



THE ARCHMAGE ENGINE

SOURCE MATERIAL  
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DOCUMENT  
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LIZARD AGE

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### 13<sup>th</sup> 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

13<sup>th</sup> Age Archmage Engine, version 3.0.

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- 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 13<sup>th</sup> 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 13<sup>th</sup> 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.