



The Tower in the Mist

An Introductory Adventure with
Pregenerated Characters

by John WS Marvin



The Tower in the Mist

A Fantasy Roleplaying Book by

John WS Marvin

Art by Ieshields

Edited by Alison Wells



**Dread Unicorn
Games**

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Credits

Design, Writing, and Layout: John WS Marvin

Project Editor Alison Wells

Artist Doug Scott

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Playtesters Abhinav Kilaru, Alicia Severson, Brittany House, Caleb Shoemaker, Dave Ledvora, Earnest Gibson, James Otting, John Gillett, Leslie Camacho, Martin Lund, Matthew Hansen, Nicole Borchert, Nikhil Kumar, Rohan Bongurala, and Tim Baker.

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The Tower in the Mist

Introduction Trouble in the Mist

The Tower in the Mist is a great adventure for new GMs and new players. And experienced 13th Age GMs and players will appreciate the ways in which this adventure highlights some of the new features found in *Gods and Icons*: new magic items, icon relationship role results, and the power of the gods as manifested by pre-generated player characters with divine talents.

If you don't normally do this, try having the players describe the death blows. And look for other places the players can do a little of the world building and storytelling.

Pregenerated Characters

Names appearing in ALL CAPS indicate a pregenerated character. If you are using your own characters ignore these entries or reskin them for your own PCs.

Overview

The PCs enter the town of Fogfen, a town with problems. The warm, healing mists from the south have been pushed away by the icy fog from the north. A magic item, the *fogbane*, secured in a tower to the north has kept the freezing mists at bay. Now the mists are covering the village with rime that grows ever thicker.

The PCs agree to find the *fogbane*, which is in a tower blessed by Aurum Rex himself, and restore it to use.

They go north on the bronze road, and reach the tower in the mists. The doors are shut, and hostile kobolds are defending the tower.

Defeating the kobolds, the PCs search the tower and find a ghost who was tricked into betraying the tower. Something terrible happened to Fulvos, the young bronze dragon of the tower. A false paladin corrupted him.

The PCs find the *fogbane* and Fulvos in the caverns below the tower, along with an undead guard.

Afterwards, they may find they have saved a town, but gained an enemy.

Icon Relationship Rolls

Have everyone roll, and mark down who got a 5 and a 6 with which icon. When you give out a boon for a 6, cross it out with a big X. When you deliver a boon or a complication from a 5, put a single slash through it, and then complete the X when you deliver the other result.

Boons

Anyone with a boon from a negative relationship will be getting that boon from Aurum Rex, who is an enemy of all the villainous icons.

If a PC got a boon from Aurum Rex, they will get a *potion of fire breath* (Adventurer). If more than one PC is due a boon from Aurum Rex, choose one PC at random to get the potion.

Run a quick flashback on the road to Fogfen, where they remember meeting Keyviar, an agent of Aurum Rex, on the road. Keyviar was a male draconic with silver scales. Besides handing over the potion and describing its effects, Keyviar pointed out the old ring of standing stones off the road, and praised the wonders of the Old Gods. *"Newer gods may come and go, but the land remembers the Old Gods."*

Potion of Fire Breath You get to breathe fire for one battle, or 10 minutes outside of battle. Standard Action. Make a close-quarters *breath weapon* attack as a standard action using your highest ability score against 1d2 nearby enemy's Physical Defense. On a hit, the attack deals 3d6 (11) damage.

On a natural 1, sets user on fire, 3 ongoing fire damage.

On a natural 16+ hit, sets target on fire, 3 ongoing fire damage.

Will set flammable items on fire. Costs 150 gp.

Other Boons

There are other suggested boons for this adventure. If you want more, see *Gods and Icons*, page

The flashback with Keyviar is a good setting for Blue Aoife boons as well, perhaps at the standing stones. Although Aurum Rex is associated with the Thirsty Gods, not all his agents are. Keyviar is a devout Spirian, a follower of the Old Gods.

A good Blue Aoife boon is a hint given by a talking turtle atop of a standing stone. "Hold your shields over your heads as you approach the Tower of Cold."

Doing so increases a PC's AC by 3 from attacks from above when they get to the tower on Wyrn Hill, and works even if a character doesn't normal use a shield.

75. Here are some more boon suggestions for this adventure.

Scene	Boon	Page
Up Wyrn Hill	KRIFTO's boon: bolts of confusion	page 3
Climbing the Tower	Climb faster, find way in, or reroll failed climb	page 4
Bonta	Lord Ikal boon: potion of rage	page 8
Bonta	Further boons: trap disarm, secret passage, potions, oils, and runes	page 8

Complications

How many complications were rolled? Use them in this order.

1: Use the Nastier Specials for Fulvos.

2a: If a complication comes from Lord Ikal, the PC is told to find Bonta's silver bow and return it to her spirit. (What they don't know is that Bonta's spirit will be able to use the bow and Bonta will then be free to roam the tower, defending it as a ghost, since she didn't do a great job as living person.)

2b: If no complications came from Lord Ikal, the character is instructed to bring a kobold back alive from the tower for questioning by the icon's agents.

3: Use the Nastier Specials for the kobold frost witch.

4+: See Gods and Icons: Complications.

Meeting Montage

Explain that the players are going to do some group storytelling to create a little shared backstory. Go around the table, letting each player tell of a problem and a solution. Turn to the first player:

"Introduce your character. Tell us what you look like, what you are wearing, and anything about your character you'd like to share. Then describe a time you got into terrible trouble, and the player to your left saved you. Don't say how, just say the trouble."

When it's the next player's turn, say:

"Tell us how you saved the player to your right. There's no dice roll, just make stuff up. You can use your one unique thing, backgrounds, race, class, or anything at all. Then introduce yourself, telling us what you look like, what you are wearing, and anything else you want to share. Finally, describe the time you got into terrible trouble and the player to your left saved you. Don't say how, just say the trouble."

As the players go around the table, make notes

of anything in their stories you might want to incorporate into this or future adventures. When you get to the last player, they will be saved by the first player, thus completing the montage.

Backgrounds

If you use the pregenerated characters, note that their backgrounds already include their levels (1). To make a skill check, they roll a d20, and add two numbers, their background and the ability modifier. If they roll equal or greater than the *difficulty class* (DC) for the skill check, they succeed.

If a player fails and the story would be better served by a success, consider *failing forward*, where the character succeeds, but something goes wrong.

Bonta is a ghost the PCs will meet in the tower.

All Is Not Well

The PCs are at the well, replenishing their water supplies. The well is covered in frost, just like the rest of the town. The heavy bucket has to be dropped from a height to break through the ice on the water. The odd thing is, a few miles away on the road to town, it was warm. Fogfen is under a freezing mist, blowing in from the north. Icicles hang on plants dying from the bitter cold.

Fogfen townsfolk come to the well, and they talk. The PCs hear:

- The freezing fog arrived three weeks ago.
- People are talking about leaving, but most have no place to go.
- The crops are dying.
- The musk-ox are growing disgusting.
- Why don't Ging and Rok do something?

Right on cue, Ging and Rok waddle up. Ging and Rok are the two heads of a two-headed goblin. Ging is the left head, Rok, the right. The goblin is dressed in white leather.

Roleplaying Ging and Rok

Look left when speaking as Ging, right when speaking as Rok. Wave your hands about, and when one head talks for a while, slap your own face. Keep the heads arguing, even if their goals align. Sibling rivalry.

"Say," says Ging. "Aren't you the folks who saved a bunch of people?" He mentions tales of daring saves that came up in the meeting montage.

"So who's a hoity-toity god-like know it all? Leave these people to me," says Rok.

"I'm Ging."

"I'm Rok."

"He's an idiot." They glare at one another.

While constantly arguing, Ging and Rok will ask the PCs for help.

"The fogbane protected us, but it has failed."

"Failed like those idiots you sent to fix it."

"They never came back. Don't speak ill of the dead."

"Say strangers," says Rok, "maybe you could go? Ask the defenders of the Tower of the Bronze for help? They're supposed to keep the fogbane safe."

"Listen, my idiot brother brewed up a healing potion for each of you."

"You," says Rok, singling out a PC. If BALAM is in play, he will pick BALAM and say "You, with the cat." Rok squints at the character and says "You know what the fogbane looks like. Tell everyone else." Allow the player to describe the magical item, and make a note for later.

