



FURTHER ALARUMS

DOWNTIME FOR SEVEN ICONS

BY GARETH RYDER-HANRAHAN



Pelgrane Press

CREDITS

**13TH AGE MONTHLY
CREATIVE EDITOR
AND DEVELOPER**

Rob Heinsoo

**LAYOUT
Chris Huth**

**WRITING
Gareth Ryder-Hanrahan**

**13TH AGE MONTHLY
CONCEPT**

Rob Heinsoo and Simon Rogers

**ART
Rich Longmore**

**ICON TILES
Lee Moyer**

**13TH AGE MONTHLY
PUBLISHERS**

Simon Rogers and Cathriona Tobin

**COPYEDITING
Cal Moore**

**EDITING
Cal Moore**

**13TH AGE IS A FANTASY ROLEPLAYING GAME BY
ROB HEINSOO, JONATHAN TWEET, LEE MOYER, & AARON MCCONNELL**

©2016 Pelgrane Press Ltd. All rights reserved. Published by Pelgrane Press Ltd. under license from Fire Opal Media, Inc.

■ **Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, icons, place names, new deities, etc.), dialogue, banter and comments from Gareth and Rob, plots, story elements, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

■ **Open Content:** Except for material designated as Product Identity (see above), the game mechanics of this Fire Opal Media, Inc. game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. ■ *13th Age Monthly* is published by Pelgrane Press Ltd. under the Open Game License version 1.0a Copyright 2000 Wizards of the Coast, Inc. *13th Age* is a trademark of Fire Opal Media, Inc. ©2016 Pelgrane Press Ltd. All rights reserved.

pelgranepress.com

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use," "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content You Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent

Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE
Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc; Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

13th Age. Copyright 2013, Fire Opal Media, Inc.; Authors: Rob Heinsoo, Jonathan Tweet, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

13th Age Bestiary. Copyright 2014, Fire Opal Media, Inc. and Pelgrane Press Ltd; Authors: Ryven Cedrylle, Rob Heinsoo, Kenneth Hite, Kevin Kulp, ASH LAW, Cal Moore, Steve Townshend, Rob Watkins, Rob Wieland.

13 True Ways. Copyright 2014, Fire Opal Media, Inc.; Authors: Rob Heinsoo, Jonathan Tweet, Robin D. Laws, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Home Bases. Copyright 2015, Pelgrane Press Ltd.; Authors: Steven Warzaha, Rob Heinsoo. **Alarums & Incursions: Downtime for Six Icons.** Copyright 2016, Pelgrane Press Ltd.; Author: Gareth Ryder-Hanrahan.

Further Alarums: Downtime for Seven Icons. Copyright 2016, Pelgrane Press Ltd.; Author: Gareth Ryder-Hanrahan.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Castles & Crusades. Copyright 2004, Troll Lord Games; Authors: Davis Chenault, Mac Golden.

FURTHER ALARUMS: DOWNTIME FOR SEVEN ICONS

What do adventurers do when they're not adventuring? What happens in the quieter months between world-shaking cataclysms and empire-breaking threats?

This installment of *13th Age Monthly* follows up on the earlier *Alarums & Incursions: Downtime for Six Icons*. In this issue, we've got three tables apiece for each of seven icons: Great Gold Wyrm, High Druid, Lich King, Orc Lord, Priestess, Prince of Shadows, and The Three. That's one table per tier, presenting tasks and experiences that a player character with one or more relationship points with that icon might get involved with between adventures.

If you remember the introductory material from the earlier issue, you could probably skip ahead to the tables. If this is your introduction to the downtime tables, keep reading.

Downtime by tier: There's a natural progression to the tables; a 1st level character with contacts among the Great Gold Wyrm's paladins might help save a small village between adventures, while a 9th level epic character might have descended into the Abyss to fight alongside the Great Gold Wyrm. In general, adventurer-tier tasks can be described as "minor episodes in the life of a hero-to-be," champion-tier tasks as "acting as a representative of an icon," and epic-tier missions are "off-screen greatness."

