are the ones causing this madness and I will deal with them as necessary.”

Prince of Shadows – “I can't have someone else robbing the dwarves of their goods! Not when the dwarves go out of their way to bring their magnificent magical materials literally to my doorstep and to one of my favorite cities, Glitterhaegen.”

Lich King – “I surmise that a living dungeon may have surfaced near to the Undermarch and that its undead denizens are responsible for these attacks. I could use some fresh recruits. . . Get it? I said, “fresh recruits,” but they're undead, ha ha ha haaa.”

Dwarf Lord – “Orcs, demons, Drow, giants and now this! There's not enough time in the day! Find and snuff out this new threat!

Emperor – “Fear not my good folk of the Dragon Empire for I have some of my very best people on the job.”

Archmage – “Oh my, we simply CAN NOT allow the possibility of a powerful magical artifact enroute to me to be stolen!”

## *The Setup Part I*

*(GM's, read through the adventure so you can decide how to approach interaction with the NPC's, what information the party might acquire, and when and if encounters should take place to move the story along. See the NPC, Investigation and Encounters section.)*

The first two paragraphs of the adventure as well as the paragraph under Basic Plot/Hook is a good place to layout the overall scenario to the players.

From there the adventure normally starts with the party's reasons for traveling to Anvil. It could be as simple as just trying to help out the people of Anvil with the attacks in the Undermarch, or, one or more of the Icons have an influence on one or more of the characters in the party and the characters are traveling to Anvil for those reasons. (See Icon Involvement above.)

Now that you have the basic scenario described to the players and a basic idea about why the party is travelling to Anvil, open with a description of their arrival in Anvil. The party will most likely be staying at the Keg 'n' Casket Tavern in Anvil. You can use the following points to describe Anvil or you can create your own if it suits your campaign better.

## *Anvil*

1. Anvil is found on the southern side of a large mountain at the northern end of the Giantwalk.
2. Anvil is mountainous and many Dwarven holdings have been excavated beneath.
3. The outpost of Anvil is mostly a town that has sprung up outside

the entrance to the Undermarch around the Dwarven holdings and grown down the side of the mountain.

4. The most popular stop for travelers in Anvil is the Keg 'n' Casket Tavern owned by Farvo Lorov. (A likely place for the characters to stay while investigating.)
5. The Undermarch Officers have a headquarters just outside the Undermarch exit in Anvil.

If/when the players decide to learn more or actually visit the Undermarch you can use the following points to describe the Undermarch or you can create your own if it suits your campaign better. NPC's can also provide this information as well as clues as to what's going on. (See NPC's and Investigation.)

### *The Undermarch*

1. The Undermarch runs for about 150 miles underground between Forge and Anvil.
2. The Undermarch is wide, as wide as some of the most travelled roads in the Dragon Empire.
3. Passage from one end of the Undermarch to the other costs 1 gold piece.
4. Many side passages, crevices, and cracks are found in the walls of the Undermarch.
5. The Undermarch passes through caverns of glittering quartz, runs side-by-side with underground rivers, and is bridged over long, Underworld lakes.
6. Some folk have set up shops in the Undermarch, providing goods and services.
7. There is a tour group that is lead by Ilda Armamak describing the construction of the Undermarch for a fee.

Speaking with NPC's or locals will lead you to the Investigation section.

### *NPC's*

*Stats for the following NPC's can be found at the end of the adventure.*

1. Ilda Armamak (Female Dwarf) – Official Undermarch tour guide of the Anvil end.  
“Work was completed on the Undermarch in the 11th Age, over here you can see... , etc. , etc.”
2. Sergeant Vaak Darzak (Male Dwarf) – Sergeant of the Undermarch Officers of Anvil.  
“Well of course I've been down there looking around! That's my job!”  
(Vaak Darzak is feeling pressure from the Dwarf King to solve this problem. He has been searching the Undermarch on his own time to try and find the cause of the attacks. He finds it a great insult that the Dwarf King has called out to adventurers and mercenaries for aid. He will do everything in his power to keep the party from solving the problem before him and his Undermarch Officers.)
3. Undermarch Officers (Male & Female Dwarves) – The Undermarch Officers of Anvil are responsible for the safety of travelers at the Anvil end of the Undermarch.  
“You just stay out of the way, we've got this under control...What!? Another caravans been robbed!”
4. Merchants, travelers, folks travelling the Undermarch (all races) – Many different folks travel the Undermarch for many different reasons.  
“It's a lot darker down here than I thought it would be, though it is underground I suppose.”
5. The Keg 'n' Casket Tavern proprietor, Farvo Lorov (Male Moon-

wreck Dwarf) – Owner and barkeep of the Keg ‘n’ Casket Tavern, a favorite stop for travelers to Anvil.

“In the Moonwreck, drinkin’ was our business. In Anvil, coffins are our business. What can I get ya?”

6. Folks in the Keg ‘n’ Casket Tavern (Mostly Dwarves with a fair share of the other races) – Locals and travelers alike frequent the tavern.

“Strange tidings from the Undermarch. Who’s to blame for the attacks? Well, a lot can be said for those above ground as much as those below.”

## *Investigation*

Speaking with/Questioning Locals – DC 15 Skill Check

Speaking with any of the NPC’s or the people of Anvil will turn up some information. Success turns up one of the following each roll.

1. Screams have echoed throughout the Undermarch on the nights of an attack.
2. Dark creatures with hand crossbows have been seen disappearing into the darkness of the many cracks and crevices of the Undermarch.
3. Sergeant Vaak Darzak has been seen moving around the Undermarch, alone.
4. “Caravans robbed and merchants killed. Then, Undermarch Officers go missing... I hear they may have been part of it all.”
5. “Beware the Black Hand!” (Describe this to the party as being whispered to them as they pass through a crowd or as a group of people pass by.)

Failure also turns up one of the above, however, it also triggers a consequence.

1. The NPC or person(s) spoken to or questioned disappears! The Undermarch Officers become suspicious of the group and they are detained in cells at Undermarch Officer’s Headquarters until further notice. (Allow the players to role-play their way out or to attempt an escape. Undermarch Officer stats are found at the end of the adventure.)
2. The NPC or person(s) spoken to or questioned believe they are suspected, at least in part, of the attacks in the Undermarch and will no longer aid the party!
3. A mob of Anvillians, or Keg ‘n’ Casket patrons, or Undermarch travelers discover that the party is investigating the attacks and want to know why they haven’t done anything about it yet! Use Skill Checks to have the party solve the crisis peacefully, otherwise, NPC stats can be found in the back of the adventure.

## *The Setup Part II*

At this point the players will have likely tried Speaking with/Questioning NPC’s or locals, and/or visited the Undermarch. If not, you’re still okay. Now it’s time to get the ball rolling.

## *Encounters*

The first encounter, Encounter 1, can take place anytime the party visits the Undermarch with or without prior information about the attack that took place on the merchant caravan. It’s not really an encounter as much as a way to make sure the party gets some misleading information that indicates Drow are the likely culprits behind the attacks.

Encounter 2 should take place after the party has done some investigating in the Undermarch, spoken with the Undermarch Officer's, and maybe even asked some questions of the locals. When you feel the time is right, or especially if things are getting slow, spring encounter 2. This encounter is the jumping-off point for a series of encounters leading the party on a chase to the real culprits of the attacks.

