

The Druid

13th Age

Overview

Druids are the sentinels of nature. They watch over nature and harness the power of the earth to protect all living things.

Most druids claim home to a particular type of land such as the Forest, Desert, Tiaga, Ocean, Caverns, and others. Many druids have different methods they practice to protect their homelands. Some druids become veritable defenders of the land, shifting into large trees, while others take to the shadows and quickly hunt their pray down in forms of large cats or wolves. Regardless of the shape of the druid, most druids draw on the power of nature to harness spells of the world to heal others and defend itself.

Some druids have become so zealous in this endeavor that they over use nature's power to destroy all which is unnatural. These druids have become known as blight druids. Theses druids are usually brought to justice by cabals of good.

Playstyle: Druids have many different play styles which make them appealing. Druids are a dynamic class that can be used to reinforce the party in different situations. Druid may function as secondary healers, damage dealers, or defenders. The ability to change and react to the events at hand makes the druid a complex class similar to the wizard.

However that doesn't mean you can't just pick a particular style of druid and dedicate yourself to that play type. In this case the druid can be much easier to use.

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Spell casting druids rely on many spells that are areas of effect, such as mists, entangle, storm summoning and more. If the targets chosen by the player have player characters in the same area, the players should become affected too. This won't count against your enemy selection, but you should make a note of it.

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Ability Scores: Wisdom is the most important attribute of the druid, for spell casting. After wisdom, most druids rely on dexterity in their attempts to become one with nature, an ever changing chaotic system.

Races: Druidic culture is one of reverence to nature, as such it comes more naturally to those who's culture already revere's nature. Many druids are of elven kind. Trees and forests are not the only type of nature though. A sect of dwarven druids can usually be found around mountains and caverns. Of course there are those that may use the power of nature for nefarious purposes such as the drow.

Backgrounds: Forest warden, island defender, tribal shaman, herbal lore master, wasteland wanderer, wood crafter, lake caretaker, astronomer, astrologist, sky master, mesa herder.

Icons: Most if not all druids are connected to the High Druid in some way. The High Druid dictates edicts which are then carried out by the druids of the world. Many druids also have connections with the Elf Queen simply due to culture overlap.

Some of the rogue druids whom use nature for their own purposes have ties with the Lich King and the Crusader.

Gear

Druids can employ any kind of gear *IF* it has been made naturally. Druids tend to stay away from heavy objects that wear them down. Most druids begin play with a wooden staff crafted when they made the decision to become a Druid, as well as having robes and several earthen components in pouches for spells.

Most druids refuse to use money, and instead start with 5 herbal potions (that function as standard healing potions) to help restore life to weary travelers. If for some reason your druid needs money you begin with 25gp or you can leave it up to the natural order and roll 1d6x10 gp.

Armor

Druids wear light armor usually with little to no metal favoring light linens, leather and furs to other types of equipment.

Druid Armor and AC

Type	Base AC	Atk Penalty
None	10	-
Light	11	-
Heavy	12	-2
Shield	+1	-2

Druid Weapons

Druids normally refrain from using any weapons they cannot find in nature or craft themselves. Interestingly enough, druids who forgo the art of spell casting for a more martial oriented type tend to be drawn to the use of the curve bladed scimitar.

Regardless of the type of weapon, most weapons wielded by druids are made from a dense wood. Many druids who wield staves make them from a wood known as livewood, this wood keeps its life after it is separated from its tree, as a result the staves of druids are grown rather than carved.

Druid Melee Weapons

	One-Handed	Two-Handed
Small	1d4 Dagger	1d6 Spear
Light or Simple	1d6 Scimitar	1d8 Quarterstaff
Heavy or Martial	1d8(-2 atk) Longsword*	1d10(-2 atk) Greatsword*

Druid Ranged Weapons

	Thrown	Crossbow	Bow
Small	1d4 Hand sling	1d4 Slingshot	-
Light or Simple	1d6 Javelin	1d6(-1 atk) Light Crossbow*	1d6(-2 atk) Shortbow*
Heavy Martial	-	1d8(-3 atk) Heavy Crossbow*	1d8(-4 atk) Longbow*

* A Druid usually needs at least one free hand to cast spells. It's easy to get a hand free from a weapon you're good with like a staff or a spear for the time it takes to cast a spell, but if you take a penalty for using a two-handed weapon, the penalty applies to your spells also.

