

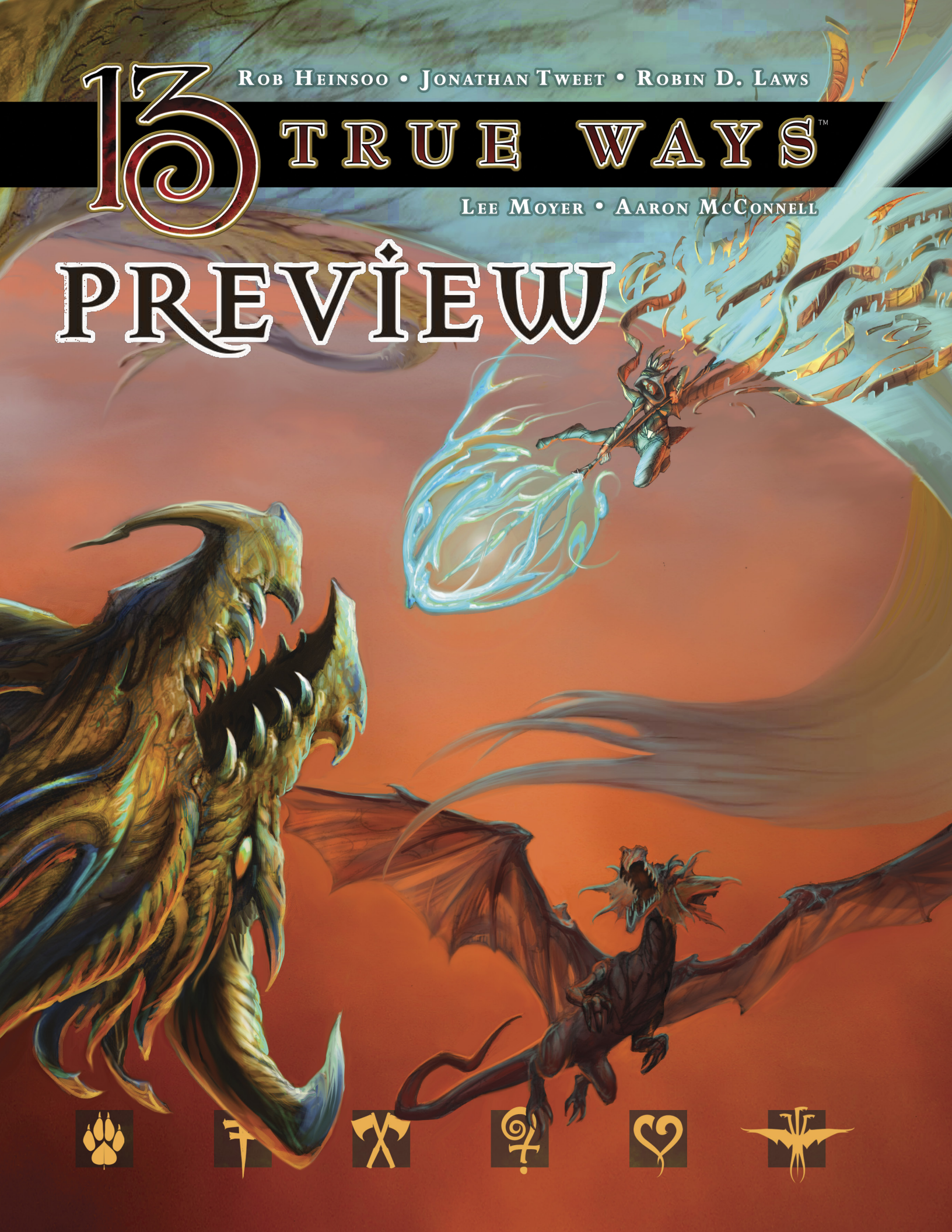
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ROB HEINSOO • JONATHAN TWEET • ROBIN D. LAWS

TRUE WAYS™

LEE MOYER • AARON MCCONNELL

PREVIEW



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13 TRUE WAYSTM

A FANTASY ROLEPLAYING BOOK BY
ROB HEINSOO & JONATHAN TWEET, WITH ROBIN D. LAWS

ART BY LEE MOYER & AARON MCCONNELL

EDITED BY CAL MOORE



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



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First printing. Printed by Thomson-Shore.