After Encounter 3 takes place you should determine how many combat encounters you think the party can handle before the final encounter, Encounter 7 – The Finale. Give the party a couple of exit choices from the cavern that Encounter 3 took place in. Tell the party that they hear echoing screams coming from all the exits. Then, no matter which direction the party chooses, mix and match combat encounters with non-combat encounters, making sure to let them decide which direction or exit they'll take after each encounter, until you feel it's time for the final encounter.

*Creature stats can be found at the end of the adventure.*

### *Encounter 1 – Caravan Wreckage!*

The first encounter isn't a combat but the scene of a recent attack on a merchant caravan. This could take place any time the party speaks with the Undermarch Officers who will show them the location of the attack. The bodies of the merchants have been removed but the wagons have been left until mules can be brought in to remove them. An Undermarch Officer guards the area at all hours.

A DC 15 Skill Check (any type of investigation or perception background can be added) will turn up the following information;

1. Many crossbow bolts pepper the outside of the wagons. The bolts appear to be the kind shot from a hand-crossbow.
2. A few strands of shock-white hair dangle from the corner of a wagon where someone or something leaned up against the wagon and their hair got caught in a splinter of wood.

### *Encounter 2 – Drow Attack!?!*

This encounter takes place in the Undermarch. If the party is in the Undermarch, they hear screams echoing from just a little further down the Undermarch. If the party is anywhere outside, people rush by shouting that screams are coming from the entrance to the Undermarch again.

When the party follows the screams they come across another merchant caravan under attack. The attackers will spot the party's approach and flee through a large crevice in a nearby wall. All that the characters will see in the distance are some short, dark-skinned creatures fleeing through a large crevice. Following the attackers through the crevice leads to Encounter 3.

### *Encounter 3 – Leaping Leopard Spiders!*

Stepping through a large, gaping crevice the party finds themselves making their way down irregular, natural passages, the echoes of the caravan attackers just ahead. Eventually the passage leads to a large cavern. In the cavern are several Leopard Spiders seemingly frozen in place. The spiders are recovering from the passing of the Derro who use their Screech of the Deep to upset the



spider's sensitive hairs, leaving them in a state of paralysis. As the party enters the cavern the spiders will have just recovered from the Derro's screech.

<i>Number of PC's</i>	<i>Leopard Spiders</i>
3	4
4	5
5	7
6	8
7	9

Remember, for the rest of the Encounters you judge how many take place and in what order they should be played out. Always give the players a couple of exits from their last encounter room, with the sounds of the attackers they are pursuing coming from all directions, and let them choose which exit to take. This will make it seem like they're not actually being railroaded (even though they are :>).

#### *Encounter 4 – You've got some Ochre Jelly on your Shoulder!*

The passageway dumps the party out into another natural cavern with dripping stalactites and a viscous, yellow-orange pool that ripples with drops from above. There are Ochre Jellies in this room. At least one is in the pool of viscous liquid (since it is the viscous

liquid!) and any others are likely hanging down from stalactites, waiting to shoot a pseudopod at an unsuspecting party member.

<i>Number of PC's</i>	<i>Ochre Jelly</i>
3	1
4	2
5	2
6	3
7	3

#### *Encounter 5 – Montage!*

Starting with the player on the left, ask; "The characters move up and down through natural passages that find them stepping out into enormous caverns full of stalactites, stalagmites, sparkling deposits, and natural bridges spanning deep rivers as they chase the sounds of the caravan attackers. What is something your character saw in the passages or caverns that they had never seen or experienced?"

Turn to the player on their left and ask; "Have you ever seen that before?"

Repeat this around the table until everyone has had a chance to answer. After each person answers, embellish on what they said. "So, you were startled by the beauty of the pools found in the largest

caverns. Perhaps someday you will come back and explore the mysteries of these caverns further.”

“You couldn’t keep your eyes off of the natural deposits all around you? Maybe while everyone was catching their breath you used the butt of your weapon to extract a piece to carry out with you.”

### *Encounter 6 – I scream, You scream.*

As the party rounds a sharp corner they stumble out into another cavern. Several dark-skinned figures in the cavern turn at the party’s abrupt entrance. It’s the Derro, the real culprits behind the attacks in the Undermarch. This group is the raiding party that was interrupted by the party.

<i>Number of PC’s</i>	<i>Derro Screamer</i>	<i>Demented Derro</i>
3	3	1
4	5	1
5	7	1
6	8	1
7	9	1

As the last Derro falls and its screeching fades into nothing the passages and caverns of the Underworld become eerily quiet.

### *Encounter 7 – Skill Check Crevasse!*

Another large cavern yawns open before the party. Towards the middle of the cavern a crevasse appears at the party’s feet, dropping away, way, way, way down to a stalagmite littered floor. Two posts wedged haphazardly into the cavern floor with large rocks at the edge of the crevasse once held a rope bridge that spanned the breath of openness but has been cut at the other end and now it lies limply against the crevasse wall on this side.

At its narrowest the crevasse is about 8 feet across, a DC 15 Skill Check to jump across. Any character with a Background having to do with athletics or an athletic pursuit may use it for the check. If the characters use a rope in some way, such as throwing it over one of the bridge posts on the other side, or lassoing a stalagmite on the far side, give them a +5 bonus. If a character fails their check and falls, it’s 3d6 damage.

### *Encounter 8 – The Finale!*

Up ahead the party spots the end of the passage they are treading quietly down and an opening up ahead. A pulsating reddish glow illuminates the opening every few seconds and shadows can be seen moving in the glow.

However the party approaches the room, once there, they will find some Derro in the midst of some kind of devious ritual. You should definitely play up the intense, wide-eyes and wild look of the Derros. On a raised, red-stone dais, in the middle of the cavern sits an unbound, plump merchant in nothing more than a loincloth, sweating profusely. He looks panicked but also unable to collect himself for any attempt at escape. Several braziers pulse with a red

glow in tune to the high-pitched chanting the Derro Sage(s) are doing around the dais.

The Derro Sage(s) are all dressed in black robes with a dark red hem that is stitched with symbols of an upraised, long-nailed, black hand with a half-opened eye in the palm. This is the symbol of the Diabolist. You may allow the players a Skill Check to recognize the symbol. The Derro maniac(s) are rushing around, bringing ritual implements from here and there to the Derro Sages.

<i>Number of PC's</i>	<i>Derro Maniac</i>	<i>Derro Sage</i>
3	2	1
4	1	2
5	2	2
6	3	2
7	2	3

If you have more than one Derro Sage, choose one to be the “Master” and (s)he is carrying a Wand of the Bloodless Mage (+2 Implement): When you attack using this wand, you lose 1 HP (Champion: 3 HP, Epic: 6HP) Quirk: When wielding this wand the user’s nose bleeds profusely.

If the Party is faring well use the Derro Group Gibbering Nastier Special.

If the party survives the Finale they should figure out that the Diabolist and her Derro are behind this menacing of the Undermarch. If they report and bring proof, maybe the plump merchant, back to the Undermarch Officer’s headquarters they may be rewarded and will also receive great accolades and honor from the Dwarves. From here it’s up to you if, where and when the story continues!

*(You may also include whatever other treasure you see fit to include in the adventure.)*

### *NPC's*

*Ilma Armamak/ Merchants/ Travellers/  
Tavern Patrons/ Commoners*

0 level [HUMANOID]

Initiative: +0

Unarmed Attack -2 vs. AC – 1d3 damage

Blunt Weapon Attack +0 vs. AC – 1d4 damage

AC10 PD10 MD10 HP4

### *Sergeant Vaak Darzak*

3rd level spolier [HUMANOID - DWARF]

Initiative: +5

War hammer +8 vs. AC – 10 damage

*Natural 16+: Target dazed until start of Vaak's next turn.*

Throwing axe +8 vs. AC – 8 damage

*Natural even hit: Target is hampered.*

Grit Your Teeth: Daak may take 6 damage to remove one condition from himself.