Assuming the PCs manage to get in some questions, they can get the following information:

- The Bronze Tower is dedicated to Aurum Rex and houses his faithful and the *fogbane*, a magical item that keeps the freezing fog away.
- The tower guardians, called the Knights of the Brass and the Bronze, get their supplies from Fogfen, but the knights haven't come in three weeks, which is when the chill fog started rolling in.
- The town musk-ox have started to sprout odd growths. Insect-like parts, but musk-ox sized.
- People sent to the Tower of the Bronze have not returned.
- The tower is also protected by Fulvos, a bronze dragon. "Very wise for his age, quite interested in magic."

If the PCs wish to negotiate for a better reward than only the healing potions, one person representing the party can try.

Ask the players who speaks for the party. If they make a DC 15 charisma check, Ging or Rok will sweeten the deal. They can use a background if they convince you it will help. Have them roll a d20, add their charisma modifier (not counting their level) and a background (which already includes their level).

If they succeed, Ging will throw in a magic oil, and Rok a magic rune. Both will be Adventurer-tier.

Mutated Musk Ox

Large 0th level troop [beast]

Initiative: +0

Horns +5 vs. AC—9 damage

Special: The mutated beast is vulnerable to everything, expanding the crit range by 2 (normally to 18+).

AC 13

PD 11

MD 6

HP 58

The bronze road snakes up Wyrms Hill through frost-covered trees. The way is slippery with ice. While crossing an old bridge, the wind picks up and the fog darkens. Have everyone make a DC 15 constitution check (backgrounds might help) or take 3 cold damage.

A careful study of the ice, using a DC 15 Intelligence check, reveals the ice is mildly toxic. Eating, drinking, or licking causes 1 ongoing poison damage, save ends. If a PC puts their nose next to it, the ice smells funny, something like burnt hair.

KRIFTO's Boon

If KRIFTO is in the play and he has a boon coming to him, on the way up Wyrms Hill, he notices he has two orange throwing knives wrapped in a message. "*Your majesty, a gift from Ging and Rok. Rok and Ging.*"

They are knives of confusion.

Throwing Knife of Confusion On a natural even hit, the target is confused until the end of your next turn.

After thrown, the knife become non-magical.

A confused creature can't make opportunity attacks or use any of its powers on its turn. Instead, it makes a basic or at-will attack against a random nearby ally.

Up Wyrms Hill

Mutated Musk Ox

If the players express interest in the mutated musk ox, or if they are new to d20 combat and you want to give them a trial run, you can have one of the beasts lumber out of the fog. It's a large wooly ox with giant insect parts growing out of it. Look at the illustration of Fulvos for inspiration.

If the characters don't want to fight it, it will wander on its way, back into the fog.

Under New Management

Look Up There

From the wooded path below the tower, the PCs hear hammering. Somebody is up there.

As the tower above comes into view after the last switch-back, have everyone make a DC 10 Wisdom check (backgrounds might help) to notice the battlements are manned by short little dragon people (kobolds). If everyone fails, the place looks deserted, and the kobolds will attack with surprise.

The front door has been battered off its hinges and has been crudely boarded up—apparently quite recently. A hammer lies on the flagstones next to the door. Interestingly, it looks like the doors were battered down from the *inside* (when Fulvos was fighting his transformation, which will become clear if the party speaks to the ghost).

The kobolds on the top of the tower hold their fire until the PCs are in range, near the tower. Run these attacks as reactions, as the PCs approach the tower. The first PC gets attacked by Kalaham the witch, the next by a guard, after that, by archers. Each archer attacks twice since they can shoot rather far from the top of the tower.

If there are more PCs than kobolds on the top, once you've run out of kobolds, the final characters get a free run to the door. Sometimes it pays to be last.

The Door

The door is not very sturdy. The first attempt to bash it down is a DC 15 strength check (backgrounds might help), and each subsequent attempt drops the DC by 5. A fallen tree used as a battering ram gives the PCs a +4, and each PC holding the battering ram gives an additional +1 (one person rolls for the team). Up to three PCs or one battering ram can hit the door per round.

Climbing the Tower

The Knights of the Brass and the Bronze kept the trees away from the tower, so there's no easy way up. Climbing the stone wall takes three rounds, with a DC 15 climb check (backgrounds may help, damage taken last round counts as a penalty) each round. Failure is a fall of 10' the first round, 20' the second, and 30' the third, for 1d6 of damage for each 10' fallen.

The windows are thin arrow-slits, and can't be climbed into, except by the pixie.

Climbing Boon

If the climber has an unspent boon, they can spend it to climb to the top in one round (they still have to roll or fall 30'), find an arrow-slit that has

been widened by damage so they can climb in, or roll again if they fail a climb check.

If the kobolds gain surprise, the witch and one member of a group that has the highest initiative (besides the witch) attack before the first round.

Tower of the Bronze Fight Chart

Number of PCs	Kobold Witch	Kobold Warrior *	Kobold Archer *	Traps
3	1	0	1	1
4	1	0	3	2
5	1	1	3	3
6	1	1	6	4
7	1	2	6	4

* A warrior will be on the stairs. If there are no warriors, an archer will be on the stairs.

Traps

If there are fewer than 4 traps, just use the first N traps, where N equals the number of traps. So if there is only one trap, it's the first trap.

Each trap attacks AC with a +5. Each does 3 + the escalation die damage while the party is in combat with the kobolds. Out of combat they do 1d6.

T1 First Trap: On a rack opposite the front door, two small crossbows fire at the first person through the door, one at crotch height, the other at face height.

T2 Second Trap: Over stairs going from 1st to 2nd level with lit torch on the wall is a pressurized compartment of lamp oil that sprays over the first person up the stairs. Then the lit torch drops on them. On a natural 16+ hit they also take 3 ongoing fire damage.



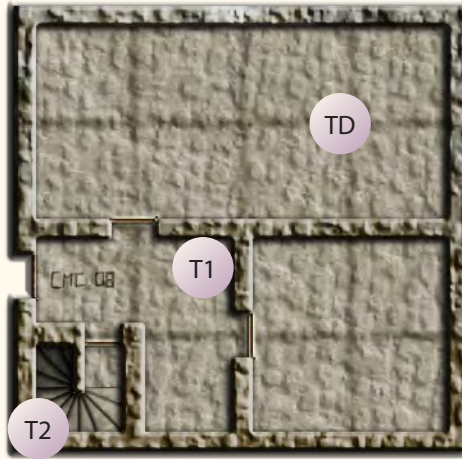
T3 Third Trap: A rusty iron spike shoots out of a stair on the way from the second to third floor.

T4 Fourth Trap: Just before the top floor, dozens of poisonous centipedes drop when a ceiling tile falls.

If NAVI is in play, the first time the cleric gets near an unsprung trap, they hiccup "Beware the trap."

Characters take ongoing damage at the end of their turn immediately before they roll their save. If they save, the ongoing condition is gone, and next turn they will take no damage.

Depending on the number of PCs, there may be 1, 2, 3, or 4 traps. See the Tower of the Bronze Fight Chart, page 4

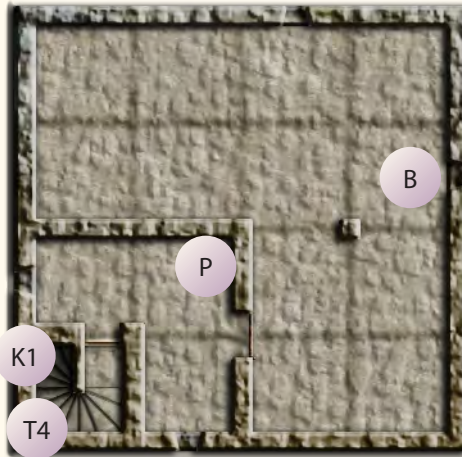


Ground Floor



Second Floor

To keep combat short for this introductory adventure, many of the creatures have low defenses. Their attacks have been improved to keep the fights interesting.



Third Floor



Top of the Tower

Kobolds

K1 On the Stairs

One kobold is on the staircase on the ground floor. She's a warrior if there are any, otherwise she's an archer. She can't be passed on the narrow stairs. Every round she will attempt to attack, then attempt to disengage if she has a free movement. If successful, she moves up a floor. Once she's wounded to single-digit hit points, she flees up a floor and climbs out an arrow slit.