Druid Level Progression

Druid Level	Total Hit Points	Total # of feats	1st level spell	3rd level spell	5th level spell	7th level spell	9th level spell	Level-up Ability Bonuses	Damage bonus from ability score
Level 1	(6 +con mod) x3	1 adventurer	4	-	-	-	-	-	Ability Modifier
Level 2	(6 +con mod) x4	2 adventurer	5	-	-	-	-	-	Ability Modifier
Level 3	(6 +con mod) x5	3 adventurer	2	3	-	-	-	-	Ability Modifier
Level 4	(6 +con mod) x6	4 adventurer	1	5	-	-	-	+1 to 3 abilities	Ability Modifier
Level 5	(6 +con mod) x8	4 adventurer 1 champion	-	2	4	-	-	-	2x Ability modifier
Level 6	(6 +con mod) x10	4 adventurer 2 champion	-	1	6	-	-	-	2x Ability modifier
Level 7	(6 +con mod) x12	4 adventurer 3 champion	-	-	2	5	-	+1 to 3 abilities	2x Ability modifier
Level 8	(6 +con mod) x16	4 adventurer 3 champion 1 epic	-	-	1	7	-	-	3x Ability modifier
Level 9	(6 +con mod) x20	4 adventurer 3 champion 2 epic	-	-	-	2	6	-	3x Ability modifier
Level 10	(6 +con mod) x24	4 adventurer 3 champion 3 epic	-	-	-	1	8	+1 to 3 abilities	3x Ability modifier

Druid 1st Level Stats

Level modifiers are already added in to the stats in this table.

Ability Bonus	+2 Wisdom or Dexterity (different from racial bonus)
Initiative	+1 + Dex mod
Armor Class (Light Armor)	12+ middle mod of Con/Dex/Wis
Physical Defense	11 + middle mod of Str/Con/Dex
Mental Defense	11 + middle mod of Int/Wis/Cha
Hit Points	3 x (6 + Con mod)
Recoveries	(probably) 8
Recovery Dice	d8
Backgrounds	8
Icon Relationships	3 points
Adventurer-tier Talents	3

Druid Basic Attacks

At-will melee attack

Attack: Strength OR Dexterity + Level vs AC

Hit: WEAPON + Strength damage

Miss: Damage equal to level

At-will ranged attack

Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity Damage

Miss: -

Druid Class Features

All Druids have some class features that are common to their choice of lifestyle. Druids have access to *Shapeshifting*, *Favored Terrain*, *Ritual Magic* and *Herbal Mastery*. These give the druid mastery over their natural homes.

Herbal Master

Gain the use of Herbal Healing power.

Herbal Healing

Close-quarters spell

Daily

Target: You or one ally you are next to.

Effect: The Target can use a recovery. Instead of using his con mod, use your wisdom mod.

Adventurer Feat: You can use this power twice a day.

Champion Feat: the target uses a d12 as his recovery dice.

Epic Feat: The target may reroll, you must use the next result.

Favored Terrain

When you create your druid choose one of the following terrain types. If you are adventuring on the terrain of your choice your spells may be augmented in a variety of ways. Once per day when you make a melee, ranged or spell attack with the terrain keyword a bonus is applied. Each dice bonus stacks with tier. Additionally if a spell has the terrain keyword, it confers that TYPE of damage regardless.

Terrain Bonus:

Plains: +1d4 Lightning damage and the target is Dazed until your next turn.

Mountains/Cavern: +1d6 Thunder Damage.

Forest/Jungle: Poison Damage and the target is stuck until the end of your next turn.

Swamp: Acid damage and the target is hampered until the end of your next turn.

Lakes/Oceans: Psychic damage and the target is confused until the beginning of your next turn.