Call for Backup: As a quick action Daak can call for 1d3 Undermarch Officers to aid him. They will arrive on the next even escalation die.

AC19 PD17 MD13 HP45

### *Undermarch Officer*

1st level troop [HUMANOID - DWARF]

Initiative: +3

Standard-issue war hammer +6 vs. AC – 5 damage

Standard-issue throwing axe +6 vs. AC – 5 damage

Defensive Formation: Each individual creature gets a +2 AC while it and similar ally engage the same enemy.

AC17 PD15 MD11 HP27

### *Farvo Lorov*

4th level caster

[HUMANOID - MOONWRECK DWARF]

Initiative: +7

Bartender's Bat +9 vs. AC – 10 damage

R: Tundra Thunder +7 vs. MD (1d3 enemies in a group) – 10 damage and target is vulnerable (save ends).

*Natural 16+: Target is also dazed (save ends).*

R: Heat Lightning +9 vs. PD – 18 damage, chain spell

*Limited use: Farvo can use Heat Lightning once per battle.*

Chain Spell: Each time Farvo makes a natural even attack roll with Heat Lightning, he can attack a different target with the spell.

AC20 PD14 MD18 HP54

### *Leopard Spider*

2nd level wrecker [BEAST]

Initiative: +6

Bite +6 vs. AC – 8 damage

*Natural 16+: The target also takes 1d8 ongoing poison damage.*

Wall-crawler: A Leopard Spider can climb on ceilings and walls as easily as it moves on the ground.

Leaping Leopard: A Leopard Spider may use its standard and move actions to jump into engagement with anyone nearby or far away. The spider may leap over other opponents, who may not intercept, to reach its target. It may not attack on a turn it leaps.

AC17 PD14 MD11 HP22



### *Ochre Jelly*

Large 3rd level wrecker [OoZE]

Initiative: +2

C: Acid-drenched pseudopod +8 vs. PD (1d4 attacks, each against a different nearby enemy) – 6 acid damage

*Natural even hit or miss: 3 ongoing acid damage.*

Splitter: The first time an Ochre Jelly takes 20 or more damage from a single attack, it splits into two normal-size Ochre Jellies, each with half the originals hit points plus 2d6 HP for good luck. Treat the new jellies as undamaged jellies at their new hit point totals, but they don't have the splitter ability.

AC18 PD17 MD16 HP90

### *Derro Screamer*

2nd level archer [HUMANOID]

Initiative: +5

Short Sword +7 vs. AC – 7 damage

Hand Crossbow +7 vs. AC – 7 damage

R: Screech of the Deep +7 vs. MD – 3 psychic damage and dazed (save ends).

AC18 PD12 MD16 HP36

### *Demented Derro*

3rd level caster [HUMANOID]

Initiative: +8

Short Staff +8 vs. AC – 10 damage

R: Brain Frenzy +8 vs. MD – 8 psychic damage and target dazed until end of Derro's next turn.

R: Delusory Deception +8 vs. MD (one nearby enemy) – 12 psychic damage, -2 to MD until end of Demented Derro's next turn.

*Natural even hit: The Demented Derro chooses one of the targets non-magical item, limited-use powers and copies the power for his own use. (save ends)*

*Limited: Usable once per battle.*

AC19 PD13 MD17 HP35

### *Derro Maniac*

4th level troop [HUMANOID]

Initiative: +8

Shortsword +9 vs. AC – 12 damage

*Natural 16+: The Derro can cast one of the following close-quarters spells as a quick action this turn.*

*Cloaking Dark: All nearby Derro gain a +1 bonus to attacks and defenses until the end of the Derro Maniac's next turn. (Cumulative)*

*Sonic Squeal: Two random nearby non-Derro creatures take 2d4 thunder damage.*

R: Light Repeating Crossbow +9 vs. AC – 10 damage

*Natural 16+: The target also takes 5 ongoing poison damage.*

*Natural 19+: As above, and the Derro Maniac can make another light repeating crossbow attack as a free action.*

AC19 PD16 MD18 HP52

## *Derro Sage*

4th level caster [HUMANOID]

Initiative: +7

Staff +7 vs. AC – 7 damage

*Natural 16+:* The Derro can cast one of the following close-quarters spells as a quick action t his turn.

*Cloaking Dark:* All nearby Derro gain a +1 bonus to attacks and defenses until end of the Derro Sage's next turn. (Comulative)

*Sonic Squeal:* Two random nearby non-Derro creatures take 2d8 thunder damage.

R: Mind Scream +9 vs. MD – 12 psychic damage, and the target is confused (make a basic or at-will attack vs. ally) until the end of the Derro Sage's next turn.

*Natural 16+:* The Derro Sage can make another mind scream attack against a different nearby target as a free action.

### Nastier Specials

**Group Gibbering:** The Derro Sage starts a group of Derro gibbering as a quick action. It can maintain the gibber as a free action at the start of each turn by taking 1 damage. Each nearby non-Derro creature that hears the gibber must roll a d6 at the start of its turn and takes psychic damage equal to the die roll or to the number of gibbering Derro, whichever is lower.

AC18 PD15 MD18 HP40

# DEMON HUNTER

BY DARREN W. PEARCE

CHARACTER CLASS

*“Demon hunters are both cursed and blessed, powerful enemies of eldritch and nether forces. They are host and warden to a dangerous entity that is bonded to the hunter in such a way, both lives are tied together for eternity.”*

It's a high calling, and a dangerous one. Those who walk the path of the demon hunter are destined for greatness, but the cost may well be too high to pay. That demon lord wants out and he knows that if the hunter dies, he dies too.

It does not mean that the demon lord can't do his level best to make their relationship a conflicted one, full of potential incidents that harm and hinder the demon hunter's friends and loved ones.

## Overview

Play Style: The demon hunter is part fighter, part supernatural hunter and investigator battling the darkness made manifest as demon, or subtly hidden in the hearts of men. The demon hunter is designed to be simple enough to play with nothing to really keep track of. Their combat style is fairly acrobatic and they can use their bond with the demon to accomplish feats of incredible strength and prowess. Many of their talents draw from the demon within, or the weapon they use. Some demon hunters have a strong affinity with shadow animals, spirits bound to them (it could have been a beloved pet or a creature they hunted for food such as a stag), they

can use this spirit to aid them in combat as well as gaining temporary backgrounds as long as the spirit is manifest.

Ability Scores: Dexterity is the order of the day here. Then Strength and finally Con or Intelligence. Demon hunters gain a +2 class bonus to either Dex or Strength as long as it isn't the same ability you increase with your +2 racial bonus.

Races: Amarra is a world full of humans, there are no elves or dwarves in the setting. Of course since this has been designed to use elsewhere, humans, elves, dwarves and many other races often find work as a demon hunter for the mysterious Order Noctis.

Backgrounds: Lone survivor, dedicated hunter, escaped killer, redeemed mercenary, disillusioned nobility, errant villager, enamoured follower, shadow stalker, acrobatic warrior, demon repository, historian, arcane specialist, occultist.

