



Phelantar's Guide

to

Monsters of the Forgotten Sagas part 2

for

The 13th Age Roleplaying Game



Compatibility with the 13th Age Roleplaying Game requires the 13th Age Roleplaying Game from Fire Opal Media Inc. and Pelgrane Press Ltd. See 13thAge.com for more information on the 13th Age Roleplaying

Game. Fire Opal Media does not guarantee compatibility, and does not endorse this product.

Introduction

The first part of Monsters of the Forgotten Sagas was a lot of fun to write and a lot of people told me how much they enjoyed not only the monsters, but the “commentary” and designer’s notes that I included with those monsters. I really liked being able to revisit those old monsters, revise some of them, and give some context for them. I will be doing the same here in part 2, along with some extra scans and bonuses as I can do them.

Part one covered the first 17 sessions of Forgotten Sagas of the 13th which was roughly the first third of the campaign. This second part should cover the next 24 sessions before the party found themselves in Forge for the final stretch of the campaign. This part of the campaign is much more focused than the first, as it delves into dealing with duergar and cultists of dead gods. That doesn’t mean that there aren’t side treks and ventures into more odd encounters & enemies, but the variety shrinks down a bit and has a more natural progression.

If you’re interested in watching the campaign for yourself, maybe as you read about the monsters as I’m using and seeing how they worked back then, you can find it on Youtube [here](#) and if you’d like to see the campaign on Obsidian Portal you can find it [here](#).

If you are interested in following along with my current campaign (Dark Lantern’s Light) as it plays out, you can find it on Youtube [here](#) and on Obsidian Portal [here](#) with livestreams taking place every two weeks on Wednesdays at 5pm PST/8pm EST on Google Hangouts. Stop by the stream as we’re playing and you can comment, ask questions, or otherwise participate as we play!

The Duergar Clans

Duergar Warrior

Level 1 Mook (Humanoid)

Init: +3

Handaxe +6 vs AC - 4 damage

Thrown Axe +5 vs AC - 4 damage

Shield Wall - Duergar Warriors gain a +2 to AC when 2 or more Duergar are engaged with the same target

AC 17

PD 16 **HP 8 (Mook)**

MD 10

Mook: Kill 1 Duergar Warrior for every 8 damage done to the mob

Duergar Soldier

Level 2 Troop (Humanoid)

Init +4

Warhammer +7 vs AC - 7 damage

Natural 16+ Hit - Hit 1 nearby enemy for 3 damage

Crossbow +6 vs AC - 7 damage

Shield Bash +6 vs PD - 5 damage and the target takes a -2 penalty to AC until the beginning of the Duergar Soldier's next turn. Usable once per turn as a quick action.

Durable - Ignore the first 4 damage each round

AC 19

PD 17 **HP 36**

MD 10

Duergar Runecaster

Level 3 Caster

Init: +5

R: Word of Hate +8 vs MD - 8 damage

Natural Even Hit - Target is Vulnerable (Save Ends)

Flame Hammer +7 vs AC - 10 Fire Damage

Natural 16+ Hit - One nearby non-mook ally heals 10 damage

Word of Rage - One nearby non-mook ally gains a +2 to their next attack roll. Usable once per turn as a quick action.

AC 19

PD 13 **HP 48**

MD 17

Duergar Berserker

Level 2 Wrecker (Humanoid)

Init: +6

Bloody Axe +10 vs AC - 7 damage

Natural Even Miss - 3 damage

Bloodhunt - +2 damage when hitting staggered enemies

Unstoppable Rage - The berserker gains +2 to crit range while staggered

AC 15

PD 14 **HP 40**

MD 9

Darksign Duergar

Double Strength Level 2 Troop (Humanoid)
Init +6

Hungry Axe +7 vs AC - 12 damage
Natural Even Hit or Miss - Ongoing 5 damage

C: Cloak of Darkness +7 vs MD against 1d3 nearby enemies - The target is Vulnerable to the next Darksign Duergar attack against it and is -2 to their next attack against the Darksign Duergar. Usable once per battle.

Tattoo Shield - As an immediate interrupt once per battle, reduce damage from an attack by half. If the Darksign Duergar crits with Hungry Axe, this ability can be used again.