Positive & Conflicted easy, Negative hard: Most of the results are written assuming that you're at least a bit friendly with the icon. This applies to the icons that are generally villains as well as the heroic and ambiguous icons. Depending on your campaign, you may get less use out of the Orc Lord and Lich King tables.

Alternatively, use these tables for negative icon relationships, and reinterpret the downtime result as a job for some NPC that you managed to thwart or get in the way of. The questions attached to each downtime result aren't likely to work smoothly, but the rough edges and improvisation will encourage storytelling no one saw coming.

The other six: For the Archmage, Crusader, Diabolist, Dwarf King, Elf Queen, and Emperor, see the earlier *13th Age Monthly* article.

USING THE TABLES

The tables are easy to use in a variety of ways; the information is all there, it's just a question of how you want to access it. The notes that follow include sections on:

- The campaign moments we think the downtime tables are most appropriate for.
- Options for using the tables for NPCs instead of player characters.
- Die-rolling options.
- Advice on keeping the tables fresh.

ROLLING BETWEEN ADVENTURES

Sometimes there's no need to add additional storytelling wrinkles between adventures. Often, GM plots and the players' plans provide all the narrative and drama that a campaign can ask for.

But during those times when neither the GM nor the players feel like generating intrigue or improvising with a montage, consider a roll or two on the downtime tables.

The first time you use the downtime tables between adventures in a campaign, give a roll to each player who is present. Go around the table letting each player choose one of their icons, roll on the appropriate table, and resolve any additional storytelling that comes out of the character's reaction to their experience. If the other players get caught up in a particular story, feel free to skip out of the downtime rolls and segue into normal play.

Later in the campaign, you may not want to take the time to have every player roll. If you have a big group, consider letting just one or two players roll. Making fewer rolls will keep the activity fresh and make it feel a bit more special. Depending on the results, you may be able to get other player characters involved in the story of a particular downtime roll.

There are a lot of ways to decide which players roll between sessions. The most obvious one is to choose players who have unused icon relationship advantages. You could also choose a character who has had less focused time in the campaign recently, or a PC whose backgrounds and One Unique Thing have taken a seat in the wings while other characters occupy the spotlight. When all other things are equal, roll for it!

EXPLAINING PLAYER CHARACTER ABSENCES

Many tables ignore player character absences based on player attendance. Other tables want to find some game-world reason for a PC's absence.

If you don't have a good idea based on campaign events, figure out what a missing PC was up to by rolling on an appropriate downtime table.

As you'll see in the Benefits section, each of the downtime results is accompanied by a suggested reward. Maybe you don't want to reward a player for missing a session, or maybe you do, if everyone else had more fun and got better things! When player characters fall behind from missing a session, the possible benefit becomes even more of a suggestion than an expectation.

NPC ENCOUNTERS

If your players aren't the type to want randomness put into their between-adventure activities, turn these tables into a GM resource.

When the adventurers meet a servant of one of the icons who is clearly operating on the icon's business, you can generate a reasonable random idea of what the NPC is up to by rolling on the appropriate table.

ADVENTURE SEEDS

When a particular downtime event catches your fancy, add a dash of misfortune or malice to make the task or experience go horribly and entertainingly wrong and *voilà*, you've got an adventure! If you pull this stunt in front of the players when they *think* they're only rolling for downtime, make sure to give their PCs higher than usual rewards, so that they don't flinch every time you offer them a downtime roll in the future.

AVOID DUPLICATES

The downtime results are peculiar enough you wouldn't want the same thing to happen twice. Once you're rolled a result, scratch it off your list of options. You could make something up to take its place, improvise something new on the spot, or just ignore that result and roll over if you get it again.