Icons: The Crusader, the Archmage (since demon hunters know that magic exists) and any good aligned icon make solid bedfellows for the demon hunter. They definitely have a sour relationship with the Diabolist, unless of course by luck you're playing in a game where she needs some errant followers put down.

## Gear

Demon hunters dress in light armour, they never take heavy armour since it impedes their mobility and that's one key feature of the class. They tend to prefer short melee weapons, some ranged weapons like crossbows, bows and hand crossbows also find favour with the class. Your average demon hunter has a couple of melee options, at least one ranged and perhaps a brace of throwing

knives. They also have a bone pendant given to them by the Order Noctis. They usually have 20-40gp in their pockets, or if you prefer 1d8x10gp for a randomised option representing a small sliver of their pay for dealing with rogue demons previously.

### Basic Attacks

#### Melee Attack

At-Will

Target: One enemy

Attack: Dexterity or Strength + Level vs. AC

Hit: WEAPON + Dexterity damage

Miss: Damage equal to your level

#### Ranged Attack

At-Will

Target: One enemy

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage

Miss: Damage equal to your level

#### Armour

Demon hunters prefer leather armour, their mobility is not restricted and they use the demon's other powers to augment their defences in combat.

<i>Armor Type</i>	<i>Base AC</i>	<i>Attack Penalty</i>
none	11	--
light	12	--
heavy	13	-2
sheild	+1	-2

### Weapons

Demon hunters are trained to use swords, crossbows, hand crossbows and if your world supports them, firearms too. They like short swords, long swords and stay away from two-handed weapons unless there's no other weapon to hand. It's the supernatural essence that makes them so deadly, since they can channel the demon's own power into their weapons and cause terrible wounds to human and demon alike.

### Demon Hunter Melee Weapons

#### *One-Handed*

#### *Two-Handed*

#### Small

1d8 knife or dagger

1d6 club, hammer

#### Light or Simple

1d8 short sword, long knife

1d4 polearm, spear

#### Heavy or Martial

1d8 longsword, scimitar

1d10 (-2 attack) greatsword



## Demon Hunter Ranged Weapons

### One-Handed

Small  
1d8 knife or  
dagger

### Crossbow

1d4 hand  
crossbow

### Bow

--

### Light or Simple

1d8 short sword,  
long knife

1d6 light  
crossbow

1d6 shortbow

### Heavy or Martial

1d8 longsword,  
scimitar

1d8 heavy  
crossbow

1d8 longbow

## Demon Hunter Stats

Ability Bonus	+2 Dexterity or Strength (different from racial bonus)
Initiative	Dex mod + Level
Armour Class (light armour)	12 + middle mod of Con/Dex/Int + Level
Physical Defence	12 + middle mod of Str/Dex/Con + Level
Mental Defence	11 + middle mod of Int/Wis/Cha + Level
Hit Points	(7+ Con mod) x Level modifier (see progression chart)
Recoveries	(probably) 8
Recovery Dice	(1d8 x Level) + Con mod
Backgrounds	9 points, max 5 in any one background
Icon Relationships	3 points
Talents	3 (see progression chart)
Feat	1 per level

## Class Features

### Demon Bound

Through arcane processes and ritual, the demon hunter is bound to a demon. This demon becomes their reluctant ally and tries its level best to keep them alive. A demon hunter that's reduced to oHP is KO'd. A demon hunter that's reduced to below oHP only needs to roll 6+ to survive a death save. If they fail, then obviously the demon's had enough of life too and just wants to die along with their warden/keeper.

The demon bond also allows the demon hunter to call upon the demon to imbue their weapon with magical energies, this grows in power with the demon hunter's level.

2nd to 4th level +1d4 damage

5th to 8th level +1d8 damage

9th to 10th level +1d10 damage

### Demon Eyes

The bond with the demon gives the demon hunter the power to see the real world for what it is, a feeble attempt to conceal the true world below it. With their altered eyesight (manifesting as a physical change to their eyes - be creative with this) they can perceive demons hidden in plain sight, possessed people and other secrets of the demon world.

Adventurer Feat: You gain +1 to any roll used to determine demonic influences in the mortal world using one of your backgrounds.

Champion Feat: You gain the power to reveal a demon in their true form for the world to see, just by looking at it and concentrating for a round.

Epic Feat: Once per battle you can use your own demonic prisoner to

<i>Demon Hunter Level</i>	<i>Total Hit Points</i>	<i>Total Feats</i>	<i>Class Talents</i>	<i>Level-up Ability Bonuses</i>	<i>Damage Bonus from Ability Score</i>
Level 1	(7+CON mod) x 3	1 adventurer	3		ability modifier
Level 2	(7+CON mod) x 4	2 adventurer	3		ability modifier
Level 3	(7+CON mod) x 5	3 adventurer	3		ability modifier
Level 4	(7+CON mod) x 6	4 adventurer	3	+1 to 3 abilities	ability modifier
Level 5	(7+CON mod) x 8	4 adventurer 1 champion	4		2 x ability modifier
Level 6	(7+CON mod) x 10	4 adventurer 2 champion	4		2 x ability modifier
Level 7	(7+CON mod) x 12	4 adventurer 3 champion	4	+1 to 3 abilities	2 x ability modifier
Level 8	(7+CON mod) x 16	4 adventurer 3 champion 1 epic	5		3 x ability modifier
Level 9	(7+CON mod) x 20	4 adventurer 3 champion 1 epic	5		3 x ability modifier
Level 10	(7+CON mod) x 24	4 adventurer 3 champion 1 epic	5	+1 to 3 abilities	3 x ability modifier

inflict damage to another demon, you just look that sucker in the eye and whisper its true name. Don't know the true name, well, the eyes are the windows to the soul...and your prisoner is happy to share. The offending targeted demon takes 1d10 damage just from your glare.

### Demonic Fury

The demon inside you is a powerful force, it tries to exert its influence over you time and time again. This manifests in combat as a demonic fury, the more you take damage, the angrier that demon inside you gets. How dare petty things hurt the prison and try and kill both of you. It won't stand for it, so it begins to imbue the demon hunter with more rage. When your demon hunter is staggered the crit range expands by 2 points.

Adventurer Feat: Your crit range is now expanded by 3 points.

Champion Feat: You gain a +1d4 damage.

Epic Feat: You gain a free recovery once per battle and can regenerate HP.

*Class Talents (Note: You can only use one talent per round, because combining talents would be extremely bad for balance)*

### Flurry of Bolts/Arrows

The demon hunter can load/reload and fire their ranged weapon with supernatural speed, with this talent. They unleash a torrent of ranged attacks that allows them to continue to fire the bow/crossbow or throw a throwing axe/dagger until they either run out of ammo or they fail to roll a natural 16+ - this powerful attack can be triggered once per battle.

Adventurer Feat: Once per battle gain a single re-roll of a missed attack.

Champion Feat: Flurry no longer consumes ammunition as the demon provides magical bolts/arrows.

Epic Feat: The number required to extend the flurry is now 15+

### Power of the Demon

Once per battle you gain extra Hit Points as the demon's power surges within you, these Hit Points are further bolstered by the following feats. Feel free to describe this power in whatever cool way you want. You gain d4 + CON mod HP, these Hit Points are lost after the combat ends.

Adventurer Feat: The dice becomes a d6.

Champion Feat: The dice becomes a d8

Epic Feat: The dice becomes a d10

### Storm of Power

The power of the demon surges from you, pick a target, make a basic ranged attack +2 and let rip with demonic energies unleashed. The attack affects 1d3 targets including the original target of the attack - roll vs. AC: Damage is 2d8 + Level.