A mook on the stairs will fight until wounded, and then flee. If the stairway guardian is a mook who dies with extra damage, ignore the extra damage. The PCs can't wound the mooks on the top of the tower by fighting one in the stairwell.

K2 On the Top

The rest of the kobolds are on the top of the tower. They saw the PCs coming from a long way away. They will attack the PCs as they approach the tower. The archers have longer range, and can get in two attacks before the PCs rush the door. The others get in one.

The battlements give a +2 bonus to the Kobolds' AC until the PCs enter the tower.

Kobold Archer

1st level mook [humanoid]

Initiative: +4

Simple knife +9 vs. AC—3 damage

R: Tiny crossbow or javelin +10 vs. AC—3 damage

Evasive: Kobolds take no damage from missed attacks.

Split off: When one of the kobold's allies engages a creature engaged with the kobold, the kobold can pop free as a free action.

AC 13 (15 when on top of the tower and attacked from below)

PD 11

HP 6 (mook)

MD 7

Mook: Kill one kobold archer mook for every 6 damage you deal to the mob.

Kobold Warrior

1st level troop [humanoid]

Initiative: +4

Spear +11 vs. AC—4 damage

Natural even hit or miss: The kobold warrior can pop free from the target.

R: Throw stone +10 vs. AC—3 damage

Evasive: Kobolds take no damage from missed attacks.

Not brave: Kobold warriors with single-digit hit points will run away the first chance they get. They will climb down the wall if they can't run past the PCs to the stairs. PCs attacking them while they climb get a +2 bonus to their attack rolls.

AC 15 (17 when on top of the tower and attacked from below)

PD 12 **HP 22**

MD 9

Kalaham, Kobold Frost Witch

2nd level caster [humanoid]

Initiative: +6

R: Frost jet +10 vs. PD (up to 2 enemies in a group)—5 cold damage

Natural 16+: The target takes 5 ongoing cold damage (save ends).

C: Ice blast to the face +10 vs. PD (each enemy engaged with witch)—2 cold damage, and the witch pops free

Natural 16+: The target takes 2 ongoing cold damage (save ends).

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

Evasive: Kobolds take no damage from missed attacks.

Not brave: Kobold witches with single-digit hit points will run away the first chance they get. She'll jump over the edge of the parapet and slide down a rope of ice into the mists.

Special: If GHAZ is in play and sustains any damage, Kalaham will call out as a free action as soon as she sees the half-orc's wound, even if it is a one-point scratch, "*Stop! Let's make a trade! Give me one drop of that green gelatinous blood, and we'll leave the tower.*"

If the party accepts the trade, the kobolds throw ropes over the side and climb down the outer walls rather than walking the gauntlet of the stairs with the party ready to pounce on them.

AC 15 (18 when on top of the tower and attacked from below)

PD 9 **HP 30**

MD 13

The witch has a *lucky worm* which gives her +1 on all saving throws.

Nastier Specials

Trap manifestation: If the witch's natural roll is higher than her target's Wisdom, she causes a trap appear. Roll a d3. Or let the player roll.

If TERPPO the pixie is in play, target her and always use the floor ice trap so she can show off her gliding powers.

d3	Trap
1	Floor ices up and tips toward side of the tower. DC 15 dexterity test (backgrounds might help, add level if not) or fall for 3d6 damage
2	Rusty spike punches through bottom of boot, Attack +10; Hit: take 1d6 + escalation die in damage
3	Panel in battlements pops off, revealing small crossbow shooting at crotch level Attack +10; Hit: for 1d6 + escalation die in damage.



Lucky Worm (Wondrous item) *Always:* +1 (Adventurer) / +2 (Champion) / +3 (Epic) to all saving throws. *Quirk:* being unable to wait for a break in the action so you can tell your worm all about it.

All magic items are Adventurer tier in this adventure.

After the battle, remind the players they can take a short rest and make recovery rolls.

Exploring the Tower

Suffering a Witch to Live

If the witch is alive and in the tower while the PCs explore it, copy one of the traps from the stairwell trap list and put it in each room the PCs search. Pick or roll a d4 to select the trap. Once the witch flees or is slain, the rest of the tower is trap free (until they go below ground).

Searching

If the PCs search the tower they find signs that the place was recently occupied by servants of Aurum Rex, but three weeks ago disaster struck and kobolds took over. Burn marks mar the walls, doors and furniture have been smashed, and crude wicker kobold-sized furnishings have replaced them. Tapestries depicting metallic dragons have been torn down, and lie in heaps in the corners of rooms.

If the PCs make a serious search, anyone who wants to can roll a DC 10 Wisdom test (backgrounds might apply). Whoever succeeds the most eventually finds a leather bag with three vials of holy oil (*Adventurer*).

Holy Oil Each oil confers a bonus of +1 (*Adventurer*), +2 (*Champion*), or +3 (*Epic*). Used on a weapon or a spellcasting implement, the bonus applies to attack and damage rolls, and changes the damage type to holy. Used on armor, the bonus applies to AC.

Bonuses from oils don't stack with magic items' inherent bonuses (use the higher bonus), but magic swords and armor enjoy being enhanced with magic oil. Holy swords are especially fond of holy oil.

P: Pool of Remembrance

A stone font holding scummy water projects from a wall. Any character who can cast spells will notice the magic runes carved in the bowl.

The runes say, "Cleanse the waters." A DC 12 Intelligence check (or a clever guess) will reveal that if fresh water is put in the bowl, a vision will appear.

Fail forward

If the players fail this test, they still get the clue to start the vision, but the character who failed gets dizzy and finds themselves drained of one recovery at the end of the vision.

The vision shows the last stages of the fight on the ground floor of the tower. Two laughing men, one in armor, the other in robes, are channeling sickly green streams of magic into a bronze dragon while kobolds murder fallen knights. The dragon tries to get away by breaking down the main doors, but falls and starts growing insect-like appendages.

If Kalaham the frost witch still lives and is in the tower, there is a brief vision of her and the remaining kobolds. Anyone watching the vision should make a DC 15 Wisdom check. If anyone succeeds, the vision points out any remaining traps.

The vision ends and the water becomes clouded with scum again.

B: Bonta

After a few rooms are searched, they find a translucent ghost in spectral armor looking out the arrow slit. This is the ghost of Bonta, a paladin of the Thirsty Gods who served Aurum Rex. She stands with her hands behind her back, looking at the mists. In life, she was a dark complexioned half-elf. She sneezes when close to anyone following the Bright Gods or the Old Gods. Her allergy won't stop her from helping them. But she'll give a little smile to any followers of the Thirsty Gods.

Eventually, Bonta turns with a sigh. "So, help has come at last. A bit late, don't you think?"

Bonta has no ghostly powers other than to haunt this chamber. It she who let Mardok into the tower. It was she who introduced Mardok to Fulvos, the bronze dragon with a love of magic secrets. By the time she found that Mardok was not a paladin of the Thirsty Gods, but a blue dragon in human form, and that his squire was a potent sorcerer, it was too late.

All that information can be coaxed from her. She feels the full weight of the blame. She should have seen through the disguise. She should have saved the tower, saved Fulvos.

A DC 8 Wisdom or Charisma check will note that the ghost has more to say, but will need to be drawn out.

If the PCs ask questions, they will have to make a DC 8 Wisdom (perception) or Charisma (empathy) check, and then Bonta will answer further questions with a sigh. And probably a sneeze. Only one success is needed for all the following:

- Mardok and his squire spent long hours alone with Fulvos, talking about magic, or so they said. Bonta didn't know Mardok was a blue dragon in human form.
- Fulvos has been corrupted. His mind is shattered, and he serves Ghiama now. Expect no quarter from him or Bonta's bones.
- She wishes she could leave the room and

Bonta is allergic to followers of the Bright or Old Gods.

If ROS is in play when the party meets Bonta, every time the ghost sneezes, ROS sneezes rose petals back at her. Bonta tries not to stare.

We're using some low DCs for this introductory adventure. DC 15 is typical for Adventurer-tier challenges.