Power of Death - When the Escalation Die is odd, the Darksign Duergar adds it to its attack

AC 19
PD 17 **HP 70**
MD 10

Rhianwen, Queen of Ravens

Double Strength Level 3 Caster (Humanoid)
Init +5

R: Red Raven +8 vs AC - 15 damage
Natural Even Hit - Ongoing 5 damage

C: Chain of Shadows +6 vs MD against 1d3 nearby enemies - 10 damage and the target is Stuck (save ends)

Razor Claws +6 vs AC - 10 damage
Natural Even Miss - 5 damage

Burning Health - One nearby non-mook ally heals 12 HP, but takes a -2 penalty to defenses until the end of their next turn.

AC 19
PD 14 **HP 85**
MD 17

Designer's Notes

Duergar weren't intended to be as big a part of the rest of the campaign as they were, but thankfully I think they came out pretty well. One of the first things to say about my versions of duergar is that I have what could be called a mixed relationship with the fantasy concept of culture being the same thing as race. Things like snow elves and gold dwarves and so on where it's not really a separate race, but instead is the same race just in a different environment which has different cultural knowledge and physical needs. So here, instead of saying "Okay, duergar are a whole different race" and giving them wacky powers like venomous spikes in their hair or being able to grow to giant size, duergar are just dwarves. Exiles, outcasts, and renegades, but still just dwarves. They're different culturally, not physically. I even came up with a faux etymology where "duergar" comes from the dwarven words "duer" and "gar" which mean "fallen" and "brother" respectively.

Not to say that I didn't get some weird powers in there, but that's more a factor of what these particular duergar clans are doing and not because of who they are. But to start, things were pretty simple. My duergar designs started as basically bad guy dwarves. They're solid and dependable and evil. They were like that mechanically as well.

The duergar warrior is a pretty simple design, but versatile and has some good staying power due to the shield wall power. Players still mowed it down, as you should with mooks, but they were a definite thorn in

the side of the adventurers until they were just too far behind in levels to be any real threat. But for characters up to about level 3, the warriors are reasonably dangerous.

The duergar soldier is one of those designs that I like so much that I've repeated elements of it over and over. It's dangerous at all ranges. That shield bash attack? I've stolen that from myself repeatedly because I really love it. I like the idea of quick action attacks and abilities. It's something you'll see a lot through my designs. As a GM, I like to make my monsters slightly more complex because that makes them a little more fun to play. A quick action ability, whether it's an attack, a buff, a heal, whatever, is just fun. I think I do tend to overdo them, yes. Especially ones like the shield bash here, which basically sets up any PC that's hit with it for the soldier's main attack. I should, sometimes, keep those two things separate, so that one enemy forgoes some damage in order to set up a nasty blow for another enemy. However, that pushed aside, I loved using the soldier and it showed up nearly all the way to the end. When the players were level 5, they were almost like mooks and I think the players found it satisfying to mow them down when they had been such trouble early on.

The runecaster is a really nasty piece of work. It's very versatile and makes all its allies better. It's also one of the higher level "grunt" duergar that I used for a long while, so between that and the collection of abilities I rarely used more than one of them in a fight. It was kind of like the "officer" of any given fight. In addition, their abilities made them useful for longer than their level would indicate all the way up into the low Champion tier.

The berserkers are pretty straight forward. They're glass cannons, which is something I also like to do fairly often. They can deal out a ton of damage, but they're very easy to hit and don't have more HP than the average creature. That makes them a prime target for players, which might make them ignore other threats (like the runecaster above).

The Darksign Duergar is a "plot" duergar. It's not a normal duergar, but one that's been tattooed and imbued with power that ultimately arises from dead gods. Originally, the Darksign was a boss-like monster, to let players know that things weren't quite as simple as they appeared. So he's a really brutal enemy. It hits like a truck and is not easy to take down. In a different game, I'd re-flavor these to be some kind of arcane guardian, but he could also be the focus of an entire adventure as a corrupt paladin or a bandit who found something they shouldn't have been messing with.

Then we get to Rhianwen, Queen of Ravens. She was the sister of one of the PCs and had run away to join, and eventually lead, duergar because of her family situation. Her PC brother got to run around and be an explorer and Rhianwen was more or less a bird in a gilded cage. She rebelled, got involved in a bad situation, and eventually had to be fought by the party. It was one of the most memorable moments of the campaign. Mechanically, she's a nasty caster and can really frustrate a player party. She's intended to be best at range, but can mix it up in melee as well. As for re-flavoring her, it'd be really simple to change her into an evil sorcerer or something along those lines. Definitely a boss enemy though, possibly even the focus of an entire adventure.