BENEFITS

And speaking of rewards, each task or experience in the downtime tables suggests a way that the adventurer can benefit. Giving benefits like this is wholly optional—if you only use these downtime rules infrequently, then benefits add a little extra fun, but if you're rolling downtime every session or two, then tracking all those benefits can get unwieldy.

Benefits are noted by **bold text** and a **(B)** for a possible background, **(C)** for a possible contact, or **(R)** for a possible reward.

Background (B): Some experiences provide a two-point **temporary background** that lasts only for the next adventure. Since an added background isn't necessarily that big a deal, here's how to make it fun: once during the next adventure, the player character can reroll a failed skill check that the background could apply to. The reroll only uses the temporary background, not any other background the PC might have, as the player explains why their earlier experience is giving them a second chance.

A player may love their new temporary background so much they want it to become permanent. There's a feat called Further Backgrounding on page 44 of the *13th Age* core rulebook that can arrange it, and it's also possible to swap background points around.

Contact (C): The adventurer may have made a new **contact**, an ally or indebted acquaintance whose position or influence may be of use once or twice later on. This hook falls more under the roleplaying or storytelling category, and it can certainly come in handy when there are icon relationship advantages to use when the contact seems like someone who might be relevant.

Reward (R): Or perhaps there's some tangible (and often consumable) **reward**. It might be gold. It might be a strange item the GM or the player suggests effects for. It might even be a true magic item, depending on the tenor of your campaign. Alternatively, if you have the *Home Bases* issue from the first volume of *13th Age Monthly*, a few of the rewards suggested below could be interpreted as the acquisition of an interesting base.



GREAT GOLD WYRM DOWNTIME



ADVENTURER

- 1 You helped avert a natural disaster (fire, flood, ochre jelly infestation?) in a village, winning **the gratitude of the community (R)**.
- 2 Exploring, you found a ruined shrine to the Great Gold Wyrms. When you restored it and cleared away the ordure and orc-leavings that defiled it, you were **bathed in light (B)**.
- 3 You met with an **eccentric hermit (C)** who has a mystic connection to the Wyrms. What wisdom did she reveal to you?
- 4 You aided a **paladin of the Wyrms (C)** who was wounded by miscreants, and defended her while she healed herself with the Wyrms's gifts. She was on a vital mission for the Empire—what is it?
- 5 Vile creatures, drawn by your aura of sanctity, attacked you in the night and carried you off to their underground lair. You fought your way free, grabbing a **mysterious evil relic (R)** as a prize as you escaped.
- 6 Having discovered a cache of partially intact scrolls and half-burnt books, you painstakingly reconstructed some **lost teachings of the Great Gold Wyrms (B)**. Name one secret held in those scrolls.

CHAMPION

- 1 A prophetic dream brought you to where you could do the most good—and gave you more **glimpses of the future (B)** that have not yet come to pass.
Demonic assassins, perhaps in the service of the Diabolist, attacked you and stole a piece of your spirit. You recovered it, but you still have a **scarred soul (B)**, and the assassins are still at large.
- 2 You served as a magistrate or arbiter in various legal disputes, and won the friendship of a **local noble landowner (C)**. There's something unusual about that landowner's holdings. What is it?
- 3 Allies warned you of a nascent hellhole opening nearby. You managed to seal the dimensional breach before it fully manifested. You won acclaim as a **demon slayer (B)**. What was the nature of the hellhole?
- 4 You slipped into an enchanted sleep while your soul rode out to fight alongside the Great Gold Wyrms in the depths of the Abyss. You returned with a **demonic trophy (R)**, and the enmity of a demon lord. Name your new nemesis.
- 5 Malicious cultists in the service of an evil sorcerer waylaid you, believing that you hold the key to opening a secret vault sanctified to the Great Gold Wyrms. Fortunately, when they brought you there, the **guardian spirit (C)** of the vault recognized you as a fellow servant of the Wyrms and scattered the cultists, freeing you from bondage. What's held in that vault?
- 6