If KARD is in play, his hair always blows toward the stone bowl. If PACAL is in play she can tell the font was made by gnomes. If TERPPO is in play, the pixie will have a hard time making out their reflection in the scummy water.

smite evil down there. Holy power would come in handy, and not just with her undead bones.

- Her bones were picked clean. Now they guard Fulvos, and still hold her silver-tipped *dead-eye bow*. Be careful, those bones can still shoot.
- While everyone feasted, Mardok drugged them and invited the kobolds in. Bonta could hardly lift her sword, let alone fight. It wasn't a fight. It was slaughter.
- Mardok is gone now. He is off on some other mission from his five-headed queen.
- Fulvos is below the tower. There is a trap door on the ground floor. Be careful, the kobolds are fond of traps.

Lord Ikal Boon

If any of the PCs have a boon coming to them from Lord Ikal, Bonta shows them a loose stone in the floor. Under it are two *potions of rage* (*Adventurer*).

Potion of Rage You get to use the barbarian rage ability for two rounds (*Adventurer*) / three rounds (*Champion*) / four rounds (*Epic*). *Special:* Barbarians who drink a rage potion roll 3d20s instead of 2d20s for the duration of the potion. If they hit and roll 11+ on least two dice, they crit.

Further Boons

If there are any other outstanding boons, spirit agents appear, giving the boons in this order:

1. How to disarm the acid-spray rung trap on the ladder down to the caves.

2. How to find a secret passage that will allow the party to sneak up and gain surprise. <CALL-OUT: *See the Ambushes and Surprise section in the core rules.*>

3+: Remaining boons will have the spirits conjure a d3: 1: *healing potion* (*Adventurer*), 2: *magic oil +1*; 3: *magic rune +1* for each boon.

Iconic Spirit Agents

Thrice Wise Mercurius: Face in the wall

Aurum Rex: Glowing silver dragon of pixie dust

Hierophant Glasyra: Ray of light

Emperor Roland: Ghost soldier

Lord Ikal: Dust swirls into talking helm

King Thorbal: Stone turns into dwarf face, speaks

Queen Tanadil: Whispering wind

Blue Aoife: Shadow stag

The Father of Robbers: Another PC delivers message which is then forgotten

Lady Akuma: Hole in wall with sulfurous smell

Supreme Commander Tyrvek: Shadow skull

TD: Trap Door

The massive 10-foot square trap door to the caves below is under an old tapestry showing a flight of bronze dragons. The repurposed tapestry is heavily soiled. Pulling it aside and opening the trap door lets out a fetid, oily stench and shows a two-foot wide ladder descending into darkness.

Corrupted Dragon

Trapped Ladder

As promised, there's an acid-spray rung on the ladder (the third rung down). The ladder descends into darkness about 25 feet. The exploding rung goes off on pressure.

The trap attacks the climber with a +10 vs PD. If it hits, it causes 1 + 1 point of damage for every PC in the party, and then the target must make a Dexterity check, DC 15, or fall for another 2d6 damage. If the trap misses, it causes 1 point of damage and the Dexterity check is DC 5.

Anyone who falls is dazed (-4 on attacks, save ends).

If someone falls, they make a ton of racket. Fulvos and his entourage come to investigate. Bonta's Bones fires her bow and the zombies charge the fallen PC.

Down below, the cavern is moist and uneven, with grit sticking to the characters' boots.

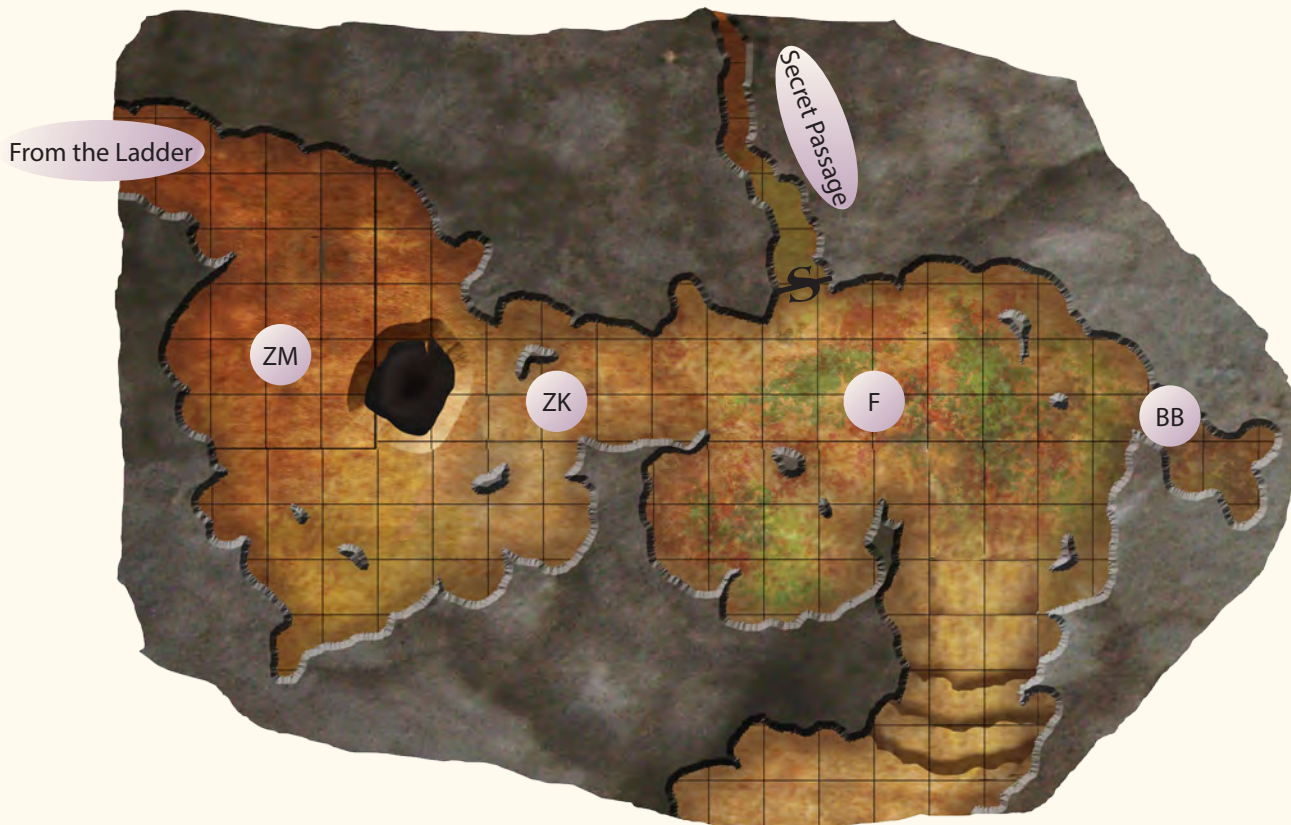
Surprise?

If the characters descend before they have defeated the kobolds, the remaining kobolds try to sneak up on the last PC to go down the trap door. Let them roll a Wisdom DC 10 check to avoid being surprised. Jumping down and slamming the door shut will buy time, but the trap door has no lock. A good story on how they keep it shut will work, at least for a while

If the kobolds have already been defeated, the last character down hears a noise, but it's only a small mouse. *"You feel like this would be a good time for kobolds to ambush you. Good thing you took them out."*

Scaling Damage: *Some of the damage and other effects (like the acid ladder trap) scales with the size of the party. This helps balance the fragility of smaller parties and the overwhelming numbers of larger ones.*

SP Secret Passage: *If a boon gives the players knowledge of a secret passage, they find out about the passage marked SP on the underground map on the next page.*



Corrupted Dragon Fight Chart

Describe the fogbane in the corrupted dragon's chamber. It looks just like how the player described it back at the well in Fogfen.

Number of PCs	Fulvos wrecker	Bonta's Bones archer	Zombie Knight	Zombie Moaner
3	1	1	0	2
4	1	1	1	2
5	1	1	2	4
6	1	1	3	4
7	1	1	5	3

Go ahead and tell the players that this is an unholy place, and anyone doing holy damage will get a +2 to their crit range (usually to 18+).

Tactics

Fulvos will use poison breath on the first round, and charge on the second. Bonta's bones will attempt to stay back and use ranged attacks. The zombies will close with the party.

MD 5

Mook: Kill one zombie shuffler mook for every 10 damage you deal to the mob.