Adventurer Feat: Damage becomes 3d8 + Level

Champion Feat: Area effect becomes 1d6 targets

Epic Feat: Roll vs. MD

### One with the Shadows

The demon hunter becomes like a shadow, hard to detect and even harder to stop. The demon hunter can enter any shadow close to you, as a move action, and appear from another on the same elevation at far range and line of sight, like a vengeful wraith. The demon hunter has to move into and out of the shadow in the same round. To enter the shadow the demon hunter needs to roll vs. MD of the target if it's a living creature's shadow, if not, they can enter/exit normally.

**Adventurer Feat:** The demon hunter can perform a basic melee attack as a free action when emerging from a creature's shadow.  
**Champion Feat:** The demon hunter gains a bonus of +2 AC for the duration of the combat, as they are now protected by shadow energies.

**Epic Feat:** The demon hunter can now enter/exit shadows on different elevations.

### Eye of Midnight

The demon hunter's gaze acts like a ranged attack, she can project a beam of demonic energy from her eyes that lances from creature to creature like Lightning Fork. Roll vs. PD, doing 2d6 + Level damage, the effect chains from creature to creature if the roll is a natural 16+

**Adventurer Feat:** Once per battle you can re-roll one of your Eye of Midnight attack rolls.

**Champion Feat:** Eye of Midnight now incurs 5 ongoing damage.

**Epic Feat:** Damage is now 3d6 + Level.

### Wings of Fury

With a surge of power the demon hunter transforms into a winged demonic visage, beautiful and terrible to behold. She soars upwards on a torrent of demonic power and then comes crashing down like the wrath of the gods themselves. Roll vs. PD, targets are automatically knocked down, affects 1d4 targets in immediate area. Targets take 1d4 damage + Level. This power is used once per battle.

**Adventurer Feat:** Targets now take 1d6 damage + Level

**Champion Feat:** Targets are caught in a demonic energy burst, taking 5 ongoing damage from demonic fire.

**Epic Feat:** Roll vs. MD unless AC or PD is worse. In that case, the demon hunter gains a +3 bonus to hit AC or PD.

### Explosive Arrow/Bolt

The demon hunter picks a target, rolls vs. AC and unleashes a missile attack that thunks into the affected creature. A few moments later the bolt explodes and does 1d8 + Dexterity mod + Level damage.

**Adventurer Feat:** You can pick a better mod, from Int, Dex, or Str as you learn more control of this power.

**Champion Feat:** The damage becomes 1d10 and deals 3 ongoing fire.

**Epic Feat:** The bolt's explosion now affects 1d3 targets and does 5 ongoing fire damage.

### Transference

With the help of your prisoner you can pour forth elemental effects into your hunter's weapons, they twist and transform taking on new powers and new effects. Some ideas for various demonic weapon effects follow.

**Fire:** the weapon deals 1d6 fire damage extra, dealing 5 ongoing damage with each strike.

**Ice:** the weapon can now fire a 1d8 bolt of ice, roll vs. AC.

**Storm:** the weapon crackles with lightning, gains +2 to hit and deals an extra 1d6 damage. On a natural even hit it causes an arc to snap to a nearby target inflicting 1d4 damage.

**Smoke:** your weapon becomes ethereal and passes through armour easily, turning back again at the moment of impact with soft sticky flesh. It gains +2 to hit and you can re-roll 1 missed attack.

**Thunder:** your weapon booms with the laughter of a storm demon, it causes struck enemies to reel backwards and take 1d6 extra damage. The enemy must roll a Hard save or be knocked flat on their ass (prone).

**Adventurer Feat:** Automatically gain +1 to hit

**Champion Feat:** Crit range is expanded by 1 point

**Epic Feat:** On a crit pick 2 effects as your power cycles between them

### Split the Arrow/Bolt

The demon hunter learns to harness power from all sorts of places, placing a portion of it into an arrow or bolt, they can accomplish great feats of archery. In this case, the bolt splits into 1d3 bolts that can seek additional (different) targets or hit the same enemy. Damage is WEAPON + Dex damage.

Adventurer Feat: Gain +1 to hit

Champion Feat: Gain +2 to hit

Epic Feat: Bolt/Arrow now splits into 1d4+1 bolts/arrows.

### Hunter's Arrow/Bolt

This bolt or arrow glows with the power of hellfire and damnation, it ignores cover and can seek a target even if they run away, down a flight of stairs, climb aboard a wagon or try and ride off into the sunset. It's the ultimate in personal defence and often wins archery contests. Roll vs. MD or PD, whichever is lower. The bolt or arrow will seek the target even if they try and escape the area, as long as they can outrun a flying arrow. Some demons can do this, so the hunter's developed a power that could counter their speed. Damage is WEAPON + DEX + Level

Adventurer Feat: Gain +2 to hit

Champion Feat: Arrow or bolt now deals d8 ongoing damage

Epic Feat: Arrow or bolt gains additional damage based on chart from Demon Bound.

### Seeking Blade

The demon hunter that likes to get up close and personal (most of them) tends to be one that favours quick strikes, fast moves and vicious action. In this case they become adept at delivering nasty blows to their enemies with a sword. The seeking blade always attacks PD rather than AC and does double damage on a miss.

Adventurer Feat: Gain increased crit, crit range expands by 2 points.

Champion Feat: Pick PD or MD, whichever is lower.

Epic Feat: Triple damage on a miss.

### Fear the Demon

You don't see the eyes of the demon until he comes calling, or so they say. To be the ultimate hunter and predator of demon kind, you need to be able to cause fear in the supernatural. This talent represents the demon hunter's innate creepiness that extends from mortals to the immortal, demonic and even in some cases - the undead. Roll vs. MD and if successful that target is forced to disengage from you, must make a save to do so, if it fails you get the usual attack of opportunity. Note: some powerful beings ignore this particular talent, they've been scaring things a lot longer than you have.

Adventurer Feat: The creature cannot engage you again in that battle.

Champion Feat: Gain +3 to hit when a creature is forced to disengage.

Epic Feat: Creature takes 3 ongoing psychic damage.

### Companion of Shadow

Demon hunters can draw on the powers of shadow, they pull in spirits of animals that are either close to them or they have an affinity with. Thus they bring into being a shadow spirit to aid them in mundane life as well as fighting their enemies. In combat the creature can assist the demon hunter in a variety of listed ways, in mundane life, they offer a temporary Background that the demon hunter may use. Once the spirit is summoned that choice is locked in for the rest of the day and can only be changed at moon-rise. The animal spirit cannot be targeted by enemy attacks, making it



extremely dangerous indeed.

**Animals:** Wolf, Raven, Magpie, Stag, Fox, Hunting cat.

**Wolf:** The wolf spirit is aggressive, but also cunning. The demon hunter gains Pack Mentality +3 as a background and this can be used to coordinate their allies before a fight starts. The demon hunter rolls vs. Target Number 15 and if successful Pack Mentality triggers, giving the demon hunter and all allies a +1 to hit during a battle. The demon hunter can make a second attack as a free action with the wolf, as a basic melee attack dealing WEAPON + WIS Damage since this is a supernatural attack. The wolf may attack once per battle.