EPIC

- 1 You rode with the Imperial Dragon Cavalry for a time, as a **dragon rider (B)**. Name the dragon you rode, and describe one unusual thing you learned from it.
- 2 You went on pilgrimage to the ruins of the Golden Citadel, returning with a **pilgrim's relic (R)**. Who accompanied you on this journey?
A **knight of the Crusader (C)** sought you out, asking for your blessing, for it is well known that his master seeks to claim the mantle of the Great Gold Wyrms. Did you give your blessing, or withhold it?
- 3 You descended bodily into the Abyss, fighting to relieve the suffering of the Great Gold Wyrms by slaying many demons. You have **seen horrors to make the bravest quail (B)**. Which one of them now lives in your nightmares?
- 4 You were invited to converse with an **elder gold dragon of great wisdom (C)**, and spoke of age-old secrets and the future of all things. This dragon disguises itself as a mortal and lives incognito in an unlikely place. Where?
- 5 A prophetic dream sent by the Wyrms put you on the trail of a **lost treasure from an earlier age (R)**. You might not have found it yet, but at least you have a place to start. What omens did you glimpse in the dream?
- 6

HIGH DRUID DOWNTIME



ADVENTURER

- 1 You gathered the **magical fruit and nuts (R)** that grow on trees blessed by the High Druid. Who tried to steal from the High Druid's forest while you were there? Did you help stop them, or did others take care of it?
- 2 A **talking animal (C)** urgently needed your assistance. What was the nature of this emergency?
- 3 You were called to defend a woodland shrine against those who would defile it. You received a **blessing of the forest (R)** when the battle was won. Who attacked the shrine?
- 4 You infiltrated and sabotaged a band of would-be loggers and defilers who tried to cut through a sacred wood. You are **experienced in deception (B)**—how did you put an end to their schemes?
- 5 You were initiated into a **secret underground nature cult (B)** that has existed—hidden from the notice of other organizations and churches—in this region for many Ages. What ancient secret does this cult conceal?
- 6 You rescued a **fellow follower of the High Druid (C)** from unjust imprisonment. Who had imprisoned the druid, and for what reason?



CHAMPION

- 1 You were the guest of **three insistent werebears (C)** who wouldn't take "no" for an answer when they offered you food and a bed for the night. Who was their other guest that night?
- 2 You encountered a band of nature spirits and learned much from them. You have **secret knowledge of the spirits (B)**. What recent event caused these spirits to manifest in the material world?
- 3 You battled an abhorrent creature birthed from chaos magic. Before you could slay it, it shattered an ancient shrine, and you kept **a shard of the ancient altar (R)** as a trophy. Was the rise of this monster a natural event, or was some mad wizard involved?
- 4 You **were a tree (B)** for a few days there. Don't ask. What sort of tree were you?
- 5 An over-exuberant spell of weather-working resulted in you being carried away on a semi-solid cloud that scudded across the skies of the overworld. You were rescued by a kingly **storm giant (C)**. What other disastrous effect did the spell have in your absence?
- 6 You thwarted an attempt by villainous murder-sprites to put the High Druid under an enchantment and declare war between the natural world and the wider Empire. You've got a **jar of murder-sprites (R)** in which you're holding some of the ringleaders.

EPIC

- 1 You **communed with previous incarnations of the High Druid (B)** when resting at a sacred mound. Describe one of the incarnations you met.
- 2 The High Druid sent you to as **Emissary to the Elves (B)** at her sister's court. How did you win the trust of the dark elves?
- 3 You explored the depths of the ocean and brought the High Druid's blessings to the **Drowned Queen (C)**. How did you travel through the waters?
- 4 You traveled into the far south to steal summer from the hoard of the Red Dragon. While there, you also stole **a prize from the Red's hoard (R)**.
- 5 You broke the armies of the King of Fallen Trees, driving the survivors into the marshlands, and claimed his **rotten heart (R)** as a prize. He wants it back. Describe his royal guards or his vengeful assassins.
- 6 You negotiated a peace between the High Druid and certain **slithering denizens of the underworld (C)**. What did you promise them, and what boon did you get for the High Druid in return?