ZM: Zombie Moaner

"Mwauurgh..."

1st level mook [undead]

Initiative: +0

Vulnerability: holy

Rotting fist +8 vs. AC—3 damage

Natural 16+: Both the zombie and its target take 1d4 damage!

Headshot: A critical hit against a zombie shuffler deals triple damage instead of the normal double damage for a crit.

AC 11

PD 9

HP 10 (mook)

ZK: Zombie Knight

"Nooooo..."

1st level troop [undead]

Initiative: +0

Vulnerability: holy

Rotting fist +6 vs. AC—5 damage

Natural 16+: Both the zombie and its target take 1d6 damage!

Headshot: A critical hit against a zombie knight drops it to 0 hp.

AC 18 (wearing armor of Knights of the Brass and the Bronze)

PD 12

HP 20

MD 8

BB: Bonta's Bones

"It's all my fault! I don't want to shoot you in the eye, but..." Twang!

1st level archer [undead]

Initiative: +7

Vulnerability: holy

Jabby bones +5 vs. AC—4 damage

R: Silver Dead Eye Longbow +8 vs. AC—7 damage

Crit range expanded by 2 (usually to 18)

Natural Even Bow Attack: Gain second bow attack.

Resist weapons 16+: When a weapon attack targets this creature, the attacker must roll a natural 16+ on the attack roll or it only deals half damage.

AC 16

PD 14

HP 26

MD 11

Dead-Eye (ranged) *Always:* Attacks and damage when using the weapon: +1 (Adventurer); +2 (Champion); +3 (Epic).
Recharge 16+: (Adventurer) / *Recharge 11+:* (Champion) / *Recharge 6+:* (Epic) The crit range of your attacks with this weapon expands by 2 (usually to 18+) for the rest of this battle. *Quirk:* always giving everything a hard squint.

F: Fulvos

3rd level wrecker [dragon]

Initiative: +6

Vulnerability: holy

Claws and bite +11 vs. AC (2 attacks)—1 + 1 per PC damage

Natural 16+: The target also takes 1 + 1 per PC ongoing poison damage.

C: Poison breath +12 vs. PD (1d3 nearby enemies)—2 + 2 per PC poison damage, and 2 + 2 per PC ongoing poison damage

Miss: 3 poison damage.

Escalator: A dragon adds the escalation die to its attack rolls.

Intermittent breath: A medium mutated dragon can use poison breath 1d3 times per battle, but never two turns in a row.

AC 16

PD 14

HP 40 + 2 HP for each PC

MD 12

Nastier Specials

The first time Fulvos becomes staggered, he emits a **pain blast** as an interrupt.

Pain blast: +12 vs. MD—4 damage AND subtracts 1 from the escalation die.

When Bonta's bones die, she will whisper "thank you."

Too Easy: Some parties will have just the right rolls and icon boons that can make the final confrontation anti-climatic. Consider Fulvos coming back as a zombie mutant dragon the round after he goes down, with half hit points and -1 on all attacks, defenses, and damage.

Too Hard: Remind the players about the ability to run away and take a campaign loss. Or point out the fogbane behind Fulvos, being powered by evil sigils on the floor. Stopping the evil power might drop all the undead, and/or even Fulvos.



Afterward

Fogbane

Ask the players how they put the *fogbane* back to work. If you have time, go around the table and ask each one, “*What do you do to make the fogbane fully operational?*” Together, they make it work again. Fogfen is saved!

Mardok

The tower was obviously infiltrated by Mardok. He’s working for Ghiana, has a nasty caster companion, and he’s on the loose. The party could be sent to track him down, perhaps by Aurum Rex. Or Mardok might make a great reoccurring villain, where the players keep getting to places after he’s messed them all up. And then finally confronting him after a few adventures spent righting the wrongs he’s done.

He left Fulvos to guard the *fogbane*, hoping to find a good use for it at a later date.

Bonta

If the players give the silver *dead-eye bow* to Bonta as part of a complication from Lord Ikal, everyone starts the next session with a free 6 with Lord Ikal, even if they don’t have a relationship with him.

Balam

1st Level

Human Paladin

One Unique Thing:

In dim light or darkness, I am followed by a large black cat. He comes and goes, and can never be caught.

Icon Relationships:

2 - Lord Ikal, positive

1 - Aurum Rex, positive

STR	CON	DEX	INT	WIS	CHA
18	14	10	10	12	14
4	2	0	0	1	2
	INITIATIVE	+1			

Basic Attacks

Melee (Longsword) +5 vs AC

Hit: 1d8+4 damage

Miss: 1 damage

Ranged (Longbow) +1 vs AC

Hit: 1d8 damage

Feature

Smite Evil

You can use this talent once per battle, plus an additional number of times per day equal to your Charisma modifier.

As a free action before you make a paladin melee attack roll, you can declare that you're using a Smite Evil attack. Add +4 attack to the attack roll and +1d12 to the damage roll AND deal half damage with the attack if it misses.

Racial Power

Quick to Fight

At the start of each battle, roll initiative twice and choose the result you want.

Feats (already accounted for): Comeback Strike, Smite Evil

Equipment: Plate mail, weapons, cloak, lantern, rope, adventurer's kit, 20 gold pieces

Healing Potion: Heal with a recovery and add +1d8 healing.

Backgrounds: (includes level)

+4 Reknarite Temple Guardian

+4 Iron Gauntlet Hell Fighter

+3 Reknarite Diplomat



Armor Class **AC 19**

Physical Defense **PD 13**

Mental Defense **MD 14**

	MAX	Now
Hit Points	30	
Recoveries	8	
Recovery Value	1d10+2	

Talents

Balamet's Comeback Strike

Once per battle as a free action, make another attack after your first paladin attack during your turn misses.

Way of the Cat

When one of your Smite Evil attacks drops a non-mook enemy to 0 hp, that use of Smite Evil is not expended.

Fearless

You are immune to fear abilities and to any non-damage effects of attacks named or described as fear attacks.

In addition, you gain a +1 melee attack bonus against enemies that are not engaged by any of your allies. The bonus increases to +2 against enemies with fear abilities (for example, the dretch, large and huge red dragons, and especially nasty minotaurs).

Ghaz

1st Level

Half-orc Barbarian

One Unique Thing:

I have green, gelatinous blood.

Icon Relationships:

1 - Blue Aoife (EE-fa), positive

1 - Lord Ikal, positive

1 - Supreme Commander Tyrvek, conflicted

Backgrounds: (includes level)

+4 Wasteland survivalist

+4 Gladiator

+3 Line dancer



STR	CON	DEX	INT	WIS	CHA
18	16	12	10	12	10
4	3	1	0	1	0
	INITIATIVE	+6			

Basic Attacks

Melee (Greataxe) +5 vs AC

Hit: 1d10+4 damage

Miss: 1 damage

Ranged (Spear) +2 vs AC

Hit: 1d6 damage

Feature

Barbarian Rage

Once per day, use a quick action to start raging; a rage lasts until the end of battle. Roll 2d20 to hit in melee and w/ thrown weapons. Take best roll. If you hit and both dice are 11+, it's a crit.

Racial Power

Lethal

Once per battle, reroll a melee attack and use the roll you prefer as the result.

Feats (already accounted for): Improved Initiative

Equipment: Hide armor, weapons, cloak, lantern, rope, adventurer's kit, 20 gold pieces

Potion of Fire Breath: You get to breath fire for one battle, or 10 minutes outside of battle. Standard Action: Make a close-quarters breath weapon attack as a standard action using your highest ability score against 1d2 nearby enemy's Physical Defense. On a hit, the attack deals 3d6 (11) damage.

	MAX	Now
Armor Class	AC 14	
Physical Defense	PD 15	
Mental Defense	MD II	
Hit Points	30	
Recoveries	8	
Recovery Value	1d10+3	

Talents

Building Frenzy

One battle per day, as a free action after you have missed with an attack, deal +1d4 damage with your melee attacks until the end of the battle. Deal +1d4 additional damage each time one of your attacks misses, up to a maximum of +4d4 damage.

Unstoppable

Once per battle, declare you're using Unstoppable before making a barbarian melee attack. If your attack hits at least one target, you can heal using a recovery.