Other Denizens of Baldann Ruins

Balogog, Emissary of the Orc Lord

Level 3 Caster (Humanoid)

Init +6

Ceremonial Axe +7 vs AC - 9 damage

Natural Even Miss - 3 damage

R: Taste of Blood +7 vs PD - 6 damage and the target is Weakened until the end of their next turn

Oath of Blood - Once per turn as a quick action, Balagog may inspire one non-mook ally. That ally gains +2 to damage on their next attack and heals 8 damage if they hit.

AC 18

PD 14 **HP 50**

MD 17

Orc Honor Guard

Level 2 Troop (Humanoid)

Init +5

Black Hammer +7 vs AC - 7 damage

Natural Even Hit - Target pops free

Counterstrike - As an immediate interrupt, make an attack against an enemy who misses the Honor Guard with a natural 1 or 2 attack roll.

Coordinated Defense - Once per turn, the Honor Guard may force an enemy to attack it instead of the original target. The Honor Guard gains +1 to all defenses against this attack

AC 19

PD 17 **HP 36**

MD 10

Shelur, Assassin of the Ebon Crown

Level 3 Wrecker (Humanoid)

Init +8

Venomous Blade +8 vs AC - 9 damage

Natural 16+ Hit - Target is Hampered (save ends)

Opportune Strike - If attacking an unaware target or an enemy who is already engaged, deal an additional 5 damage

Duck Away - Shelur can immediately pop free when an allied creature engages the same target.

Deadly Eye - Shelur crits on an 18+

AC 19

PD 16 **HP 42**

MD 14

Orc Bodyguard

Double Strength Level 1 Mook (Humanoid)

Init +4

Waraxe +6 vs AC - 6 damage

R: Crossbow +7 vs AC - 8 damage

Natural Even Hit - Target is Stuck until the end of their next turn

Aggressive Defense - When an orc bodyguard intercepts an enemy, that enemy takes a -2 on their next attack.

AC 17

PD 14 **HP 14 (Mook)**

MD 12

Mook: Kill 1 Orc Bodyguard for every 14 damage done to the mob

Designer's Notes

So, all these orcs in a ruined castle run by duergar? What gives? The idea here was a plot line that didn't entirely pan out. The concept was that the Orc Lord was forming an alliance with the duergar in exchange for the special weapons being produced at Baldann. Weapons literally created from the bodies of dead people as they went through something called a soul forge. Body goes in (living or dead) and metal imbued with powers of divine death come out. The needles that tattooed the darksign duergar earlier were made of the same metal. So the Orc Lord would supply slaves and prisoners to the duergar and in return the duergar would fashion weapons and armor out of those people to supply the Orc Lord's armies. Had the game gone on longer than it did, the alliance and the weapons from the soul forge would have been more important, but who knows. Maybe if the campaign comes back I'll have another chance to explore that plot with a new group of characters.

I always pictured Balagog as an old orc tribal leader or shaman who was smart and tough, but eventually was just unable to deal with the violence and power plays of everyday orc life. But he was too smart and useful to just let him rot. So he becomes an emissary and can still kick just enough ass to make people kind of worried. He's best used behind the lines, protected by his bodyguards and such, but any PC who closed to melee would not find him an easy target either. The important thing is to make sure that the other orcs keep him alive and safe. Not just from a mechanical perspective, but from a narrative one as well. So Balagog would work as an orc shaman or leader in almost any other situation too. I did revise Balagog slightly, reducing Taste of Blood attack & damage, while taking away the original on-hit effect for the Ceremonial Axe (which was for Balagog to pop free). I also clarified Oath of Blood, which as written could be used 3 times per turn which might be a bit too good.

Shelur I envisioned as something like a femme fatale figure. She's an attractive female orc, seemingly along with Balagog as a servant (or more, who knows), but it turns out that she's arguably the most dangerous person in his retinue. Including Balagog himself. She's an orc, so isn't likely to look sweet and innocent, but looking as meek and unthreatening as possible is close enough. Keeping her moving and keeping her allies helping her is key for her to be useful in a fight. If she gets bogged down, she's not nearly as effective. She'd be easy to re-fluff as any kind of highly mobile assassin or murderer. Even something like a ninja or spy would work well. Mechanically here, I clarified Duck Away to make it easier to read, plus I gave her the Dead Eye ability to more fit her assassin heritage. It makes Shelur very very dangerous, but I think she *should* be.