Desert: Fire damage and the target becomes weakened until the end of your next turn.

Tundra: Cold damage and the target is vulnerable until the end of your next turn.

Adventurer Feat: You can use this bonus 2 times per day.

Champion Feat: You can use this bonus 4 times per day.

Epic Feat: You can use this bonus 6 times per day.

Ritual Magic

Druids can cast their spells as rituals (see page xx).

Shapeshifting

Choose one of the Following forms to shapeshift into. You can shapeshift once per day for the duration of an encounter or around 10 minutes. During a short rest you can roll (a 16+) to regain your use of shapeshifting for the day. When shapeshifting into or out of a form, any magical enhancements or "buffs" are shed and do not apply to you anymore. You cannot cast spells while in your shapeshifted form.

Adventurer Feat: During a short rest the roll to regain your shapeshifting form is now an 11+.

Champion Feat: You can now shape shift 2 times a day with no need to reroll. After that you must reroll to regain your use.

Epic Feat: You can remain in your shapeshifting form until choose to change back again.

Animal Form

When you shapeshift you choose a form that is in the shape of a medium sized animal. There are no restrictions, so use your imagination. Most people prefer forms such as panthers, wolves, foxes and other such animals. While in the form you cannot cast any spells. This allows you access to specific talents with the "Animal Form" descriptor. This form grants you a +1 bonus on attacks, as well as increases your damage die to 2d4 .

Adventurer Feat: Increase your damage die to 1d10.

Champion Feat: Increase your damage die to 1d12

Epic Feat: You may take the shape of a bird such as an eagle or falcon.

Nature Form

When you take the nature form shapeshift, you choose a form of nature to take. In this form you keep your humanoid shape, but you lose the ability to cast spells. This form lets you be a bit more creative, some sample forms can include the form of a tree, allowing your skin to turn to bark and your arms and legs to become branches, some people take the form of a dark storm cloud with eyes of lightning; others become hulking mountainous forms skin like stone. Whatever you choose be creative! This form grants you an additional +2 AC. Additionally when an enemy disengages you it takes a penalty equal to your wisdom modifier to disengage.

Adventurer Feat: Gain an additional recovery.

Champion Feat: Your recoveries are now d10s instead of d8s.

Druid Class Talents

Choose three Druid talents.

Balance of Nature

You may not take Balance of Nature if you have selected Nature's Litany

You gain the ability to shapeshift in BOTH forms of shapeshifting. However, in doing so you have chosen to neglect the time taken to study spells, as a result you know 2 fewer highest levels spells.

Adventurer Feat: Add strength OR dexterity to your damage.

Champion Feat: This penalty is reduced by 1

Epic Feat: There are no spell penalties anymore.

Blight

Twice per day, when casting a spell you may choose to empower the spell at the cost of preserving the nature around you and your

body. There are several ways you may empower your spell as described below.

Unnatural Terrain: You may choose to enhance your spell with the terrain descriptor even if the terrain is not present at the time of casting the spell or part of your favored terrain. This does not count against your favored terrain uses.

Wrath: Any spell with a recharge, is automatically recharged after the battle.

Maximize spell: Any non-Daily spell automatically hits and does the maximum effect. (Any die rolls are maximized)

Prolong Spell: When you cast a daily spell it is not expended.

When you use blight your body suffers backlash, your body becomes wracked with power flowing through you. You must spend a recovery, and roll that recovery as you would normally, but instead take that much damage. Also as a result, the ground around you in a 10ft radius becomes unnatural and twisted. (perhaps death and decay take over, perhaps something else...)

Adventurer Feat: Take only half the damage backlash when using blight.

Champion Feat: Blight can be cast 3 times per day

Epic Feat: Choose any two.

Nature's Litany

You may not take Nature's Litany if you have selected Balance of Nature.

With nature's litany you gain several minor spells akin to the Wizard's cantrips. Any druid serious about spell casting knows a set of litanies that are central to the tenant of druidic knowledge.