Whirlwind

You can make a Whirlwind attack as the first action of your turn when you are engaged by two or more enemies. You take a -4 penalty to your AC and PD until the start of your next turn. Then roll a separate melee attack against each enemy you are engaged with. You deal no miss damage with these attacks.

On a natural 1, sets you on fire, 3 ongoing fire damage.

On a natural 16+ hit, sets target on fire, 3 ongoing fire damage.

Will set flammable items on fire.

Kard

1st Level

Half-elf Ranger

One Unique Thing:

My hair always blows *into* the wind.

Icon Relationships:

1 - Blue Aoife (EE-fa), positive

1 - Queen Tanadil, positive

1 - Baron Von Vorlatch, conflicted

STR	CON	DEX	INT	WIS	CHA
12	14	18	10	14	10
1	2	4	0	2	0
	INITIATIVE	+5			

Backgrounds: (includes level)

+4 Children of the Tree Initiate

+4 Platinum medalist in the Longbow at Spire Festival

+3 Astrologer



Basic Attacks

Melee (Longsword) +5 vs AC

Hit: 1d8+4 damage

Miss: 1 damage

Ranged (Longbow) +5 vs AC

Hit: 1d6(1d8)+4 damage

Miss: 1

Racial Power

Surprising

Once per battle, subtract one from the natural result of one of your own d20 rolls. (See Double Ranged Attack for why this might be a good thing.)

Feats (already accounted for): Way of the Wheel

Equipment: Plate mail, weapons, cloak, lantern, rope, adventurer's kit, 20 gold pieces

3 Keen arrows: Expand crit range by 2 (usually 18+)

		MAX	Now
Armor Class	AC 17	Hit Points	27
Physical Defense	PD 14	Recoveries	8
Mental Defense	MD 12	Recovery Value	1d8+2

Talents

Archery

Once per battle, reroll one of your missed ranged attacks.

Double Ranged Attack

When you attack with a ranged weapon that does not need to be reloaded, your default option is to make a double ranged attack.

Your weapon damage die drops one notch, usually from d8s to d6s. If your first attack is a natural even roll (hit or miss), you can make a second attack as a free action.

If you decide you don't want to try for a double ranged attack when firing your bow or other ranged weapon, declare it before rolling your attack; the single attack will deal the normal damage dice instead of using reduced damage dice.

Curse of the Withered Branch (Way of the Wheel)

Ranged spell

Daily

Target: One nearby enemy

Attack: +5 vs. PD

Hit: 4d6+4 (18) negative energy damage, and target is weakened (save ends).

Miss: Half damage, and target is weakened until the end of your next turn.

Krifto

1st Level

Goblin Rogue

One Unique Thing:

I am the rightful goblin king. If only more people would believe me.

Icon Relationships:

1 - Blue Aoife (EE-fa), positive

1 - Lord Ikal, positive

1 - The Father of Robbers, positive

STR	CON	DEX	INT	WIS	CHA
10	12	18	12	10	16
0	1	4	1	0	3
	INITIATIVE	+5			

Basic Attacks

Melee (Wicked Knife) +5 vs AC

Hit: 1d8+4 damage; *Miss:* 1 damage

Ranged (Throwing Knife) +5 vs AC

Hit: 1d4+4 damage; *Miss:* 1

Features

Momentum

You gain momentum by hitting an enemy with an attack. You lose momentum when you are hit by an attack.

Unless specified you can use momentum powers without losing momentum.

Momentum powers that do not require you to spend your momentum are generally classified as interrupt actions. You can only use one interrupt action a round.

Sneak Attack

Once per round when you make a rogue melee weapon attack against an enemy engaged with one or more of your allies, you can deal +1d4 damage if your attack hits.

Trap Sense

Reroll once on either a natural even trap based skill roll or on a trap attack on you.

Racial Powers

Earth Blood

Add escalation die to your AC/PD vs. all attacks of opportunity.

Grifter

+5 on skill checks to convince anyone to believe anything, no matter how ridiculous. They won't act against their greater interests, but they will believe it.

Feats (already accounted for): Thief's Strike

Equipment: Leather armor, weapons, cloak, lantern, rope, adventurer's kit, 20 gold pieces

Rune: Put it on a weapon or armor for a +1 damage for one battle. The run also has a random power, ask your GM when you use it.

Backgrounds: (includes level)

+4 City of Paxbellum con artist

+4 City of Paxbellum rat burglar

+3 Scribe

+4 Spy for Blue Aoife



Armor Class **AC 14**

Physical Defense **PD 14**

Mental Defense **MD 12**

	MAX	Now
Hit Points	21	
Recoveries	8	
Recovery Value	1d8+1	

Talents

Murderous:

Against staggered enemies, your crit range with rogue attacks expands by 2.

Shadow Walk

As a move action before you have used your standard action this turn, if you are not engaged, you can make the following "attack" against all nearby enemies, targeting the enemy among them with the highest Mental Defense.

Attack: Charisma + Level vs. MD

Hit: Remove yourself from play. At the start of your next turn, return anywhere nearby that you could have moved to normally during your turn, and deal double damage with your first rogue attack that turn. (No monkeying around with delaying and such here: return on your initiative and take your turn.)

Miss: No effect. You can't attempt to shadow walk again until your next turn, but you still have your standard action this turn.

Powers

Evasive Strike

Melee attack; At-Will; Target: One enemy

Attack: +5 vs. AC;

Hit: 1d8+4 damage, and you can pop free from the target; *Miss:* 1

Flying Blade

Ranged attack; At-Will; Special: Throwing Knife; Target: One nearby creature

Attack: +5 vs. AC

Hit: 1d4+4 damage, and if your natural attack roll is even and one of your allies is engaged with the target, you can use your Sneak Attack damage for the round; *Miss:* 1

Roll With It

Momentum power; At-Will (once / round); Interrupt action; requires momentum; Trigger: A melee attack that targets AC hits you.

Effect: You take half damage from that attack.

Sure Cut

Melee attack; At-Will; Special: You must have momentum and be able to deal your Sneak Attack damage to the target if you hit.

Target: One enemy; Attack: Dexterity + Level vs. AC

Hit: WEAPON + Dexterity damage.

Miss: Deal your Sneak Attack damage + damage equal to your level.

Thief's Strike

Melee attack; At-Will; Target: One enemy

Attack: +5 vs. PD

Hit: 1d4 + 4 damage (+ Sneak Attack damage if any), and roll a normal save. If you succeed, you can pickpocket an item from the target that they are not holding. (If you roll 16+, the target doesn't realize you pickpocketed them.)

Navi

1st Level

Human Cleric

One Unique Thing:

I once ate a talking apple. When I hiccup, it sometimes tells me things. Sometimes those things are true.

Icon Relationships:

2 - Hierophant Glasyra, positive

1 - Baron Von Vorlatch, negative

STR	CON	DEX	INT	WIS	CHA
10	12	10	12	18	16
0	1	0	1	4	3
	INITIATIVE	+2			

Basic Attacks

Melee (Mace) +1 vs AC

Hit: 1d6 damage

Miss: 1 damage

Ranged (Light Crossbow) +1 vs AC

Hit: 1d6 damage

Feature

Heal

Close-quarters spell; Special: You can use this spell twice per battle. ;Quick action to cast (1/round); Target: You or one nearby ally

Effect: The target can heal using a recovery + 2 hit points.

Spells

Bless

Ranged spell; Daily; Quick action to cast

Effect: You can cast this spell for power or for broad effect.

Cast for power: One nearby ally gains a +2 attack bonus until the end of the battle.

Cast for broad effect: Choose up to three nearby creatures (including you); each target gains a +1 attack bonus until the end of the battle.

Cure Wounds

Ranged spell; Daily; Quick action to cast

Effect: You or a nearby ally can heal using a free recovery, +2 hp.

Javelin of Faith

Ranged spell; At-Will Target: One nearby enemy

Attack: +5 vs. PD

Hit: 1d6 + 4 holy damage.

Spirits of the Righteous

Ranged spell; Once per battle; Target: One nearby enemy

Attack: +5 vs. MD

Hit: 4d6 + 4 holy damage, and your nearby ally with the fewest hit points gains a +4 bonus to AC until the end of your next turn.

Miss: Your nearby ally with the fewest hit points gains a +2 bonus to AC until the end of your next turn.