LICH KING DOWNTIME



ADVENTURER

- 1 You were temporarily delayed by a haunt of ghosts, who demanded that you listen to their tales of woe. On the bright side, you've now got **insight into local history (B)**. What event keeps those ghosts restless?
- 2 You helped perform the rites that keep the dead slumbering in their graves. You were given a **gift of grave goods (R)** in gratitude by the mourners. Who was recently buried there? Is it their stuff you inherited, or someone else's?
- 3 You returned stolen treasures to the tomb of a slumbering vampire. The creature **promised you a favor (R)** when it rises again . . .
- 4 A **secretive necromantic cult (C)** that worships (or at least fears) the Lich King saw your connection to him and demanded you carry a message to their dread master. You promised you'd get it to him sooner or later. Name the cult and describe their necromantic scheme.
- 5 You stopped to remonstrate with a **troupe of traveling players (C)** who were planning on performing a show about the 1st Age. You suggested one or two tweaks to the script that put the Wizard King in a better light (and hence made it less likely that the traveling players would get eaten by vengeful ghoulish critics sent by an incensed Lich King.) What changes did you make?
- 6 You spied on the servants of the usurping false Emperor. You've got **insight into current events (B)**. How did you obtain this knowledge?

CHAMPION

- 1** You happened across an ancient ruin built in the reign of the Wizard King. It's protected by spells and wards so that only those blessed by the Lich King can see it. But those protective spells are unreliable and fading, so the ruins have been invaded and looted many times over the ages. Still, you found a **relic of ancient days (R)**, and there might be more treasure if you return there. Describe the ruins, and the portal or blockage that separated the parts you didn't explore.
- 2** You died for a little while, but you got better. You've **seen beyond the veil of death (B)**. Who did you meet there?
- You helped rescue an Imperial messenger from bandits or orcs! After all, the Empire really belongs to the Lich King, so he wants you to keep it going until he reclaims his throne. The messenger accidentally left some **sensitive private correspondence (R)** in your possession. "Accidentally."
- 3** You were the guest of a vampire or lich. The meal was dry and dusty, but you came away with a bottle of aged and possibly necromantic wine and **gossip of the dead (B)**. Where does this deceased noble make his lair?
- 4** As one of the Lich King's champions, you visited a place of geomantic power to adjust one of his magical wards in the company of an **eccentric necromancer (C)**.
- Your aid was requested in one of the great towns or cities of the Empire in dealing with a wraith infestation. Afterward, the **governor of the town (C)** thanked you—and made it known by certain secret signs that she too is loyal to the *true* ruler of the Empire. Which town, and what else is going on there that might interest other player characters?
- 5**
- 6**

EPIC

- 1** You sailed across the sea to the isle of Necropolis, where you studied in the School of Night under the **Lich King's Librarian (C)**. Name one of the dusty tomes you read there.
- You defeated the renegade undead admiral, Captain Shard, and thwarted her plan to invade the Empire without the Lich King's permission. Now you have the gratitude of **Captain Skull (C)**, her replacement and the new admiral of the Shroudsail Fleet. What became of Shard?
- 2**
- One of the Lich King's magical rituals went wrong, and you were caught in the arcane warp. You've **wandered through many strange pocket realities (B)** to find your way back to the mortal world. What was the purpose of the ritual?
- 3**
- You descended into the depths of the underworld as the Lich King's **ambassador to the catacombs (B)**, making diplomatic contact with a dead nation of inhuman horrors who rest in aeon-old catacombs.
- 4**
- You visited the Lich King's secret fortress on the moon and returned with a **jar of moon-beams (R)**. How did you reach the moon?
- 5**
- Don't ask too many questions, and never tell anyone how you ended up with **the skull of a saint (R)** in your possession. Who was this saint, and what did he or she preach in a past age?
- 6**