Each litany takes a standard action to cast. Most litanies provide short descriptions about what happens. Feel free to embellish upon these. Most druids can cast a number of litanies equal to their Wisdom modifier + level a day.

Create Water (Standard Action): This litany allows you to summon water sprites to create drinking water for you and your party. They can

only make about a gallon of water at a time. This water shouldn't be used for nefarious purposes such as drowning, but perhaps a blight druid wouldn't think twice about using nature against those who are unnatural.

Goodberry: This litany allows you to gather a goodberry from the secret places in nature only the druids know of. These berries are about the size of a cherry and heal 1d4 HP and take a standard action to eat one. You only can carry 10 good berries at a time at the adventurer tier.

At the Champion tier you can hold 15 goodberries.

At epic tier you can hold 25 goodberries.

Mend This Litany summons a variety of tiny magical sprites who swarm over a chosen broken object attempting to mend it (over the course of 1–6 rounds). Small-scale repairs like torn wineskins, muddy clothing, a broken handgrip on a sword, and similar repairs that anyone could fix with two to four hours of devoted work gets handled in seconds. More elaborate repairs to complicated objects might require a wisdom check, or at the GM's discretion.

Light (standard duration): This litany creates a fairly wide and consistent field of light, up to 30 feet in diameter. Usually the druid gathers strands of sunlight or moonlight and wrap it around a stick or other object. The created light isn't bright enough to dazzle anyone.

Purify Food and Drunk (standard action): This litany removes any small poison from food and drink. The GM determines if the poison can be removed, but most standard poisons can be dispelled without harm. The druid can use this litany once more to verify if the poison has or has not been removed successfully.

Know Direction (standard action): Druids are very keen on knowing a particular direction in the world they live in. A quick look to the sky's stars or sun will reveal this unless the sky is obscured in some form. If they sky is blocked the druid could commune with nature, but the results are much less accurate .

Read/Write Nature (standard action): This litany allows you to read any marking that others have left behind. Many druids weave

elaborate messages into ivy and other vines for those who know the language of nature. This litany allows you to write messages for others to read as well.

Spark: This is a minor fire creation spell, enough to light a pipe, or a campfire, or even a page or two of an unprotected spell book. It doesn't work against living beings or against things that couldn't easily be set on fire with a few seconds of steady application of a candle. It's a show-off spell—druids don't have to light fires like ordinary people.

Speak With Animals: You can speak and learn knowledge about the surrounding area with animals. Most animals can only relate simple messages, and some of the more wily animals may mislead the druid.

Natural Lore

Gain a +3 on background skill checks when in your favored terrain. This bonus applies to any skill related to the terrain such as weather patterns, tracking, gathering food, and building shelter. In addition to this you also gain a +1 on all saves.

Adventurer Feat: You gain an additional +1 on death saves when in your favored Terrain.

Nature's Lure

Requires Nature Form

While in Nature Form you may choose to engage a creature with Nature's Lure. For the duration of the battle, the creature engaged with you received an additional -1 penalty to any roll in which you are not the target. If possible the target of nature's lure attempts to engage you.

Adventurer Feat: The creature takes a penalty to any roll equal to your wisdom modifier.

Champion Feat: You gain a +1 Bonus to AC against the creature in nature's Lure.

Epic Feat: You gain a +1 bonus to PD and MD against the creature in nature's Lure.

One with Nature

You may choose an additional favored terrain from the favored terrain list.

Champion Feat: You may choose an additional favored terrain from the favored terrain list.

Epic Feat: While in your favored terrain you gain +1 to all defenses.

Primal Fury

Requires Animal Form

You have learned to be aggressive during your time in animal form. You can now wield any type of weapon you wish and no longer take the penalties. The restrictions of having one hand open for casting spells still applies.

Adventurer Feat: If an enemy attempts to disengage you and fails he takes damage equal to your level.

Champion Feat: If the escalation die is 2+ add both your wisdom and dexterity to your damage on melee attacks.