HELL IMP

A hell imp resembles a pit fiend in general terms: humanoid, with bat wings and a menacing tail. The hell imp, however, is cat-sized and cursed with features that have been exaggerated or parodied to comic effect, as if these creatures were failed attempts at creating a pit fiend. The result is a goofy-looking creature with a piercing black glare that betrays the utter evil of its heart.

Free-form ability—Provoke: Hell imps are as capable as you might expect at handling social situations, sneaking, noticing spies, and the like. Their special talent is provocation. They can talk their associates into all sorts of extreme emotions and imprudent behavior. Likewise, they can probably goad PCs into losing their cool.

4th level spoiler [DEVIL]

Initiative: +9

Needling taunt +9 vs. MD—8 psychic damage, and the target is hampered until the end of its next turn

[*Special trigger*] **Stinging tail +9 vs. PD**—8 ongoing poison damage and the target is weakened (save ends both)

Limited use: As a free action, when an enemy engaged with the hell imp misses it with an attack.

Devil's due (Mwhahahah!): When you choose to add the escalation die to an attack against a hell imp, the imp automatically hits with its next *needling taunt* attack this battle, and the target takes 2d6 extra psychic damage.

Flight: Hell imps are capable of impressive feats of aerial agility, but only when their lives depend on it.

Resist fire 13+: When a fire attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.

Vanish: Once per battle as a move action, a hell imp can become invisible, pop free from all enemies engaged with it, move away somewhere nearby, and then reappear.

Nastier Specials

Potent venom: The *stinging tail* attack deals 3 extra ongoing poison damage (11 total), but the target must succeed on two saves (one for ongoing and one for weakened).

AC 20
PD 18
MD 18

HP 50



HONEY DEVIL, AKA SLIME DEVIL

Honey devils act as the dealmakers of the Pit, fanning out through mortal societies to make allies and suborn foes.

They appear as corpulent, anemic members of the common mortal races: some slime devils look like humans, others like halflings, dwarves, elves, and so on. Hairless, or nearly so, they may disguise themselves with wigs, false eyebrows, or pasted-on facial hair. When nervous or pressured, they perspire droplets of a slimy glop that appears to be the sweetest of honeys to those incapable of penetrating illusions. Observers capable of perceiving the honey's true horror will also see horns jutting up from the devil's brows.

Eloquent and soothing, honey devils offer their prospective cat's-paws power, riches, pleasure, or fame, in exchange for promises of obedience. They seal these arrangements either with a contract signing, or by touching a droplet of their intoxicating "honey" to the subject's tongue. Their slime tangs with such supernal sweetness that some mortal minions sign on just to taste it. We said mortal minions on purpose: heroes connected to the icons are by definition made of stronger stuff.

Slime devils stay in one place until exposed, posing as ordinary mortals. They manipulate networks of contracted servitors. These in effect become secret societies, their members unknown to one another. The devil uses each of them to reward and advance the others, drawing on other devils as needed. By this means it gathers the favors required to keep each member loyally advancing the cause. When a signatory steps out of line,

the devil invokes the deal's penalty clauses. Threats at the devil's disposal range from exposure to a visit from the Pit's fiercer denizens.

If your devils collect souls, honey devils serve as the roving sales force making contacts, negotiating terms, and closing deals.

Free-form covert ability—Slimy: In any non-combat struggles with a honey devil, it excels at being too slippery for the PCs, both personally and through its underground network of minions. In an indirect contest, the PCs might try to talk sense to one of the devil's dupes or to discern suspicious activity while staking out the devil's secret network. The honey devil is an expert at what it does, so use DC 25 for any such skill checks. Assume that the devil is competent at slipping its influence through the network unnoticed. Failure might mean that the PC has succeeded in gaining information, which in turn sends them down a dead end or into a trap. In a direct confrontation, the devil is likewise hard to pin down, see through, or otherwise get the better of.

A slime devil seems unremarkable and innocuous, so downplay its significance whenever describing it, especially when it has company. When mortals actually decide to attack or capture a honey devil, it's probably slippery enough to escape at the last minute, maybe through a hidden exit. It might be classy to have its fallen wig left behind in the rush. If the devil slips away from the PCs once or twice, the players will really enjoy finally wringing its neck.

