

Ritualists

13th age Compatible Fan Work

When performing rituals to create and empower elementals, undead or other minions it is common for ritualists to engage protective barriers to keep them safe from the flows of magic that surround them. These shields can prove extremely difficult to break with sheer force, but relatively easy to dispel, breaking their power and reducing them to more standard spellcasting.

Shielded Ritualist

Double Strength Level 4; Leader; [Human] Initiative +6

Actions: **C: Fire Bolt:** +9 vs. AC: 28 fire damage.

C: Empower Creation: One nearby ally gains 20 hitpoints, and may roll twice for its next attack roll.

Special

Mystic Weakness: Any engaged opponent may spend a standard action to weaken the shield through spellcraft. The shield takes damage equal to their intelligence plus any relevant background.

Stationary: The Ritualist cannot leave their magic circle without becoming a Weakened Ritualist

Second Form: When the Shielded Ritualist is reduced to 0hp, it is replaced with a Weakened Ritualist.

AC 19 | PD 16 | MD 18 | HP 60

Once the ritual circle is broken, their powers become much less available, leaving them struggling to fight, and potentially tempted to flee.

Weakened Ritualist

Level 4; Troop; [Human] Initiative +6

Actions: **Lightning Touch:** 10 lightning damage

Natural even hit: Repeat this attack against a nearby opponent.

R: Fire Blast: +9 vs. AC: 15 fire damage.

AC 20 | PD 14 | MD 18 | HP 50

Vital Amalgam

Vital Amalgams look like large Flesh Golems, but the screams and pleas coming from their living components swiftly dispel that assumption – they are made with living people as their core component, the magic animating them drawing intelligence and vitality from the presence of those tortured souls.

Vital Amalgam

Huge Level 5 Blocker; [Construct]; Initiative +7

Attacks: **Grasping Arms:** +10 vs. AC (2 attacks): 20 damage and the target is dazed until the Amalgam's next turn. If both attacks hit the same target the Vital Amalgam may make an Incorporate attack against that target.

[Special Trigger] **Incorporate:** +10 vs. PD: The target is pulled into the Amalgam and confused (save ends). While inside the amalgam the target takes 20 damage whenever the Amalgam suffers a critical hit.

C: Pleading Cries (all nearby enemies not engaged with the vital amalgam) +10 vs. MD: The target takes 20 psychic damage, pops free of all other targets, and engages with the Vital Amalgam
Hit with natural roll above the targets wisdom: The target is dazed until the end of the Amalgams next turn.

Special

Living Components: Critical hits deal 20 bonus damage against the Vital Amalgam and kill one of the component people. Characters may choose to forgo critical hits in order to avoid killing these victims – though they will be damaged by the end of the fight.

Terrifying Screams: Opponents with less than 24 hitpoints that are engaged with the Vital Amalgam are dazed and can't use the escalation die.

AC 21 | PD 19 | MD 15 | HP 220



Snow Elemental

Snow elementals appear harmless and fluffy, but once angered they can freeze an entire battlefield rendering movement impossible.

Snow Elemental

Level 4 Spoiler; [Construct]; Initiative +4

Vulnerable: Fire

Attacks: **Ice Fists:** +9 vs. AC: 14 damage

Frost Breath: +9 vs. PD: 8 cold damage and the target is stuck (save ends)

Miss: 4 cold damage

Special

Snowstorm: Whenever a Snow Elemental is dealt damage other than fire damage increase the Snowstorm Level by 1 to a maximum of 12. Whenever an opponent moves they must make a saving throw with a DC equal to the Snowstorm level or the movement fails.

AC 20 | PD 16 | MD 16 | HP 54

Steam elementals are more obviously dangerous – though just like Snow Elementals that danger grows over the course of the battle.

Steam Elemental

Level 4 Wrecker; [Construct]; Initiative +8

Vulnerable: Cold

Attacks: **Scald:** +9 vs. PD: 5 fire damage and ongoing 5 fire damage (save ends)

Miss: 5 fire damage

R: Steam Blast: +9 vs. PD: 12 damage and increase the Sauna level by 1 to a maximum of 12

Special

Sauna: Whenever a player makes a natural roll under the Sauna Level they take damage equal to 20 minus their constitution score.

AC 20 | PD 14 | MD 18 | HP 54