Backgrounds: (includes level)

+4 Substitute Minister, Church of the Bright Gods

+4 Undead Hunter

+3 Sacred Dancer



Armor Class **AC 17**

Physical Defense **PD 12**

Mental Defense **MD 14**

	MAX	Now
Hit Points	27	
Recoveries	8	
Recovery Value	1d8+1	

Domains

Domain: The Bright Gods' Embrace

Once a battle; quick action

When you cast a spell on yourself and/or any of your allies, the targets of your spell get to 4 to saves until the end of your next turn. When cast on an ally, they get to add their own non-negative relationship points with the Hierophant (if any) to the bonus.

Invocation of the Bright Gods

Daily; Quick action

You and all your nearby allies gain 4 temporary hit points.

Domain: Healing

When you cast a spell that lets you or an ally heal using a recovery, the target also adds hit points equal to double your level to the recovery. (Already accounted for in healing powers.)

Invocation of Healing

Daily, Quick action

This battle, you gain an additional use of the heal spell (Features). The first heal spell you cast after using this invocation allows the target to heal using a free recovery instead of spending a recovery.

Domain: the Sun

Every attack you make deals holy damage instead of other types of damage unless you choose otherwise for a specific attack.

Invocation of the Sun

Daily, Quick action

When you cast a daily cleric spell this battle, roll a d6. If you roll less than or equal to the escalation die, you regain the use of that daily spell after the battle.

Racial Power

Quick to Fight

At the start of each battle, roll initiative twice and choose the result you want.

Feats (already accounted for): The Bright Gods' Embrace, Heal

Equipment: Plate mail, weapons, cloak, lantern, rope, adventurer's kit, 20 gold pieces

Healing Potion: Heal with a recovery and add +1d8 healing.

Pacal

1st Level

Dwarf Fighter

One Unique Thing:

I'm King Thorbal's bastard, raised by gnomes.

Icon Relationships:

1 - King Thorbal, conflicted

1 - Queen Tanadil, positive

1 - Lord Ikal, positive

STR	CON	DEX	INT	WIS	CHA
18	14	12	10	14	10
4	2	1	0	2	0
	INITIATIVE	+6			

Basic Attacks

Melee (Warhammer) +5 vs AC

Hit: 1d8+4 damage

Miss: 1 damage

Ranged (Longbow) +2 vs AC

Hit: 1d8+1 damage

Features & Talents

Extra Tough:

You start with nine recoveries instead of the usual eight (already accounted for).

Threatening

Whenever an enemy attempts to disengage from you, it takes a -2 penalty to its check.

The penalty doesn't apply if you are stunned, grabbed, or otherwise incapable of making an opportunity attack.

Heavy Warrior

Once per battle while wearing heavy armor, when you are hit by an attack that targets AC, as a free action, you can take half damage from that attack instead.

Skilled Intercept

Once per round as a free action, roll a normal save (11+) to intercept an enemy who is moving to attack one of your nearby allies. You can pop free from one enemy to move and intercept the attack (if you are engaged with more than one enemy, the others can take opportunity attacks against you).

The moving enemy makes its attack with you as a target instead. If you're wearing heavy armor and the attack hits, you only take half damage.

Power Attack

Once per battle before you roll an attack, you can declare you're using Power Attack to deal additional damage with that attack roll. If the attack hits, you deal the following additional damage:

Deal +1d4 additional damage if you are using a one-handed weapon.

Deal +1d6 additional damage if you are using a two-handed weapon.

Miss: add the appropriate additional damage to miss damage.

Backgrounds: (includes level)

+4 Raised by gnomes who were friends of elves

+4 Caravan guard

+3 Devoted to the Thirsty Gods



Armor Class **AC 19**

Physical Defense **PD 13**

Mental Defense **MD II**

	MAX	Now
Hit Points	30	
Recoveries	9	
Recovery Value	1d10+2	

As a fighter your basic attacks are flexible attacks: they can trigger fighter maneuvers.

Maneuvers

Carve an Opening

Flexible melee attack

Triggering Roll: Any natural odd roll

Effect: Your crit range with melee attacks expands by a cumulative +1 this battle until you score a melee critical hit. When you score a melee critical hit, your crit range drops back to normal.

Defensive Fighting

Flexible melee attack

Triggering Roll: Natural 16+; also any natural even roll

Effect: Gain a +2 bonus to AC until the end of your next turn.

Shield Bash

Flexible melee attack

Triggering Roll: Any natural even roll

Effect: The target pops free from you after the attack (does not allow opportunity attacks).

Racial Power

That's Your Best Shot?

Once per battle as a free action after you have been hit by an enemy attack, you can heal using a recovery. If the escalation die is less than 2, you only get half the usual healing from the recovery. Unlike other recoveries that might allow you to take an average result, you have to roll this one!

You can't use this ability if the attack drops you to 0 hp or below.

Feats (already accounted for): Power Attack

Equipment: Scalemail armor, shield with flame symbol of Lord Ikal, weapons, cloak, lantern, rope, adventurer's kit, 20 gold pieces

Rune: Put it on a weapon or armor for a +1 damage for one battle. The run also has a random power, ask your GM when you use it.

Ros

1st Level

Wood elf Druid

One Unique Thing:

I sneeze rose petals. .

Icon Relationships:

1 - Blue Aoife (EE-fah), positive

1 - Queen Tanadil, positive

1 - Aurum Rex, positive

STR	CON	DEX	INT	WIS	CHA
10	12	16	10	18	12
0	1	3	0	4	1
	INITIATIVE	+4			

Basic Attacks

Melee (Shell Blade) +4 vs AC

Hit: 1d6+3 damage

Miss: 1 damage

Ranged (Shortbow) +4 vs AC

Hit: 1d6+3 damage

Spells

Protection of the Ladies (1st Level)

Ranged spell; At-Will

Target: You or a nearby ally

Effect: The effect depends on the target's status.

Unstaggered Target: The target gains a +2 on AC until the target ends its turn staggered or until the end of the battle.

Staggered Target: The target gains 4 temporary hit points.

Atowen's Spear

Ranged spell; Daily;

Special: Choose the type of damage this spear does: cold, fire, holy, lightning, or thunder

Target: One nearby or far away creature

Attack: +5 vs. AC

Hit: 4d6 (14) + Wisdom damage of the chosen type, and target is vulnerable (hard save ends, 16+).

Miss: Half damage, and target is vulnerable until the end of your next turn.

Ripping Vines

Ranged spell; At-Will

Target: One nearby enemy

Attack: +5 vs. PD

Hit: 1d8 + 4 damage.

Natural Odd Hit: As a hit, and 3 ongoing damage.

Crit: As a hit, plus the target is stuck (save ends).

Earth Strength

Ranged spell; Quick action to cast; Daily

Targets: One nearby ally you choose and one other random nearby ally. Both targets must be touching the ground.

Effect: The effect depends on the target's status.

Unstaggered target: The target gains a +3 bonus to its attacks and damage until the target ends its turn staggered or until the end of the battle.

Staggered target: The target can heal using a recovery.

Backgrounds: (includes level)

+4 Children of the Tree Initiate

+4 Silver medalist in the Short Bow at Spire Festival

+3 Declaimer of dragon stories



Armor Class **AC 17**

Physical Defense **PD 12**

Mental Defense **MD 14**

	MAX	Now
Hit Points	21	
Recoveries	8	
Recovery Value	1d6+1	

Feature

Nature Talking

Twice per day, you can talk with a non-hostile animal or plant for a short time (in battle, it takes one to three rounds).

Conversations are simple and the feature doesn't really increase the plant or animal's brain power, so talking with animals about things like "are there other scary two-leggers around here" is probably the limit. As a rule, plants don't remember much about things that happened before the last sunrise or sunset, with the possible exception of events involving fire.

If there is useful information to gain out of the situation, you should roll a skill check that's appropriate for the tier. Talking to animals requires a hard DC (20), and plants usually require a ridiculously hard DC (25) with a +2 bonus.

Talents

Wheel Caster Initiate

You gain the Protection of the Ladies and Atowen's Spear spells.

Elemental Caster Adept

You gain the Ripping Vines and Earth Strength Spells.

Racial Power

Elven Grace

At the start of each of your turns, roll a die to see if you get an extra standard action. If your roll is equal to or lower than the escalation die, you get an extra standard action that turn.

