**

*13th Age* Archmage Engine

System Reference Document for *13th Age*

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## *13th Age* Archmage Engine

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## Revision History

### 4.0

Additions:

* Bestiary 2 monsters

### 3.2

Additions:

* Cloud Giant Warrior

Changes:

* Death Attacks and Last Gasp Saves: Updated to match core rulebook
* “Faraway”: Change in line with Second Edition
* “Last gasp”: Consistency
* Monster stat block formatting updates
* Balor (flame demon): Consistency & Typo
* Bat Cavalry: Consistency
* Bergship Raider: Typo
* Blood Rose: Typo
* Brute’s Warbanner: Rename for consistency
* Catacomb Dragon: Consistency
* Claw Flower: Typo
* Cloud Giant Magician: Previously incorrectly named stat block
* Couatl: Text clarity
* Death-Plague Orc: Clarification
* Despoiler Mage: Typo
* Dire Bat: Missing Stats, Consistency
* Dire Wolf: Typo
* Djinn: Text clarity
* Drow Darkbolt: Missing stats
* Efreet: Text clarity
* Elder Couatl: Missing stats
* Epic Fire Elemental: Typo
* The Flensed: Typo
* Flesh Golem: Consistency
* Gargoyle: Consistency
* Ghoul: Typo
* Giant Web Spider: Typo
* Goblin Shaman: Consistency
* Harpy: Consistency
* Hill Giant: Consistency
* Honey Devil: Consistency
* Hooked Demon: Typo
* Huge Blue Dragon: Consistency
* Huge Green Dragon: Consistency
* Iconic Chimera: Text clarity
* Imp: Consistency
* Iron Sea Shark: Name clarification
* Kobold Skyclaw: Missing ability
* Lammasu: Abilities for all Lammasu added
* Lammasu Priest: Typo
* Large Black Dragon: Typo
* Large Green Dragon: Consistency
* Manticore: Consistency
* Medium Green Dragon: Consistency
* Mummy: Typo
* Naga: Nastier Special for all Naga added
* Nalfeshnee (boar demon): Consistency
* Poison Dandelion: Typo
* Purple Larva: Consistency
* River Devil Minion: Typo
* Skin Devil: Consistency
* Smoke Devil: Missing stats
* Specter: Nastier Specials for all Specters added
* Troglodytes: Typo
* Umluppuk: Typo
* Vrock (vulture demon): Typo
* Weretiger: Typo
* Wight: Text Update
* Wraith: Consistency
* Wyvern: Consistency
* Zealot’s Warbanner: Rename for consistency

### 3.1

Additions:

* Added specific Nastier Specials for Efreet

Changes:

* Fixed error in Icon Relationship chart
* Clarified ranger’s Favored Enemy to reference the monster list for monster type
* Fixed reference to gnome in halfling’s Small entry
* Clarification in Jack of Spells (you can’t jack class feature or talent spells)
* Clarification for Fey Queen’s Enchantments (player can choose a different spell after taking a full heal-up)
* Fixed rogue level 2 Sneak Attack to use 1d8
* Clarification for epic-tier Thievery, the victim rolls a hard save each day to recover the item.
* Clarification for Burning Hands miss; the damage is the sum of each die that shows the maximum possible die result
* Breath of the Black is vs. PD, not MD
* Breath of the Blue/Void are breath weapons, not breath spells
* Clarification for interrupt actions; only one can be taken between your turns in subsequent rounds
* Clarification to damage on misses; unless otherwise stated, damage modifiers do not apply
* Clarification for rallying; succeeding a hard save allows you to rally again that round
* Clarification for rituals, determining results; applies to Ritual Magic (not High Arcana)
* Clarification for Skeletal Hound; bite damage is against AC
* Fixed table formatting

### 3.0

Additions:

* 13 True Ways monsters
* 13 True Ways classes
* 13 True Ways multiclassing
* 13 True Ways magic items
* Artifacts (magic items)
* Targeting clarification
* Monster level-up guidelines, and stat adjustments for monster creation
* Underkraken short intro
* Intellect Assassin

Changes:

* Monster List: added 13 True Ways monsters
* Feat Lists: added feat tables for 13 True Ways characters
* Ranger Animal Companion rules
* Level Progression tables of the core classes now have (M) designations
* Useful Magic Items by Class table includes 13 True Ways classes
* Minor changes to sorting of Wands (Magic Items)
* Fixed category for Dire Bear, Hellhound, Ochre Jelly (Monster Reference)
* Fixed capitalization for Couatls (Monster Reference)
* Fixed sizes for Bulette, Jotun Auroch, Volcano Dragon, Elder Swaysong Naga, Elder Sparkscale Naga, Skull of the Beast, Elder Manafang Naga (Monster Reference)
* Fixed names for Fungaloid Creeper, Lammasu Warrior, Remorhaz entries (Monster Reference)
* Fixed role for Winter Beast (Monster Reference)
* Monster List updates…
  + poddling -> podling
  + ghoul: humanoid -> undead
  + slime skull -> slime-skull
  + kobold dog rider -> kobold dog-rider
  + hell hound -> hellhound
  + woven -> the woven
  + flaming skull: small –> normal
  + hydra, 5 heads -> hydra, five-headed
  + hydra, 7 heads -> hydra, seven-headed
  + warp beast -> warped beast
  + intellect assassin: spoiler -> blocker
  + vrock -> vrock (vulture demon)
  + giant vrock -> giant vrock (vulture demon)
  + spider mount: large -> normal
  + sahuagin mutant: 2x -> large
  + hezrou -> hezrou (toad demon)
  + bronze golem: wrecker -> blocker
  + phase spider: wrecker -> spoiler
  + stone golem: ooze -> construct
  + glabrezou -> glabrezou (pincer demon)
  + purple larvae -> purple larva
  + marble golem: 8 -> 9
  + great fang cadre (orc) -> great fang cadre
  + spawn of the master (vampire) -> spawn of the master
  + marilith -> marilith (serpent demon)
  + balor -> balor (flame demon)
* Minor formatting to feat tables (remove bold A C E).

Removals:

* Feat List

### 2.0

Additions:

* Bestiary monsters and abilities
* Type column to Monster List
* Chuulish symbiotic items
* Shadow Dragon cursed items
* Handsome cover image

Changes:

* Moved creature-specific abilities to those creature headings.
* Removed a reference to 13th Age core book layout.
* Reordered some creatures.
* Changed some instances x2 to 2x.
* Zombie Shuffler entry now has correct type listed.
* Modified legal text for consistency with other media.

### 1.1

Additions:

* *Newly-Risen Ghoul* added to Monster Reference.
* Stats for *Zombie Shuffler* added.
* Attack for *Decrepit Skeleton* added.
* Added *Domain: Knowledge/Lore* to Cleric talents.
* Revision History section added.
* Version number and reference to 13th Age Archmage Engine added to the footer.

Changes:

* Moved *Invocation of Justice/Vengeance* back underneath the *Domain: Justice/Vengeance* heading (and above the feats).

### 1.0

Initial release.