ORC LORD DOWNTIME



ADVENTURER

- 1 You fought in the Orc Lord's armies against the weak forces of civilization. You are a **veteran of the battlefield (B)**. What deeds did you accomplish in battle?
- 2 You encountered a **young half-orc (C)** and explained to her the nature of her orcish heritage. Did she join the Orc Lord's armies, or rise up against them?
- 3 After thwarting an attempt on your life by elven assassins, you found a cache of **elvish treasure (R)** on their bodies. How many of the assassins escaped?
- 4 You have walked among the slaves, camp-followers, and traders who follow the Orc Lord's legions like gore-crows, and have picked up **knowledge of distant lands (B)**. Name one of the lands beyond the Dragon Empire's borders, and speak of something you learned.
- 5 A **mercenary broker (C)** met with you, wanting to hire orcs as sell-swords. Did you accept his offer to serve as broker?
- 6 You worked with the orc smiths forging weapons for the horde. You've got a **collection of crude but effective weapons (R)**. There's something unusual about one of them—what is it?



CHAMPION

- 1 You smashed down fortresses and castles that dared stand against the Orc Lord. You are a **veteran of siegecraft (B)**. What was the most notable battle you participated in, and why?
- 2 A **mystic orc-seer (C)** demanded that you come visit her yurt so she could read your future in the entrails. What did she glimpse in the gore?
- 3 As one of the Orc Lord's agents, you scouted one of the major cities of the Empire, and so you **know the streets of the city (B)**. Describe how the Orc Lord's forces might best enter the city.
- 4 Amid the loot from a recent battle was a **bunch of badly labeled potions (R)**, grabbed from the green-burning wreckage of an alchemist's shop. What happened to the alchemist?
- 5 You helped interrogate a captured **Imperial general (C)**, who stubbornly refused to reveal anything of importance. You were so impressed by her courage that you arranged for her release. What in particular impressed you?
- 6 The Orc Lord gave you the pick of the loot from the conquest of a barbarian burrow in Moonwreck, and you got a **clutch of moon-pearls (R)**. What significance do these pearls have to the barbarians?

EPIC

- 1 You have put cities to the sword in the name of the Orc Lord. You're a **veteran conqueror (B)**. By what name are you known to the survivors of the city?
- 2 You are high in the Orc Lord's confidence and are trusted to know some of his secret allies. Pick the icon who's secretly conspiring with the Orc Lord, and gain the **ambassador of that icon to the Orc Lord (C)** as a contact.
- 3 You were sent far beyond the borders of the Empire to put down a revolt in the lands behind the Orc-Lord's troops. You returned with the **crown jewels of a distant kingdom (R)**. How did you deal with the revolt?
- 4 You spent many hours closeted in deep conversation with the Orc Lord, discussing strategies and past battles. You have the **counsel of the Orc Lord (B)**. He revealed his deepest fear to you—what was it?
- 5 The **lord of one of the cities of the Empire (C)** secretly begged you to spare that region from invasion, and promised you anything if you would intercede with the Orc Lord on that city's behalf. Which city?
- 6 You were called away to feast with the Orc Lord. In the midst of the celebrations, he threw you a burlap sack. Inside was the **head of one of your enemies (R)**. Which enemy? And what havoc has the Orc Lord caused in the course of obtaining you this gift?

PRIESTESS DOWNTIME



ADVENTURER

- 1 You escorted a group of pilgrims through dangerous lands. As they parted, they gave you a **pilgrim's blessing (R)**. One of the pilgrims was unusual in some way. How so?
- 2 An inadvertent lengthy theological argument with a mendicant philosopher delayed you. Still, you can now consider yourself **schooled in obscure philosophies (B)**. Where was the philosopher going?
- 3 You exposed a corrupt priestess and had her driven out of town. Now, you've got **fake priest's robes and theatrical miracle supplies (R)**. What lies was the fake priestess spreading?
- 4 Agents of the Crusader attempted to forcibly convert you to their militant beliefs. You escaped with the aid of a **cloaked stranger (C)** who might be an agent of the Prince of Shadows—or the Diabolist. What risks could you take to try convert this ambiguous ally to the path of light?
- 5 You helped rid a town of plague, giving you **experience in the healing arts (B)**. Was this a natural plague, or a magical curse?
- 6 You convinced a **wealthy miser (C)** to at least consider giving his fortune to those more deserving. What charitable cause did you advocate?