The orc honor guard was originally called a bodyguard and I think it does a really good job of that too. Attacks can pop enemies free and the honor guard can take a shot for someone else, as well as retaliate against a poorly done attack. Just a couple of them can really mess with the strategy of a party by keeping the PCs from reaching someone that they really really want to kill. Keep in mind the interception rules while you're using the honor guard. Good while re-flavored as any other sort of bodyguard or protector, whether it's for a noble, a merchant, or a criminal mastermind.

The orc bodyguard is a new one for this collection. Since the Orc Lord plotline didn't pan out, I never needed more monsters, but if it had gone on, I would have wanted a mook. And I love double strength mooks. Sometimes I use them in place of both mooks and regular monsters. They tend towards the glass cannon side, but that can be a lot of fun. Just drop the level down 1 before you do that yourself.

Void Cultists and their Allies

Mercenary Convert

Double Strength Level 2 Mook (Humanoid)
Init +5

Sword and Board +7 vs AC - 10 damage
Natural Even Hit - Mercenary Convert gains +1 to AC and PD until the end of their next turn.

Organized Assault - +1 to attack and damage for every ally engaged with the same target (Max: +3 to each)

AC 18

PD 15 **HP 18 (Mook)**

MD 13

Mook: Kill 1 Mercenary Convert for every 18 damage done to the mob.

Possessed Automata

Level 3 Wrecker (Construct)
Init +4

Digging Claws +8 vs AC - 9 damage. This attack crits on a 19-20.

Natural Even Miss - 4 damage

C: Baelfire Eye +7 vs PD against 1d3 enemies - 6 fire damage. Usable once per battle as a quick action.

Meat Moss - Once per battle, either heal 14 damage **or** negate one successful attack against the Automata.

AC 20

PD 17 **HP 42**

MD 13

Void Cultist

Double Strength Level 2 Mook (Humanoid)
Init +4

Flensing Knives +7 vs AC - 8 damage
Natural Odd Hit - 4 ongoing damage

Fanatic Energy - After making a Flensing Knives attack, roll a saving throw. On a success, make another Flensing Knives attack with a -2 penalty. Continue until the attack bonus reaches 0.

AC 17

PD 16 **HP 16 (Mook)**

MD 14

Mook: Kill 1 Void Cultist for every 16 damage done to the mob.

Reconstructed Automata

Level 2 Mook (Construct)
Init +2

Burning Tool-Hand +7 vs AC - 5 damage

Shrapnel Burst +6 vs PD against 1d3 enemies - 4 ongoing damage. Usable as an immediate action upon reaching 0 HP.

Meat Moss - As a quick action, revive one Reconstructed Automata. Usable once per battle per 5 Reconstructed Automata.

AC 19

PD 15 **HP 9 (Mook)**

MD 12

Mook: Kill 1 Reconstructed Automata for every 9 points of damage done to the mob.

Wretched Voidbringer

Level 2 Mook (Undead)

Init +5

Touch of the Void +7 vs AC - 5 damage

Natural Even Hit - The target must make an Easy (6+) saving throw or take 4 ongoing damage

Not of this World - Wretched Voidbringers have Resist 12 to non-magical attacks.

Immunities - Immune to Daze, Confusion, and Stun.

AC 18

PD 12 **HP 10 (Mook)**

MD 16

Mook: Kill 1 Wretched Voidbringer for every 10 damage done to the mob.

Voidbringer (Original)

Level 3 Caster (Humanoid)

Init +6

Touch of Madness +8 vs AC - 10 damage

Natural 16+ hit - Target is Dazed (save ends)

Nihilistic Whispers - Any enemy which ends its turn engaged with the Voidbringer does not benefit from the Escalation Die in their next turn.

AC 20

PD 14 **HP 32**

MD 18

Possessed Constructor

Large Level 3 Blocker (Construct)

Init +4

Earthcrusher Fist +8 vs AC - 20 damage

Miss - 7 damage

Natural Even Hit - Target takes a -2 to attacks until the end of their next turn

Threatening Reach - Enemies take a -3 penalty to disengage checks.

Demonic Guardian - Once per battle, the Constructor may force an enemy to reroll one attack. This recharges if Earthcrusher Fist critically hits.