Stalker

Requires Animal Form

When in Animal Form, once per round when the escalation die reads 2+, if you are attacking a target engaged with one or more allies you can deal an additional +1d4 damage, if your attack hits.

2 nd level Druid:	+1d6 Damage
4 th level Druid:	+2d6 Damage
6 th level Druid:	+3d6 Damage
8 th level Druid:	+4d6 Damage
10 th level Druid:	+6d6 Damage

Adventurer Feat: The first time you attack during a battle add +2 to your attack if you are in animal form.

Epic Feat: Once per battle you may reroll any attack roll while in Animal Form, you must use the new result.

Warden

Requires Nature Form

You now can wear heavy armor and a shield with no penalty to attack. The heavy armor is usually not be made out of metal, but of dense wood and animal scales.

Adventurer Feat: Gain +1 to PD when shapeshifted into Nature Form.

Champion Feat: Gain +1 to MD when shapeshifted into Nature Form.

Epic Feat: Gain an additional +2 to AC when shifting into nature form.

1st Level Spells

Cure Wounds

Ranged spell

Daily

Quick action to cast

Effect: You or a nearby ally can heal using a free recovery.

3rd level spell The target can also roll a save against each save ends effect.

5th level spell This spell is now recharge 16+ after battle instead of daily.

7th level spell The target can heal using two free recoveries instead of one.

9th level spell This spell is now Recharge 11+ instead.

Entangle

Terrain

Ranged Spell

Daily

Targets: 1d4 enemies in a group.

Attack: Wisdom + Level vs PD

Hit: Each of the enemies becomes Stuck until they make a save which also deals 5 ongoing damage until they get free.

Miss: 5 ongoing damage, and you regain the spell during your next quick rest.

Level 3: This spell now affects 1d6 enemies and deals 10 ongoing damage, deals 5 ongoing damage on a miss.

Level 5: This spell now affects 1d8 enemies and deals 15 ongoing damage, deals 10 ongoing damage on a miss.

Level 7: This spell now affects 1d10 enemies and deals 30 ongoing damage, deals 25 ongoing damage on a miss.

Level 9: This spell now affects 2d6 enemies and deals 40 ongoing damage, deals 30 ongoing damage on a miss.

Adventurer Feat: This spell is now a recharge spell 16+

Champion Feat: The required save is now a 16+.

Epic Feat: This spell now deals 30 ongoing damage.

Flame

Close Quarters

Recharge 16+

Target: Yourself / One target

Effect: A flame springs to life in the palm of your hand radiating and providing light around you in a 30ft aura. The spell survives for 1d6 rounds or until extinguished.

This flame does not harm you or your equipment. However, you can make an attack at close quarters with the flame.

Attack: Wisdom + Level vs PD

Hit: the Flame does 1d6 fire damage with 5 ongoing fire damage.

Miss: deal your level in damage.

Level 3 The flame become brighter, illuminating 60 ft around you , deal 2d6 damage to 10 ongoing fire damage.

Level 5 The flame becomes even brighter illuminating a whole room ,anyone who looks at it is dazed until the end of your next round. It deals 2d8 damage being attacked with 15 ongoing fire damage.

Level 7 The flame is now a shining beacon, all creatures looking at it become stunned and deals 4d8 damage to the target along with 20 ongoing fire damage.

Level 9 As level 8 except the thrown flame 6d8 damage and 25 ongoing fire damage.

Adventurer Feat: You may throw your flame instead of using it at close quarters

Champion Feat: 1d6 enemies can see your Flame

Harden Skin

Ranged spell

Recharge 16+

Target: Self

Effect: You gain a +1 bonus to AC this battle.

3rd level spell The bonus also applies to PD.

5th level spell The bonus increases by +1 while the target is staggered.

7th level spell The bonus also applies to MD.

9th level spell The bonus increases to +2.

Adventurer Feat: You may cast this on a nearby ally.

Champion Feat: This spell recharges on 11+

Nature Missile

Ranged spell

At-Will

Terrain

Target: One nearby enemy OR one far away enemy with a -2 attack penalty

Attack: Wisdom + Level vs. PD

Hit: 2d4 + Wisdom

Miss: Damage equal to your level.

