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## *13th Age* Archmage Engine

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## Revision History

### 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.