AC 20

PD 18 **HP 80**

MD 14

Voidbringer (Revised)

Level 3 Leader (Humanoid)

Init +6

Touch of Madness +8 vs AC - 10 damage

Natural 16+ hit - Target is Dazed (save ends)

Choir of the Dead - Wretched Voidbringers, Automata, and Constructors gain +1 to attacks and damage for each Voidbringer nearby (Max: +3 each)

Font of Despair - At the start of each turn, roll an easy save (6+). On a failure, the Escalation Die does not increase this turn.

AC 19

PD 15 **HP 30**

MD 18

Void Warlock

Level 4 Caster (Humanoid)

Init +6

R: Annihilation Bolt +8 vs PD - 14 damage

Natural Even Hit - Target is Vulnerable until the end of their next turn.

Natural Odd Miss - Generate 1 Void Orb

Touch of Emptiness +9 vs AC - 12 damage and generate 1 Void Orb.

Voice of Nothingness - As a Move action, generate 1 Void Orb

Chosen of the Forgotten - Spend one or more Void Orbs at any time as a free action. Add or subtract 1d4 from any die roll made nearby for each Void Orb spent.

AC 18

PD 14 HP 50

MD 17

Mogor the Mad

Double Strength Level 3 Wrecker (Humanoid)

Init +7

Wrath of the Void +7 vs PD - 16 damage and the target is Hampered (Save ends)

Natural Even Hit - Make another attack at a -2 penalty. Repeat until a miss or natural odd hit.

Miss - 6 damage

Tattoo Shield - As an immediate reaction, negate all damage (but not other effects) from an attack. Usable once per battle. If Mogor drops an enemy to 0 HP, it becomes usable again.

Void Aura - Enemies engaged with Mogor at the end of their turn take 6 damage.

Embodiment of Death - Mogor crits on a 19 or 20.

AC 20

PD 17 HP 90

MD 14

Designer's Notes

There's a lot to cover here, but I think before anything gets said, there should be an explanation of what "void" is within this context. One of the main plotlines for the game is that there are cultists devoted to gods which have long ago died. Gods being what they are, they don't die the way other creatures do and their essence and thoughts still existed in a shadowy and dark way that connected to some people in the world. It's not a unique concept to this campaign, but it's one that I've always liked. So these cultists are channeling the dark energies of dead gods, which takes a rather severe toll on both the channeler and the target. Thus the emphasis on things like madness, nothingness, void, and death.

The constructs here are themselves possessed by the tiniest fragments of those dead gods and the meat moss is just a physical corruption holding them together. It imbues them with power and makes or keeps them operational past the point where they should be broken down. The meat moss is the term from TV Tropes, but it's basically like the organic constructs of the Aliens movies. It's fleshy, pulses with life, and it is gross as hell. The whole idea with all of the void creatures is to be kind of unnerving and utterly screwed up.

Now onto the individual monsters. Funnily enough, the first creature here is the one that doesn't fit in with the rest. The mercenary converts are not bad guys, just people put in a really bad position. They could join

up with the void cult of their own free will or they could be turned into the undead creatures known as wretched voidbringers. Not much of a choice, is it? Anyway, they're pretty straight forward enemies, but ones that are potentially very dangerous in groups. Which is entirely intentional. Individually, they're sturdy, but working together makes them much better than they are alone. I had a lot of mooks, regular and double strength, in this part of the game because I wanted the players to have a sense of being outnumbered and needing to sneak around more than they otherwise would. This did not at all work. So my piece of advice if you're using a lot of mooks, whether they're double strength or regular, is to not skimp on them. Load up more than you think you need. Let the players panic a bit. In either case, the mercenary converts are pretty easy to, well, convert. Any kind of mercenary or organized fighting group (like gladiatorial crew) would be easy enough to represent with them.

The void cultist is one of those monsters that, if the GM's dice are hot, is going to be much much more dangerous than it otherwise might be. On the other hand, if the GM is rolling poorly, these are pretty tame. Not harmless, sure, but probably less threatening overall than mercenary constructs. But I think that the wildly unpredictable nature of the void cultist kind of fits in with them being a fanatic. If you don't need cultists, but like the monster concept, these actually make pretty good berserkers or barbarians.