**Raven:** The raven spirit is able to glide above the battle, flying high enough to give the demon hunter an advantage. Whilst the raven spirit is active, the demon hunter gains the raven's legendary wisdom and insight. Quoth the Raven +3 is a background that can be used when the demon hunter needs to test against some curious and forgotten lore. In combat the raven lets the demon hunter gain a +3 to hit and damage when the Escalation Die reaches 3.

**Magpie:** The magpie's spirit is a curious thing, it's not the best in battle, but it's a glorious little spirit bird for causing enemies to lose their focus. Outside of battle it confers the background: Oooh, Shiny! +3 On the demon hunter. This is akin to pickpocket but can be used at range, the spirit bird flies at the target and the demon hunter makes a background roll vs. The target's MD. If successful the demon hunter can steal one small shiny thing from that victim. It could be a pendant that prevents the characters from succeeding, or a specific token needed to get into a private party. In combat the magpie is more a distraction, so any enemy targeting the demon hunter takes a -2 to hit.

**Stag:** Ah, the most noble stag, the beast spirit that confers Heart of Might +3 upon the demon hunter outside of combat. Heart of Might is a background that covers all things related to supernatural

endurance, with it the demon hunter can trek long distances and has excellent awareness especially in forest areas. In combat the demon hunter gains one extra recovery, and the stag can perform a charge attack once per battle that does 3d6 + Level damage to one creature, regardless of distance and cover.

**Fox:** Little fox, tricky fox, foxy fox. The fox spirit is more cunning than the wolf, devious as they come. So the demon hunter gains Foxy Loxy +3 as a background and this covers any roll that needs to be based on intelligence, puzzles and the like, as well as spotting traps and tricks in the environment. In combat the fox is always getting under the enemies feet, so the demon hunter's AC is increased by +2. If the Escalation Die reaches 4 the demon hunter can, once per battle, call the fox to cause a single target's attack to miss on a successful Foxy Loxy +3 roll vs. The target's MD.

**Hunting cat:** Not a house cat, these big cat spirits are proud and confer upon the demon hunter: Feline Awareness +3. This supernatural background can be used to preempt danger. Just before something bad happens the demon hunter rolls this background and tests against a GM target number, the GM should tell you the number beforehand. It's always based on the type of danger and severity. If successful, the demon hunter avoids the surprise attack, trap, explosion, danger completely in an acrobatic and showy manner. The demon hunter can negate all fall damage once per day and always lands on their feet. In combat the hunting cat spirit can attack enemies as a free action, designate one enemy and the hunting cat will attack them as a basic melee attack and a free action. If the hunting cat gets a natural 20 it can attack another enemy in the same battle. The cat deals WEAPON + DEX damage. Like the wolf, this can be triggered once per battle.

Adventurer Feat: The demon hunter can now roll a save (TN:15) to change their spirit during an 8 hour rest.

Champion Feat: +1 added to the active background of the spirit companion

**Epic Feat:** The demon hunter can now change their spirit companion during any short rest period, no roll required.

### Divorce the Shadow

This talent is one that most demon hunters are wary of, for they must disconnect the one thing that's most important to them - their shadow. Their shadow becomes a separate entity and this confers great power on the hunter, but comes at a cost. Mundane healing no longer works, only magical and the demon hunter loses 2 from AC, MD and PD due to the removal of their shadow. To balance this they gain an extra basic melee attack as a free action per round of combat using their shadow. The shadow attack rises to a third melee attack when the Escalation Die reaches 4. Demon hunters also take a -2 to all interactions with NPCs due to the creepy factor. What, you have no shadow? Err, let me talk to you from OVER THERE!

**Adventurer Feat:** The demon hunter can cause their shadow to attack the target's shadow, once per battle. Dealing an ongoing 3 psychic damage as long as they can hit their target's MD with a basic melee attack.

**Champion Feat:** Psychic damage increases to 5 ongoing

**Epic Feat:** The demon hunter is able to mitigate the penalty from the loss of their shadow. They only take -1 now from AC, MD and PD

### Explosive Adventure Time

The demon hunter has learnt to use small elemental forces, pockets of magic, to create delayed action elemental effects akin to bombs. These bombs can be placed eventually and run on a timer, later they can be triggered by proximity and various types of elemental energy. Different forces can be combined to craft the perfect trap for the right situation.

An attack with a bomb is a basic ranged attack, the base damage for the bomb is WEAPON + DEX. The demon hunter can throw one

bomb a round, unless they take the feat to increase this to two. Various bombs change the base damage and add special effects to the attack.

Detonation of all base bombs is instantaneous.

The demon hunter that takes this talent gains a Bomb Counter. This counter begins at 3 and allows the demon hunter to use any bomb types during a battle. Once that counter hits zero the demon hunter needs to take a full rest to restock their Bomb Counter to full.

### Bomb Types

**Smoke:** A thick cloying smog rises from the elemental plane of smoke, it bursts forth at the site of impact and obscures vision. A ten foot sphere of smoke is created and ranged attacks have an 80% chance of completely missing the target within. Melee attacks have a 50% chance to miss completely. Even damage on a miss fails to harm the creature(s) inside the sphere. The smoke lasts for 1d3 rounds before it vanishes.

**Explosive:** The area of effect master explosive, the best kind of bang for the demon hunter's coin. A powerful explosive force rips forth in the area doing WEAPON + INT damage and targets 2d4 creatures nearby each other against their PD. There's no need to roll vs. All the creatures, just pick one PD and apply the damage to x-creatures based on the amount rolled unless the GM uses a different method.

**Tornado:** The demon hunter hurls a miniature tornado as a ball of concentrated magical energy. It explodes upon one target and then hurls itself around the battlefield. It ignores friendlies passing through them like smoke. The effect targets 1d6 creatures in the battle, hurling them upwards and causing them to take 2d6 damage from the fall back to the ground. If they have wings, they can make a Hard save to avoid landing like a brick. In this case they can negate all damage from the attack, so demon hunters tend to employ it

against things they know can't fly. The tornado vanishes at the end of the demon hunter's turn.

**Animosity:** The demon hunter draws on their demonic prisoner, pulling from it the demon's natural hatred and miasma. This concentrated evil is then unleashed against sentient foes, causing them to perceive each other as enemies. It targets 1d3 creatures vs their PD. If they are hit they fly into a rage and attack each other. Even a single creature affected like this is dangerous. After 1d4 rounds the creatures can make a save (11) to shake off the effect and return to normal, if they're still alive of course.

**Lightning:** The demon hunter hurls a bomb composed of pure elemental lightning, when it goes off it works just like the Sorcerer spell: Lightning Fork. The bonus for the demon hunter is that if they take the right feat, they can turn it into a timed or proximity based version and leave traps around the area for unsuspecting enemies to find.

**Fire:** This is a great bomb type for the demon hunter to use as a trap, as well as a way to seal off an area. It can be hurled at a group of enemies and hits 1d6 of them against their PD. If it is successful they take 2d6 fire damage and 6 ongoing. If it fails they manage to escape from the area in time, jumping clear and so on. They do however get caught and take 3 ongoing fire for their trouble.

Adventurer Feat: The demon hunter gains a mastery in this talent, they can now place a timer or proximity effect on the bomb. The timer is based on the current state of the Escalation Die (at the start of combat) or 1-6 rounds (whichever makes the most sense at the time)

Champion Feat: The demon hunter can now trigger the bomb with a mental command, negating the need for timers or proximity effects.

Epic Feat: The demon hunter's Bomb Counter is now incremented to 4.