3rd level spell 2d8 damage.

5th level spell 4d6 damage.

7th level spell 6d6 damage.

9th level spell 10d6 damage.

Adventurer Feat: You can choose two targets; roll half the damage dice for one missile and half the damage dice for the other, then assign one set of damage dice to each of the two targets.

Champion Feat: At levels 5 and 7 you can add 2x your wisdom modifier to damage, at level 9 you can add 3x your wisdom modifier to damage.

Epic Feat: The 7th and 9th level versions of the spell now use d8s as damage dice.

Summon Nature's Ally

Close Quarters

Daily

Effect: You summon a creature to you that helps you for the duration of the battle. This spell is similar to the Ranger's Animal Companion but only helps for the duration of the battle. Feel free to choose whatever creature you like, the stats are listed below.

Spell Level 1 Nature's Ally

Attack +5 vs. AC

Damage d8

AC 16
PD (or MD) 14
MD (or PD) 10
HP 20 (10)

Spell Level 3 Nature's Ally

Attack +7 vs. AC
Damage 2d6
AC 18
PD (or MD) 16
MD (or PD) 12
HP 36 (18)

Spell Level 5 Nature's Ally

Attack +10 vs. AC
Damage 4d6
AC 21
PD (or MD) 19
MD (or PD) 15
HP 54 (27)

Spell Level 7 Nature's Ally

Attack +13 vs. AC (or PD/MD)
Damage 6d6
AC 23
PD (or MD) 21
MD (or PD) 17
HP 90 (45)

Spell Level 9 Nature's Ally

Attack +15 vs. AC (or PD/MD)
Damage 8d6
AC 26
PD (or MD) 24
MD (or PD) 20
HP 144 (72)

Adventurer Feat: You can choose to use your favored terrain powers to the creature and his attacks.

Champion Feat: You this spell can be used twice daily, never in the same combat though.

Epic Feat: You may choose to either to increase the creature's AC by +1, or damage by 1 larger die (for example from d6 to d8, or d8 to d10) upon summoning the creature.

3rd Level Spells

Bull's Strength

Ranged spell

Daily

Quick action to cast

One nearby ally deals +1d8 damage with melee attacks this battle.

5th level spell: +2d6.

7th level spell: +2d10.

9th level spell: +3d10.

Champion Feat: This spell is now rechargeable on a 16+.

Epic Feat: This spell now recharges on an 11+.

Hold Monster

Ranged spell

Daily

Terrain

Target: One nearby enemy with 60 hp or fewer

Attack: Intelligence + Level vs. MD

Hit: The target cannot move or use move actions (hard save ends, 16+).

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

5th level spell: Target with 100 hp or fewer.

7th level spell: Target with 160 hp or fewer.

9th level spell: Target with 250 hp or fewer.

Adventurer Feat: If the spell misses all targets, you regain the spell during your next quick rest.

Champion Feat: The spell can target up to 2 nearby enemies whose total hit points don't exceed the limit.

Epic Feat: Increase the limit by +50 hp.

Mist

Ranged Spell

Daily

Targets: 1d6 creatures in a group.

Effect: For 1d4 rounds all creatures in the group take a -2 to attacks.

Level 5: Additionally, all creatures take a -2 to AC.

Level 7: Additionally, all creatures take a -1 to PD and MD.

Level 9: Additionally, all creatures become vulnerable.

Adventurer Feat: Additionally the creatures gain an ongoing 5 damage.

Champion Feat: Creatures are affected for 1d6 rounds instead of 1d4.

Epic Feat: Additionally all creatures gain an ongoing 20 damage.

Shield

Close-quarters spell

Recharge 11+ after battle

Free action to cast, when an attack hits your AC.

Effect: Gain a +2 to AC, the attacker must reroll the attack. You must accept the new result.

5th level spell You can also use the spell against attacks that target your Physical Defense; replace references to AC with PD.

7th level spell The bonus to AC/PD on the rerolled attack increases to +4.