At the start of battle, you roll a d6. Each time you successfully gain an extra action, the size of the die you roll increases by one step on the following progression: d6, d8, d10, d12, d20. If you get an extra action after rolling a d20, you can't get any more extra actions that battle.

Feats (already accounted for): Earth Mastery

Equipment: Shell armor, weapons, cloak, lantern, rope, adventurer's kit, 20 gold pieces

Healing Potion: Heal with a recovery and add +1d8 healing.

Terppo

1st Level Pixie Sorcerer

One Unique Thing:

When I look at my reflection, the glowing writing on my gossamer wings tells me how magic really works. Sometimes what it says is correct..

Icon Relationships:

- 2 - Thrice-Wise Mercurius, positive
- 1 - Queen Tanadil, positive
- 1 - Aurum Rex, positive

STR	CON	DEX	INT	WIS	CHA
10	10	14	14	12	18
0	0	2	2	1	4
	INITIATIVE	+4			

Basic Attacks

Melee (Shortsword) +1 vs AC

Hit: 1d6 damage; *Miss:* 1 damage

Ranged (Hand crossbow) +3 vs AC

Hit: 1d4+2 damage

Talents

Arcane Heritage & Blood Link (Thrice-Wise Mercurius)

(already accounted for)

Fey Heritage (Queen Tanadil)

One battle per day, when you roll initiative, you can choose to invoke your Fey Heritage and gain a random racial power of one the elven races in addition to your own racial power.

Racial Power (d6): 1–2: cruel (drow); 3–4: highblood teleport (high elf) ; 5–6: elven grace (wood elf)

Spells

Magic Missile (Wizard Spell)

Ranged spell; At-Will

Target: One nearby or far away enemy.

Attack: Automatic hit

Effect: 2d4 force damage.

Burning Hands

Close-quarters spell; At-Will

Targets: Up to two nearby enemies in a group

Attack: +5 vs. PD

Hit: 1d6 + 4 fire damage.

Chaos Bolt

Ranged spell; At-Will

Special: The first time you use chaos bolt each battle, determine a random energy type. The spell deals that type of damage each time you use it that battle.

Target: One nearby enemy OR one far away enemy with a –2 attack penalty

Attack: Charisma + Level vs. PD

Hit: 1d8 + 4 random energy damage, and if the natural attack roll was even, you gain a chaotic benefit as if you had gathered power.

Miss: 1

Random Energy Type (d4): 1: Cold; 2: Fire; 3: Lightning; 4: Thunder

Lightning Fork

Ranged spell; Recharge 16+ after battle

Target: One nearby enemy; chain spell

Attack: +5 vs. PD

Hit: 3d6 + 4 lightning damage.

Miss: Half damage.

Backgrounds: (includes level)

+4 Tomb guardian

+6 Apprentice to Thrice-Wise

Mercurius

+3 Weaver

Armor Class **AC 12**

Physical Defense **PD 12**

Mental Defense **MD 13**



	MAX	Now
Hit Points	21	
Recoveries	8	
Recovery Value	1d6+1	

Features

Chain

When you attack with a chain spell and get a natural even roll, you can roll another attack against a different enemy within range. Keep on rolling attacks as long as you get even rolls and don't run out of new targets (each enemy can be targeted only once).

Dancing Lights

You cast the dancing lights spell as a standard action. Your dancing lights spell produces a number of varicolored light globes that bloom within 5 to 30 feet of you every two to five seconds. You have little control over the exact location or illumination provided by the lights.

Gather Power

When you gather power (standard action), it does not count as casting a spell; you can gather power without taking opportunity attacks, for example.

In addition, because you spend your standard action to gather power, you generate a small magical benefit. Like many of your powers, this benefit is chaotic rather than perfectly reliable, so you must make a random check to see what benefit you get.

If you get a benefit that deals damage to enemies, you can choose the type of damage (cold, fire, lightning, or thunder).

Chaotic Benefit: d6

1–2: You gain a +1 bonus to AC until the start of your next turn.

3–4: Deal damage equal to your level to all nearby staggered enemies.

5–6: Deal damage equal to your level to one nearby enemy.

Effect: You can use your next standard action to cast an empowered sorcerer spell. Empowered sorcerer spells deal double the damage of a normal sorcerer spell. Double the damage the spell deals on a hit or a miss; don't roll double dice, just double the results. Nonattack spells generally don't improve when cast empowered; use empowered casting for attacks.

Racial Powers

Wings of Knowledge

Once a battle you can glide for one turn. You need to land at the end of your turn or fall.

Sigil: Insane Geometry

The symbols on your body change into shifting, glowing lines of arcane geometry that causes temporary insanity in those who look at it.

Close-quarters spell; Daily; Quick action to cast

Target: 1d3+1 nearby enemies

Attack: Highest ability score + Level vs. MD

Hit: Target dazed (save ends)

Feats (already accounted for): Wings of Knowledge

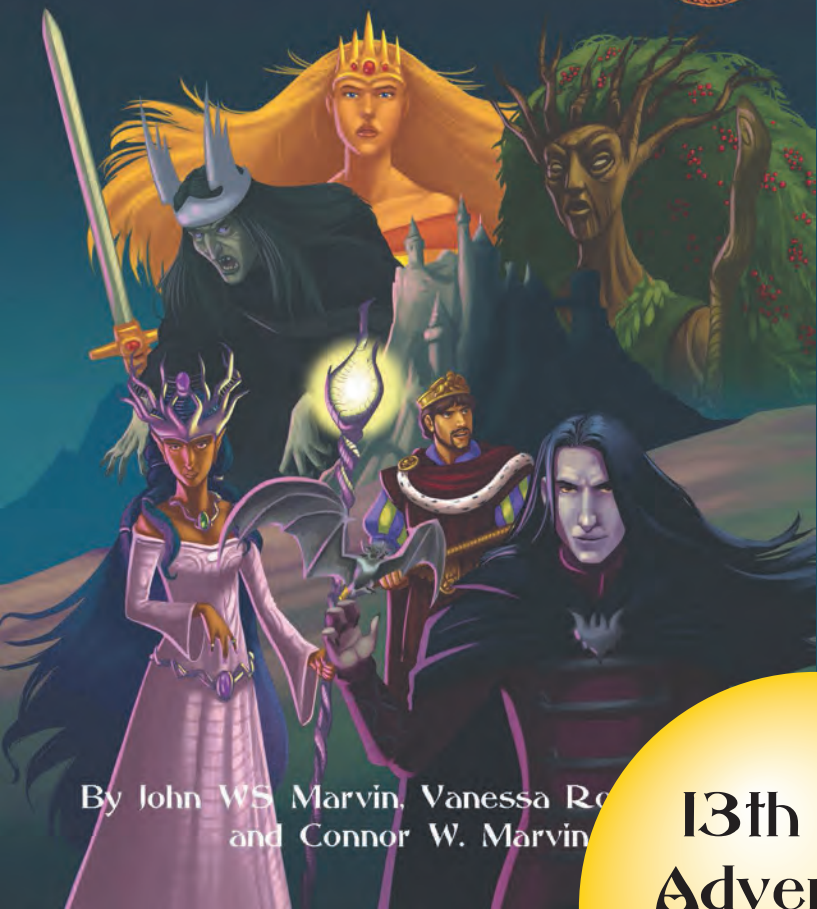
Equipment: Tunic, weapons, cloak, lantern, rope, adventurer's kit, 20 gold pieces

Rune: Put it on a weapon or armor for a +1 damage for one battle. The run also has a random power, ask your GM when you use it.

Gods and Icons



Icons and Conditions



By John WS Marvin, Vanessa Rose
and Connor W. Marvin

Helpless

If you're unconscious, you're helpless. While helpless, you suffer a -4 penalty to all rolls, and you can be the target of a coup de grace.

Emperor Roland

6



5

Emperor Roland

Lady Akuma

5



Lady Akuma

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Factions & Condition Cards



Blinded

You can't see and automatically fail any ability check that requires sight.

Attack rolls against you have advantage, and your attack rolls have disadvantage.



Burning Cycle

5



9

Burning Cycle

Brotherhood of the Scythe

6



5

Brotherhood of the Scythe



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THE SUN BELOW SLEEPING LADY



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