I have an irrational love for the Possessed Automata. Maybe it's because the art I found while trying to make tokens for it on Roll20 were so very cool. It's a pretty solid creature, I think. I do enjoy giving monsters area attacks as quick actions, even if they're just a once-per-battle thing. It gives them a bit of a surprise and a one-turn damage boost. The meat moss ability is also a nasty surprise. Players will be wary after the first time these things messes with their best laid plans.

The reconstructed automata is basically a broken construct held together largely by meat moss. Using that meat moss to revive one of the others is really gross and fun to describe. I also really really like creatures, but especially mooks, that do horrible things when they're killed. Imagine a player rolling a natural 20, killing 4 of these, and mauling the entire party in the process. I'd allow players to find some narrative ways to kill these that wouldn't allow them to explode like that, like kicking them into a river, freezing them solid, and so on. As for refluffing them, turning them into some sort of undead wouldn't go awry. Maybe skeletons animated by worms that explode in a shower of poisonous fluids when destroyed. A sort of zombie perhaps?

Wretched Voidbringers are bodies who have spirits animating them. Either fragments of consciousness from dark gods or the warped and twisted spirit of the person who originally owned the body. Not a pleasant fate. Also makes them rather resilient. But beyond that, there's really not a lot to say here. You can see that my mooks are becoming more elaborate as the campaign goes on. This isn't always a good thing because it's often easy to forget things with mooks. There are so many of them that making them too complex often slows things down. That doesn't mean that I won't do that, but I'm trying to be more aware of "how is this going to play during a fight?" as I design. I'm leaving the more complicated designs here because I know a lot of people will like that, but it's a more nuanced design choice than I originally had thought.

The Possessed Constructor was a really fun creature. It's really damned dangerous, really tough, and hard to get away from. I always pictured it as a giant piece of industrial equipment, kind of like how the WarJacks from the Iron Kingdoms setting appear. This sort of monster is usually the centerpoint in any fight, just by virtue of being a Large monster. Players tend to focus on them because they are so big, do so much damage, and have so many HP. That can be useful though. Pair a Large (or Huge) creature with something really dangerous that is on the squishy side. By the time players realise that the Constructor isn't necessarily their biggest worry, they're already stuck in with it. Reskinning this one as some sort of golem is the easy

choice as far as repurposing it for your own campaign. I can also see it as some sort of well armored ogre or giant-kin.

Ah, the Voidbringer. See that Nihilistic Whispers thing? Don't do that. Learn from my mistake. First up, that power is not fun. A player is going to be kind of frustrated with that ability since, unlike something like Fear, it doesn't have a conditional element. It's also an ability that's surprisingly easy to get confused about. I actually had to stop trying to enforce it in the very first fight I used it since the players, and even me as the GM, got confused with it. I think ultimately, the power doesn't really add anything that couldn't be represented in a different way. Which is where the revised version came in. Font of Despair does a better job of representing the morale sapping ability that these guys have. I made it an easy save because otherwise there's still that real potential to bog things down and leave players a bit frustrated. To make up for that being an easy save, Choir of the Dead makes the Voidbringer indirectly more dangerous. As for reskinning this one, this is definitely an officer/boss/leader kind of enemy, with the Font of Despair being reskinned to be more like morale-crushing monologues and quips about how the PCs are taking a beating and such.

For the Void Warlock, I wanted to experiment a little. I like the concept of building up resources during the course of a fight that can only be used during that fight. It adds a different dynamic to a monster when they can get stronger over the course of a battle in a way similar to, but not exactly the same as, player. The void orbs can really shift the balance around during a turn. Player rolled a crit? Expend a void orb and now it's probably just a regular hit. Ally misses? Maybe not now. Ally needs to pile on the damage? Here's a couple extra dice of HP gone. It seems like it could be overpowering if the Void Warlock got a lot of orbs, but in play it balanced out pretty nicely. The warlock rarely had more than 1-2 orbs at a time and I think I only ever saw 3 orbs once. Which is probably a good thing because originally the dice for an orb was a d8 and not a d4. Only after the fact did I realise how much that could break things and revise it down accordingly.