9th level spell The bonus to AC/PD on the rerolled attack increases to +6.

Adventurer Feat: You can now choose either of the attack rolls, in case the second one crits or is otherwise bad for you.

Champion Feat: Recharge roll after battle is now 6+.

Epic Feat: Hit or miss, you take only half damage from any attack you use *shield* against.

5th Level Spells

Nature's Blessing

Close quarter's spell

Daily

Quick action to cast

Effect: You double the escalation die added to the attacks until the end of your next turn.

Level 7: Triple the escalation die.

Level 9: Quadruple the escalation die .

Champion Feat: This spell becomes a recharge 16+

Epic Feat: This spell becomes recharge 11+

Resist Energy

Ranged spell

Recharge 16+ after battle

Target: You or one nearby ally

Effect: Until the end of the battle, the target gains *resist damage* 16+ to the relevant terrain energy type you are in .

7th level spell The spell now affects two targets.

9th level spell Recharge roll is now 11+.

Champion Feat: The target also gains resistance to your favored type of terrain energy type.

Epic Feat: You can target an additional creature with the spell.

Gaia's pulse

Terrain

Ranged spell

Daily

Targets: All nearby staggered enemies

Attack: Wisdom + Level vs. MD

Hit: 8d10 + Wisdom damage.

Miss: Damage equal to your level.

7th level spell 2d6 x 10 damage.

9th level spell 2d10 x 10 damage.

Champion Feat: The spell now deals half damage on a miss.

Epic Feat: The spell is now recharge 16+ after battle instead of daily.

Sleep

Ranged spell

Daily

Target: Before making the attack, roll 5d20 +50 to determine the maximum number of hit points of enemies you can target with the spell. The spell can affect multiple enemies. You must target nearby enemies with the current lowest hit points first, and you don't get to choose the exact targets (except in the case of ties). If adding a creature would exceed the spell's hit point maximum, that enemy can't be a target.

Attack: Wisdom + Level vs. MD

Hit: The target falls unconscious (hard save ends, 16+; it also ends if the target takes 10+ damage).

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

7th level spell Targets 7d20 + 100 max hp.

9th level spell Targets 9d20 + 200 max hp.

7th Level Spells

Flight

Ranged spell

Daily

Target: You or one nearby ally

Effect: The target can fly until the end of the battle (or for five minutes). Your speed doesn't increase appreciably but you can move in three-dimensions.

9th level spell When you cast the spell, you can choose one: the effect lasts for an hour OR you can target 1d4 + 1 creatures for the normal duration.

Champion Feat: 1d3 allies can be targeted now.

Epic Feat: 1d6 allies can be targeted now

Meld into the World

Terrain

Ranged spell

Daily

Target: One ally or yourself

Effect: Until the end of the battle (or for five minutes out of combat), the target becomes part of the landscape around him until it attacks or uses some ridiculously flashy action.

You are restricted to movement that shares your terrain type. For instance if you meld into stone, you may only move on the surface of stone areas.

9th level spell Creatures made invisible by the spell have a 25% chance of remaining invisible the first time they attack or get flashy. Twice? You're visible.

Epic Feat: 1d3 allies can be targeted now

Sanctuary

Close-quarters spell

Daily

Effect: Choose yourself or a nearby ally.

Enemies with 160 hp or fewer cannot attack the chosen target until that creature attacks or the escalation die reaches +4.

9th level spell 250 hp or fewer.

Champion Feat: creatures cannot attack until the escalation die reaches 5+

Epic Feat: creatures cannot attack until the escalation die reaches 6+

Summon Storm

Ranged Spell

Terrain

Daily

Special: You summon a storm to the area for about an hour. The nature of the storm depends on the terrain upon which it had been summoned. Nothing more happens this round, but roll 1d6 rounds to determine the length of time the storm will be active.

If a storm is already in effect, the effects happen instantly, you do not need to wait a round. You may use this action as a swift action if it is still active.

Targets: 2d6 targets in a group.