### Blink and You'll Miss Me

The demon hunter gathers their primal internal demonic energy, focuses it with the realm of shadow and launches into combat with terrifying speed. They move across the battle designating 3 targets, picking the one with the lower MD and using that as their base from which to strike. The first target takes WEAPON + DEX damage as the demon hunter enters and exits the shadow realm, then the second target takes WEAPON + STR damage, the third target gets hit as the demon hunter pops out behind them and delivers WEAPON + INT damage plus 3 ongoing before they return to their point of origin. This whole attack happens in the blink of an eye. This talent can be used once per battle.

Adventurer Feat: The demon hunter can now use the talent twice per battle.

Champion Feat: Ongoing damage increases to 6 and is applied to all 3 targets.

Epic Feat: The demon hunter can now designate a 4th target and apply WEAPON + Best Modifier out of Dex/Str/Int to all targets.

---

# A 13TH AGE PSIONIC SAMPLER

BY STEPHEN ABEL

CHARACTER OPTIONS

*“The ground shook with a great upheaval and the bloodthirsty mob withdrew and buckled! They still tell the stories, tho’ most dare’nt believe. Not me, I saw it all - her eyes were ablaze. Such power, such anger.” - Cassius Orgo*

A recent post on the G+ 13th Age community brought up a discussion of the best way to represent psionic powers and classes in the absence of official or third party support. My contribution to the discussion was to offer the following suggestions:

## Backgrounds

Backgrounds in my mind present the great way to provide flavor for a psionic character. The fairly unbounded possibilities presented by backgrounds make it easy to provide story-benefits for psionics. Telepathy could help with all sorts of social and information-gathering activities. Telekinesis could provide benefits for any number of physical activities, including lock-picking, athletics or endurance-type skill checks. Empathy, precognition, the ability to mentally enhance or reinforce your body and mind – all could be easily represented as backgrounds for lots of character types.

## Reflavoring

Reflavoring an entire class like the wizard or sorcerer to represent a psion could work quite well. Perhaps the wizard’s cantrip feature

can be reflavored as a grab bag of psionic powers and grabbed by any class with a talent swap. Even reflavoring the Ranger, Fighter, Rogue or Monk for a Soul Knife or Psionic Warrior/Battlemind could be done. In combination with appropriate backgrounds or an interesting One Unique Thing, this is a rules-light approach to creating a psionic character.

## Create content

My final suggestion was to create new psionic material directly. In that light I am offering a smattering of psionic-related content. I’ve included two psionic races, two items and two drop-in psionic talents for any class: Telepathic Talent and Telekinetic Talent. I know others are actively working on full psionic classes (a Soul Knife and a Psion are under active development.)

## Githzerai

+2 Wis OR +2 Dex

## Disciplined Mind (Racial Power)

Githzerai make saves vs. confused, dazed, fear and stunned effects as if they were one step easier. Hard (16+) saves become Normal (11+). Normal (11+) saves become Easy (6+). Easy (6+) saves become Trivial (2+).

Champion feat: Once per battle you can make a save against a confused, dazed, fear or stunned effect when it is applied.

The Githzerai are an iconic race from Dungeons & Dragons steeped in psionics. Slaves of the Mind Flayers for centuries, they win their freedom and take down the Illithid Empire. They are a respected and disciplined race with the ability to overcome debilitating effects honed through their rebellion.

## *Kalashtar*

+2 Cha or +2 Int

Telepathy (Racial Power)

You can carry on two-way mental communication with any nearby intelligent creature.

Dual Soul (Racial Power)

You may make a save against any single confused, dazed, or fear effect at the start of your turn (even if a save isn't allowed). If the save succeeds the effect ends without affecting you that turn.

Champion feat: You may make this save against a stunned effect instead.

The Kalashtar of Dungeons & Dragon's Eberron campaign are an enlightened and naturally telepathic race.

## *Circlet of Telepathy*

Chakra: Circlet

+1 MD (adventurer), +2 MD (champion), +3 MD (epic)

Allows two-way mental communication with any nearby intelligent creature.

Read Mind: Once per social encounter you may make an easy save (6+). If successful add the circlet's MD bonus to a social skill check. If the save fails, take a -1 penalty instead. Quirk: The circlet of telepathy chatters constantly in the mind of its owner, spouting advice for every possible circumstance.

The circlet of telepathy shows one way to handle the potentially negative effects of being able to hear the thoughts of others. This danger would be particularly acute for adventurers who are just learning to control the abilities granted by the item.

Consider making Read Mind a normal save during the Adventurer tier to further highlight the potential for missteps.

## *Mental Block*

Chakra: Diadem

+1 MD (adventurer), +2 MD (champion), +3 MD (epic)

Prevents telepathic communication with or mind-reading of the wearer.

Mind Bulwark: (recharge 6+) Gain resist psychic 16+ for the battle.

Quirk: Silence is golden. Don't speak unless absolutely necessary.

## *Talents*

The telepathic and telekinetic talents presented here represent a first pass at independent psionic talents available for any class. There has been no review or attempt to balance them yet. Consider these a starting point for a discussion – rather than a final build. I expect these to change.

Telepathic Talent

The telepathic talent offers one feature and four additional abilities. When taking the talent, choose a single ability. The additional abilities are available through taking feats.

Adventurer feat: Choose a second ability.

Champion feat: Choose a third ability.

Epic feat: Gain the final ability.

## *Telepathy (feature)*

You can carry on two-way mental communication with any nearby intelligent creature.



### Mind Blast (ability)

At-will Close or Ranged attack vs. a nearby target.

Attack: Int or Cha + Level vs. MD

Hit:  $1d6 \times \text{Level} + \text{Int or Cha}$  psychic damage.

Miss: -

Champion feat: Target  $1d3$  nearby enemies.

Epic feat: Target becomes dazed (save ends)

### Empathy (ability)

Empaths have an intuitive sense of the emotions of others, and gain a boost to all social skill checks. +1 (adventurer), +2 (champion), and +3 (epic).

### Sudden Insight (ability)

Your telepathic powers catch a glimpse of the intentions of your enemies, and you gain a bonus to all your defenses. +1 AC/PD/MD (adventurer), +2 AC/PD/MD (champion), +3 AC/PD/MD (epic)

### Meditation (ability)

Your control over your mental state allows you to shake off deleterious effects. Once per turn as a move action you may make a saving throw versus a single confused, dazed, fear, or stunned effect.

### Telekinetic Talent

The telekinetic talent offers one feature and four additional abilities. When taking the talent, choose a single ability.

Adventurer feat: Choose a second ability.

Champion feat: Choose a third ability.

Epic feat: Gain the final ability.

### Telekinesis (feature)

You can manipulate items at a distance with just your mind.

Includes the equivalent of the Knock, Mage Hand, Mending, and Prestidigitation cantrips from the Wizard cantrip feature.

### Force Blast (ability)

At-will Close or Ranged attack vs. a nearby target.

Attack: Int or Cha + Level vs. PD

Hit:  $1d8 \times \text{Level} + \text{Int or Cha}$  force damage.

Miss: Damage equal to your level.

Adventurer feat: Pop free from the target if engaged.

Champion feat: Target  $1d3$  nearby enemies.

### Deflection (ability)

Your telekinetic power helps deflect attacks aimed at you. +1 AC/PD (adventurer), +2 AC/PD (champion), +2 AC/PD (epic). Once per battle as a free action reduce the damage taken by half from an attack targeting AC or PD.