And lastly, there's Mogor the Mad. A duergar who was the "boss" of the entire abandoned mine, the one who organized the cult and forced out or conscripted everybody who wasn't worshipping the dead gods. He was, also, a prime victim of "the GM is rolling really badly" and thus ended up as an anti-climax. He only hit once or twice during the entire battle and really wasn't much of a threat. Even the players kind of realised it and mostly left him alone to go and kill the Void Warlock and other creatures. I adjusted him slightly, but honestly I don't think he was that bad to start. He should, in theory, be hitting fairly often and be pretty debilitating with the Hampered effect. The aura means that even if he doesn't hit, he's still chipping away. The tattoo shield should keep him alive long enough to do some real damage. But, let's face it, sometimes the dice will take your badass monster and flip him the bird. I'm working more to make boss-type monsters into more support-style creatures. Where their effectiveness doesn't rely as much on whether the dice are falling well. So abilities like buffs and heals and high percentage attacks that don't do much damage but have good effects for allies are more what I consider first nowadays. You can't always do that. Sometimes you need a confrontation who is supposed to be really badass and that means that monster has to get stuck in. But it helps to consider what your important monster can do if you're rolling like shit.

Constructs

Magma Hound

Level 2 Wrecker (Construct)

Init +7

Lava Fangs +7 vs AC - 4 fire damage and ongoing 3 fire damage

Natural Even Hit - The ongoing damage is increased to 6.

Blazing Aura - Enemies who end their turn engaged with the Magma Hound take 5 fire damage.

Fan the Flames - When the Magma Hound is hit with an attack that deals fire damage, it heals 8 HP and may immediately make a Lava Fangs attack against one Nearby enemy.

Obsidian Armor - When the Magma Hound is hit with an attack that deals cold damage, it immediately loses the Blazing Aura ability and takes a -2 to attack rolls until the end of its next turn. In addition, the Magma Hound ignores the first 6 damage taken in the next turn. Obsidian Armor disappears at the end of the turn or when hit by a fire attack.

AC 18

PD 17 HP 30

MD 11

Ice Golem

Level 2 Troop (Construct)

Init +2

Vulnerable: Fire

Resist Cold 16+

Fist Slam +7 vs AC - 7 cold damage

Natural Even Miss - Hit a nearby target for 3 cold damage

Refreeze - Heal 4 HP at the start of every turn.

Immunity - The Ice Golem is immune to Daze, Stun, and Confusion. If it would suffer any of those effects, it instead takes 4 damage.

AC 18

PD 18 HP 32

MD 10

Glacier Golem

Level 3 Troop (Construct)

Init +1

Vulnerable: Fire

Resist Cold 16+

Ice Smash +8 vs AC - 11 cold damage

R: Howling Blizzard +7 vs PD - 9 cold damage

Natural Even Hit - Target is Stuck until the end of their next turn.

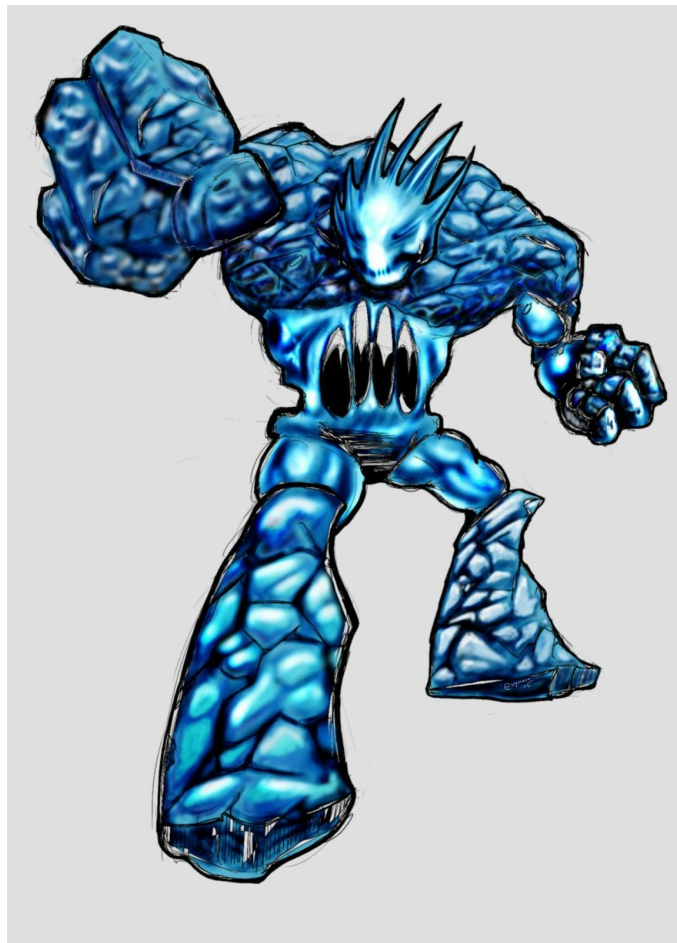
Shard Storm - Enemies who hit the Glacier Golem with a melee attack take 5 cold damage

Immunity - The Glacier Golem is immune to Daze, Stun, and Confusion. If it would suffer any of those effects, it instead takes 4 damage.

