

Spellbound

13th age Compatible Fan Work

While anyone can be influenced by mental magic, some feel it more profoundly than others. Spellbound are those whose free will is utterly gone while their bodies and minds remain intact. Spellbound's minds are vulnerable, and they may find it impossible to act against those who have great charisma, torn between the spells already upon them and the influence of the outsider.

Any creature can be turned into a spellbound by applying the following changes:

Decrease their initiative and mental defence by 3, lower their attack bonus and level by one, and they gain the following special weakness:

Without Will: Whenever this creature makes a natural attack roll lower than its targets (Charisma-10) it is stunned until the end of its next turn.

Spellbound Soldier

Level 4 Troop; [Human]; Initiative +3

Attacks: **Sword:** +9 vs. AC: 18 damage

Shield Barge: +9 vs. PD: 14 damage

Natural even roll: The target and the Spellbound Guard both pop free of all enemies except each other.

Special

Without Will: Whenever this creature makes a natural attack roll lower than its targets (Charisma-10) it is stunned until the end of its next turn.

AC 21 | PD 19 | MD 12 | HP 75

Spellbound keep all the skills they had prior to enslavement – unlike undead their talents can be greatly varied.

Spellbound Ranger

Level 4 Archer; [Human]; Initiative +4

Attacks: **Serrated Blade:** +9 vs. AC: 10 damage and ongoing 5 damage (save ends both)

Natural Even Roll: The spellbound ranger may make a second Serrated Blade attack.

R: Bow: +9 vs. AC: 18 damage

Natural Even Roll: The spellbound ranger may make a second Bow attack.

Special

Without Will: Whenever this creature makes a natural attack roll lower than its targets (Charisma-10) it is stunned until the end of its next turn.

AC 21 | PD 15 | MD 16 | HP 70

Spellbound

Some foolish warlocks sell their souls for power with a contract lacking the most vital of clauses "to be claimed upon my death".

Spellbound Warlock

Level 4 Mage; [Human]; Initiative +3

Attacks: **R: Flame Blast:** +9 vs. PD: 18 fire damage

[Group Ability]**C: Fireball** (3 nearby creatures in a group): +9 vs. PD: 15 damage

Miss: 8 damage

Special

Group ability: For each two Spellbound Warlocks in the battle, one can use a fireball once.

Without Will: Whenever this creature makes a natural attack roll lower than its targets (Charisma-10) it is stunned until the end of its next turn.

AC 21 | PD 15 | MD 16 | HP 70

Some Warlocks are pushed a step further, becoming Spellbound Conduits for their patron, a channel through which their patron can steal more souls.

Spellbound Conduit

Double-strength Level 4 Spoiler; [Human]; Initiative +8

Attacks: **Absorb Heroism:** +9 vs. MD: 30 negative energy damage

Natural Even Roll: the target loses access to the escalation die and the Spellbound Conduit gains access to the escalation die until the end of the Spellbound Conduit's next turn.

R: Power Overwhelming: +9 vs. PD: 10 positive energy damage, +5 for each point on the escalation die.

Natural Even Roll: The escalation die increases by one before damage is determined.

Special

Without Will: Whenever this creature makes a natural attack roll lower than its targets (Charisma-10) it is stunned until the end of its next turn.

AC 21 | PD 15 | MD 16 | HP 140