CHAMPION

- 1** You were sent as the Priestess's representative to a meeting of servants of the Empire—pick one of the following icons and take one of their servants as a **contact (C)**: Archmage, Crusader, Dwarf King, or Elf Queen.
- 2** You helped carry out a ritual ceremony to appease the lord of graveyards, the Lich King, and keep the dead in an Imperial ceremony from waking up. The **local clerics are in your debt (R)**.
- 3** You were imprisoned by a local lord, who you suspect of being part of a demonic cult. You escaped with the aid of a **graybearded prisoner who's been in the dungeon for decades (C)**. What secret escape route did he reveal?
- 4** You were **beset by divine visions (B)**, preventing you from adventuring (or doing anything else other than raving about Things To Come and Fires With Eyes). What caused these visions?
- 5** You got lost in the Cathedral and ended up reading an **unwritten book of prophecies (R)** in a quiet library that you shall never find again. What other book did you see but not read in this library?
- 6** You investigated a series of ritual murders on the streets of Santa Cora, honing your skills as a **monkish detective (B)**. Who was responsible for the crimes? Are you certain they were captured?

EPIC

- 1** The Priestess sent you to retrieve a **forgotten god (C)** from a buried temple and bring it to the Cathedral, where it might be venerated once more. What is the nature of this god?
- 2** There are many side effects to hanging out in the Cathedral and in the Priestess's divine presence. For example, you currently **sneeze miracles (B)**.
- 3** You entered into the realm of the gods to battle forces of darkness and returned with a blade dripping with valuable **divine ichor (R)**. What divine entity did you maim and how?
- 4** You traveled into the overworld to heal the madness of an insane creature of great divine power. You were mostly successful—now it's just an **emotionally volatile angel (C)**. How did you cure it?
- 5** The Priestess sent you to Axis on a mission both diplomatic and theological; you've been temporarily appointed **the Emperor's Confessor (B)**. Name one secret he confessed to you.
- 6** The gods sent you a divine vision, warning you of a nefarious plot by some enemy icon. You thwarted their scheme—you've got a lot of thwarting experience, these days. You captured a **demonic talisman (R)** in the course of said thwarting. What was the scheme?

PRINCE OF SHADOWS DOWNTIME



ADVENTURER

- 1 You had to slip away to make contact with one of the Prince's messengers, who passed on **nefarious gossip (R)** along with other missives that you must bring to yet another courier.
- 2 You were **temporarily imprisoned (B)**—all a case of mistaken identity, and you were quickly freed with an apology. Of course, it was so unfortunate that the *real* thief got away while they were arresting you. Um, was it you? Or if not, who was the real thief?
- 3 You spotted a secret sigil left by another follower of the Prince, indicating the presence of a secret cache of supplies, and snuck away to investigate it. Unfortunately, the cache had already been looted by monsters, who ambushed you. You escaped with your life—and **one item from the cache (R)**. What are the monsters that no doubt still pursue you?
- 4 You met a fellow who made a certain sign with his hand, and so you were obliged to follow him and assist him in unloading a caravan that was crammed with strange goods from a distant land. The **well-traveled merchant (C)** promised he'd owe you a favor in return, one day. What sort of goods did he carry?
- 5 As part of your service to the Prince, you smuggled dangerous magical components and weird drugs to an **eccentric alchemist (C)** who lives under a tannery.
- 6 You were nearly spotted by an old enemy. However, this particular enemy is also one of the Prince's agents, and you have been forbidden from murdering one another. To avoid confrontation, you had to go **undercover as a beggar (B)** to throw off suspicion. Who is this enemy?