AC 18

PD 14 HP 50

MD 17



Designer's Notes

For some reasons, most of the constructs I made for this campaign ended up being one-hit wonders. Most of them showed up for one fight, maybe two, and then I didn't get a chance to use them again. I'm not sure why that seemed to work out the way it did, but it's too bad because I think the designs were solid and interesting combatants.

Both the Glacier and Ice golems are pretty straight forward. I don't know how much I can really talk about them. They have a couple quirks and unique traits, but mostly they're front line combatants that can deal some damage from range here and there. Really, they're monsters that are best supported by faster or more complex creatures. I did some cleanup with both of them, mostly with regards to their Immunity. Instead of just saying "these don't work" I went with something that has been done elsewhere and inflicting those effects just deals additional damage, which feels more satisfying for a player. As for reskinning these, the obvious are things like elementals or elemental-based creatures like mephits, but also possibly could be half-giant offspring of half-giants or yetis or some such.

The magma hound is more interesting than the golems. Instead of doing the same Resist/Vulnerable mechanic, I wanted the magma hound to have different reactions to those elemental effects. It's not vulnerable to cold, but it does have an overall negative effect for a turn. And conversely, hitting it with fire powers it up. I thought that was a lot more unique, though it has the downside of making them a more finicky monster that has more to keep track of than you might if I'd gone with Resist/Vulnerable instead.

As a designer, I think sometimes you have to do that sort of thing. Accept that making something unique or interesting might also mean that it's going to be a bit more for a GM to keep track of. I think it can be a worthwhile trade, though not something you want to do all the time. It's something I sometimes have a problem with. I think too much about "this would be cool" or "this fits the concept" and instead forget what it's going to be like at the game table. With that in mind, balancing the complex with the simple becomes important.

However, ultimately the magma hound is a bit... too focused. If a party has neither fire nor cold attacks a lot of the things it can do go away and that might take away from some of the desire to use it as a GM. I didn't change it because in this case taking away the focus would have taken away from the uniqueness as well as the fact that even without Fan the Flames and Obsidian Armor it's still a solidly useful creature. For reskinning, again lava elementals and mephits are obvious, but also fire oozes, thoqqua, flame skulls, or even fire beetles could be done this way. Though for those last two, you might have to remove the Obsidian Armor ability.

June 2015 Patron Thanks

Thank you to all these Patrons for making this work possible.

Yannick Jean, David Ogan, Candice, Rigby, Sasha, Sean Krauss, John Campbell, Drew Bergstrom, Andrew Raphael, Graham Poole, Chris Turner, J. Brandon Massengill, Joshua Ramsey, Are Sørli, Paul DeMartino, Lowell Francis, Matthew Caulder, Dane Ralston-Bryce, Bryan Rennekamp, Wesley Hall, Michael Bowman, Michael Hasko, Patrick Malone, Jean-Christophe Cubertafon, Matt Greenfelder, Matt Hogan, Tim Densham, Richard Green, Rob Heinsoo, and Pelgrane Press.

If you see this document out in the wild and would like to contribute to future projects and see your name listed, you can do so [here at Patreon](#). Even a single dollar is a valuable contribution and ensures that you can vote on upcoming projects. Higher level patrons get even more benefits.

Credits and Copyright

13th Age is a registered trademark of Fire Opal Media Inc., and the 13th Age Roleplaying Game and the 13th Age Roleplaying Game Compatibility Logo are trademarks of Fire Opal Media Inc. under exclusive license to Pelgrane Press Ltd., and are used under the 13th Age Roleplaying Game Compatibility License. See 13thAge.com for more information on the compatibility license.

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open

Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

13th Age RPG Core Rulebook. Copyright 2013, Fire Opal Media; Authors Rob Heinsoo, Jonathan Tweet, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Castles & Crusades, Copyright 2004, Troll Lord Games; Authors: Davis Chenault, Mac Golden.

Ice Golem was made for this project by [Symatt](#). Please contact him with your commissions and praise. He does outstanding work.