Honey devils fight only when they have no other option. If heroes corner a honey devil and force it to fight, they're already halfway to winning.

4th level troop [DEVIL]

Initiative: +6

Hidden dagger +9 vs. AC—6 damage

The target has MD 15 or lower: The honey devil can make a disengage check this turn as a free action.

Desperate plea: When the honey devil is staggered by an attack, it makes a *confusing plea* attack against the attacker as a free action after the attack.

Confusing plea +9 vs. MD—The target is confused (save ends).

Glamour of innocence: This creature seems innocent, not someone a hero should hurt. At worst, it's ugly, but is that a crime? When an enemy rolls a natural odd attack roll against a honey devil, the attack misses and has no effect.

Resist fire 13+: When a fire attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.

Weakling: When building battles using this monster, it only counts as half a normal monster.

AC 18
PD 17
MD 18

HP 35



PIT FIEND

A pit fiend is a gigantic, bat-winged monster bristling with stiff hair and licked by flames. It fights with two weapons, each of which is a unique design featuring blades, spikes, possibly chains, and certainly pain. They consider themselves the superiors of all, and anyone hit by a pit fiend can feel their own inferiority in their very bones. They command fire, a capacity they use to attack enemies at a distance.

Huge 14th level wrecker [DEVIL]

Initiative: +19

Fiendish weapon +19 vs. AC (2 attacks)—140 damage, and until the end of the battle the target takes a –2 penalty to attacks, defenses, and level-based d20 rolls. Hit points, feats, weapon damage, and other level-based benefits don't change. (The penalty isn't cumulative.)

Natural 11+: The pit fiend can make an *entangling tail* attack against a different target as a free action.

Both attacks hit: The pit fiend can use *fiendish vigor* as a free action.

Entangling tail +19 vs. PD—40 damage, and the target is hampered until the end of its next turn or until the pit fiend makes another *entangling tail* attack.

R: Burst of hellfire +19 vs. PD (up to 3 nearby or far away enemies in a group)—120 fire damage

Miss: Half damage.

C: Black utterance of denial +19 vs. MD (each enemy engaged with the pit fiend)—The target is hampered until the end of its next turn

Limited use: 1/battle, as a quick action.

Devil's due (Menace): When you choose to add the escalation die to an attack against a pit fiend, the escalation die does not increase at the start of the next round. Special circumstances and PC powers can still increase it.

Fiendish vigor: As a standard action, the pit fiend can heal 300 hp and roll a save against each ongoing effect on it. It can use *fiendish vigor* up to five times per battle.

Flight: Amidst wind and flames, a pit fiend can fly with surprising agility.

Resist fire 13+: When a fire attack targets this creature, the attacker must roll a natural 13+ on the attack roll or it only deals half damage.

Nastier Specials

Cloak of fire: When a creature is engaged with the pit fiend at the start of its turn, that creature takes 20 fire damage.

AC 29

PD 27

MD 27

HP 1600

daily, recharge after battle.			
lose hit points: A few powers and spells might require a character to "lose hit points." Hit point loss can't be prevented by damage prevention; you have to pay the cost of the action with your hit points.			
lycanthropy: A curse (or blessing?) that turns humanoids into hybrid beasts known as lycanthropes. It may or may not be curable.	51		
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multiclass: Two classes combined into one; you get talents, powers, and spells from both classes at a cost of acting at a level lower in each one.			
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range (two-weapon multiclass)	111		
rogue (seize the momentum)	111		
sorcerer (diverse gathering)	111		
wizard	111		
multiclassing	103–111		
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next to: Generally close to another creature; an enemy engaged with you is next to you, as is an ally also engaged with the same enemy. It is occasionally important for spells or powers where the target needs to be touched.			
NPC: A non-player character that the characters interact with; usually run by the GM.			
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Seven Deadly Secrets: Powerful monk talents that are closely guarded secrets of each tradition. While there are seven rumored to exist, only three are revealed in <i>13 True Ways</i> .	69		
shift (see druid Shifter talent)	47		
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stones: In reference to the chaos mage, you use three sets of stones (or chips, or similar items) each of a different color to determine your upcoming options for your next turn: attack, defense, or iconic. You draw the stones unseen from a bag or cup.	15–16		
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tactics: Bossy powers available to the commander that do not require command points and usually come with recharge rolls.	32		
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