Attack: Wisdom + level vs PD

Hit: 4d4 x 10 damage of the terrain type damage.

Miss: The Spell is not spent, and the storm still remains.

9th Level: 4d6x10 damage.

Champion Feat: The Storm is active for 1d10 rounds.

Epic Feat: The Storm is now recharges on a 16+.

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Due to the nature of the storm spell, we highly suggest you use an average damage instead of rolling the dice. It is also important to note that storm is still present even if it is not "Active" so be creative and describe the weather type regardless if it is damaging or not.

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9th Level Spells

Overworld Traveller

Close-quarters spell

Daily

Special: You must cast this spell outdoors. It enables you and a group of nearby allies to travel up to and through the overworld to most any location in the world that you can name. The method of travel may depend upon your god, your icon, or your will. Some overworld travel spells summon a flying land, while others harness an elder sky being or simply turn all the travelers into swiftly moving wind.

The trip through the overworld is magically warded by the spell. Travel takes between an hour and a day, depending on distance and the

amount of effort the spell must exert to maintain the warding. Party members who go off-plot and skip off into the overworld for a side adventure are on their own.

The destination can be in the overworld or in the land. It can't be in the underworld — this is the wrong spell for destinations there.

In a pinch, the versions of this spell cast by icons have been known to move invading armies and refugees from doomed cities. It's possible that the player characters could manage something similar but not guaranteed.

Revive

Ranged spell

Special: You'll have to keep track of how many times you cast the spell *in your life*. You must have most of the corpse available to cast the spell. There's no time limit on resurrecting a dead PC, so long as you have the corpse (unless that becomes a silly exercise in resurrecting adventurer-tier characters into an epic-tier game!). NPCs should probably be a lot easier to resurrect if they haven't been dead long.

Effect: You can bring a creature back to life in more or less normal condition. By more or less normal, we mean that you could cast your first resurrection in the middle of combat or during an adventure and we would advise something like the following drawbacks: expending half the resurrected character's recoveries, start them dazed (save ends), and flip a coin for each of their daily abilities — tails it's expended.

Limited Casting: The first time in your life that you use the spell you can cast it quickly, with a single standard action. Using the spell removes one of your spell slots until you gain a level (you get one less spell per full heal-up).

The second time in your life you cast the spell, it takes longer, at least three or four rounds, and costs you something like half your hit points and daily powers/spells. The person you are resurrecting comes back at something like one-quarter strength.

The third time you cast the spell it has to be as a ritual. The spell chews you up and leaves you with only a few hit points, then gnaws at the person you have resurrected, who takes days to

recover well enough to qualify as an adventurer or combatant.

The fourth time you cast the spell it nearly kills you. Or maybe it does. The resurrection succeeds but the person you've resurrected is going to be a mess for a month or more, regardless of any other magic tricks ya'll got going.

The fifth onward time you resurrect someone, the affront to nature cannot be unnoticed. There's only a 50/50 chance that the resurrection spell works on the target. If the spell works the target rises, but life isn't the exact word for it. The target becomes undead and all nature of healing magic harms the target

Surprise, that was the good news. The bad news is that if the target of your resurrection spell has been resurrected more times than you have cast the spell, there is a nasty 50/50 chance that the experience will play out using their higher number of resurrections instead of the number of times you have cast the spell.

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Resurrection in the World

The icons don't live forever because there is always a limit to magic that can bring you back from the dead. What's true for icons is equally true for heroes. Even if you've become invaluable to an icon, it's unlikely that the icon will be able to resurrect you personally if things go horribly awry. It's safe to assume that most of the icons are well on their way to using up their resurrection quotas, particularly long-lived icons like the Archmage. The current Emperor? The Priestess? They might have a resurrection to give, but will your PC be able to prove that they are the being most deserving of a second chance in the 13th age?

There may be a few NPCs capable of performing *resurrections*. They would be wise not to advertise their power. Beings capable of performing *resurrections* are sometimes the victims of hostile takeover attempts, as powerful beings seek to assure themselves of a *resurrection* in reserve.

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