### Amplify (ability)

You become an expert in leveraging your telekinetic abilities to boost your physical activity. You gain a boost to all skill checks involving physical actions. +1 (adventurer), +2 (champion), +3 (epic)

### Invigorate (ability)

Once per battle when rallying add a bonus to your recovery roll.  $\frac{1}{2}$  recovery die (adventurer), 1 recovery die (champion),  $1\frac{1}{2}$  recovery die (epic)

---

# SAMARANS

## BY NICHOLAS ARROYO

### CHARACTER RACE

+2 Intelligence OR +2 Wisdom

**Reincarnated:** Whenever you roll a background check, roll a d8 alongside your normal dice. If the d8 results in a 8, add +2 to the result.

#### Shards of the Past (Racial Power)

*Once per day, a samsarian may cast a spell or use a maneuver from another class that is either the same level as them or below. If a spell, it cannot be a daily spell. If a maneuver, the triggering roll must have occurred. If the spell or maneuver requires an attribute either for an attack or damage roll, use the attribute associated with the spell or maneuver.*

**Champion Feat:** The spell may be a daily spell and the maneuver trigger does not need to have occurred.

The Dragon Empire is separated into three “zones:” the land, the underworld, and the overworld. The most mysterious of the three is the overworld, the world above. Where the dwarves live in the underworld, none of the races of man live in the overworld. Even the priestess and the archmage who have traveled above know little of that plane. It is truly a mystery to the common man.

Samsarans are the key to unlocking this mystery. They are born randomly in the land and the underworld from parents of many different races. Their blue skin and human build has left to many confused parents and unnecessary divorces. Samsarans come from the overworld, at least according to most of the archmage’s

research. According to the same research, when a samsaran dies, its soul takes over the body of a baby that will be born stillborn and is reborn. The memories of its previous lives remain hazy and far off, but come back in chunks. Some of their memories have given researchers an eye into the ways of the overworld and into the secrets of the ancient world, but most of the memories only have sentimental value to the samsaran.

Most samsarans have a cold demeanor. Their old souls keep them from emanating that warmth a younger being would radiate. They tend to be coldly logical and cynical, but there are always exceptions to the rule.

The people of the Dragon Empire tend to have mixed feelings about samsarans. Researchers love them for their insight. The common man views them as wise and often trusts them in powerful positions. There are even religious men who believe they are related to the light gods because of their origins in the overworld. Regardless of who it is, though, most people have trouble being around them due to their cynicism and cold logic.

# PRE-GEN COMMUNITY PROJECT

BY KENDALL JUNG

## GAME RESOURCES

At Gencon 2013, I was having a conversation with Wade Rockett outside of the Pelgrane booth. He mentioned that he had been talking with Jonathan Tweet, who had expressed a desire to see a resource where anyone could go to one place and grab a quick character that the just needed to plug some personality into, and they could play 13th Age without having to deal with all the mechanicals. This was the start of the Pre-Gen Community project. Having far too much free time on my hands at that point, and having seen people start to create content and put it on 13thage.org I told Wade it would be no problem, and to “Let the community help!”. When I got home from GenCon, I turned to the community on Google+ and asked for help. What I needed was folks to create the characters - do the actual math and creation, and then I would work on a common layout and character sheet design for the results. (Of course, right about that time, Real Life attacked and kicked me into a new job, and all that free time I had evaporated like mooks in a boss fight.) 2014 came about, and the community had come through. About a half-dozen folks submitted good, usable characters, and we had at least one of each class. So, here are those who you can thank:

- Roland Bruno (Ranger)
- Kirt Dankmyer (Bard, Cleric, Sorcerer, Wizard)
- Lawrence Augustine Mingoa (Barbarian)
- Jeremy Whalen (Rogue)
- Porter Willams (Fighter, Paladin)

Now, it was all in my hands. I had to work up a character sheet design that I could not only enjoy looking at, but it also had to be able to fit one character on one sheet of paper - front and back, even at level 10. I'd worked with Pages for OSX, Photoshop, and even Word to try and come up with something I was happy with, but as weeks ticked by, I couldn't come up with something that worked. Finally, I ran across the amazing work of Sarah Miller and Ben Roby at 13th Age Talespinners. (<http://13thage Talespinners.wordpress.com>) They had been releasing the Pre-Gens they had used for the 13th Age Organized Play program and they looked amazing. I reached out to them and found that they used Omnigrafile for OSX to do the layout, which after investigating I went out and bought. The next few weeks were spent trying out different layouts without re-doing what Sarah and Ben had already done, which was hard since their work was wonderful. Finally I decided on a layout - ran it past some friends and a couple people in the community, and set to work. Over the next three weeks I spent about three to four hours per class transcribing what our volunteers had created into graphical format - laying out the powers and making them easy to track. Distilling the talents into one column, and then (quite often) going back and re-creating the PDF's after I discovered a typo in the level 2 version that propagated through to the level 10 version that I had to go back and fix. Blood, sweat, and tears aside - version 1.0 of the project is finally complete. All of the Pre-Gens are uploaded to :

*<http://13thage.org/index.php/pre-gens>*

where you will find one zip file for each class, containing PDF's of a character from level 1 to level 10. It's been a long road to version 1.0. I had a lot of help from a great community, and I really look forward to your feedback about this project.

Thats it! (*phew*)

A little late, but im confident the extra time allowed me to push the 'zine that last little bit in the right direction and I cant say how happy I am to have this a fully realised product.

All of the credit should go to you - the reader and submitter, without the loyal fanbase and inspiring creative minds of the 13th Age community there would be no need for the 'zine. You give it purpose.

I hope the great content held here has inspired you to take some away and use it in your games, even better would be that it created a spark that inspires you to write and submit your own article. Anyone can, you dont need to be a 'pro'

There will be more to come, not everything made it into this issue for reason of timing and will be appearing next month - but that doesnt mean we should be complacent, more is always needed.

So thanks again, a lot of hard work went into ICON and I cant thank you all enough - 'till next time - Happy Gaming

-- David Eglinton  
May 7th, 2014

# Community Use Policy

"This magazine uses trademarks and/or copyrights owned by Fire Opal Media, which are used under the Fire Opal Media, 13th Age Community Use Policy. We are expressly prohibited from charging you to use or access this content. This magazine is not published, endorsed, or specifically approved by Fire Opal Media. For more information about Fire Opal Media's 13th Age Community Use Policy, please visit [www.fireopalmedia.com/communityuse](http://www.fireopalmedia.com/communityuse). For more information about Fire Opal Media and 13th Age products, please visit [www.fireopalmedia.com](http://www.fireopalmedia.com) and [www.pelgranepress.com](http://www.pelgranepress.com)."

By using content under this Policy:

You agree to not use any material in a way that suggests Fire Opal Media endorses or is in any way responsible for anything you create, or that suggests that you have any other relationship with Fire Opal Media, unless we have a separate written agreement that lets you do so.

You agree to not use Fire Opal Media or 13th Age's trade dress—that is, you may not make your material look like ours. You agree that such use could irreparably harm Fire Opal Media.

You agree to use your best efforts to preserve the high standard of our intellectual property.

You agree to present Fire Opal Media, our products, and the 13th Age Material in a generally positive light.

You agree to not use this permission for material that the general public would classify as "adult content," offensive, or inappropriate for minors, and you agree that such use would irreparably harm Fire Opal Media.

You agree to not do anything illegal in or with products or websites produced under this Policy.

You agree to contact us through the Fire Opal Media website and submit a description of the material you are creating with links to the material as appropriate.