CHAMPION

- 1** As one of the Prince's agents, you were called to resolve a dispute between two rival gangs of thieves. It all went well until one side tried to assassinate you. You were wounded in the attack, but at least **a gang of thieves is in your debt (R)**. What was the nature of the dispute?
- 2** You were obliged to spend some time encoding a message in a secret cypher, for you are a **cypher-master of the Prince's code (B)**. Who employed you to do this?
- 3** You visited a secret fortress that's hidden in plain sight—an island shrouded in mist, a refuge built into the foundations of a castle, a thieves' lair in the sewers, etc. You've got the friendship of a **master of secret thieves (C)**. Where is the hidden fortress?
- 4** You received a pouch containing **stolen jewelry of great worth (R)**, along with instructions to pass it along to a fence in the next town you visited. Unfortunately, when you got there, you discovered the fence had vanished, so now you've got a pouch of jewels and no easy way to get rid of them. Who is the rightful owner of the jewels?
- 5** The Prince stole the memories of some mark and needs a place to stash them, so they got dumped in your head for safe keeping. Choose who the Prince's target was and gain their **stolen memories (B)**. What's the Prince looking for in those memories?
- 6** You assisted some **derro gangsters (C)** in shipping weaponized mushrooms out of the underworld. It's dangerous business—one slip, and those spores would shoot out and spread over fifty leagues. You didn't dare ask who was buying such horrors . . . but maybe you found out without asking?

EPIC

- 1** You had to take the Prince's place while he went off on some mysterious errand. You've **walked in the Prince's slippers (B)**.
- 2** The merchants in Glitterhaegen will never know how that vault was emptied. You do, but you're not talking. The vault contained no gold or silver, but you've got a sheaf of **sensitive legal documents (R)** that are worth far more.
- 3** The Prince sent you to spy on a rival icon. Pick one icon and gain one of their trusted servants as a **contact (C)**. Describe how you managed to gain the confidence of such a highly-placed individual despite all their precautions and paranoia.
- 4** You were captured and interrogated. Were your captors agents of the Dwarf King? Or servants of the dark gods? Or *both*? In any case, you've been **brainwashed and programmed with a sinister purpose (B)**—but you're secretly sure it's all happening in accordance with the Prince's schemes.
- 5** You were urgently summoned by the Prince to rescue a **dream-thief (C)** who'd gotten into peril in a particularly dangerous part of the overworld. You traveled there by means of magical lotus-dust that put your body into a coma and carried your astral projection into the ivory desert beyond the sky. Is it over, or are there more dreams to come? And do you need help?
- 6** The Prince stole a thing. You don't know what it is, but you've got to carry this **stolen treasure (R)** until the heat dies down.

THE THREE DOWNTIME



ADVENTURER

- 1 A **lost lizard-man assassin (C)** begged for your aid in finding her way back to her tribe. You buddy-copped your way across the land to reunite her with her fellow servants of the Black.
- 2 You got into a tavern-brawl down by the docks by defending sailors from Drakkenhall who were accused of being pirates. Turns out they were pirates, and now those **pirates owe you a favor (R)**.
- 3 You found certain ancient draconic scrolls on your adventures, and **learned to read draconic cyphers (B)** with the aid of a reptilian monk in a ruined library within or associated with Drakkenhall.
- 4 You picked up all sorts of **fascinating rumors of questionable validity (R)** in conversation with one of the Blue's spies in the Empire, an old traveling fortune-teller who sees the future in the smoke rising from a bowl of burning embers.
- 5 You were challenged to a duel by a vengeful dragon-slayer who somehow recognized you as a servant of the Three. After that fight, you've got **experience in the duelist's code (B)**.
- 6 You assisted a **nervous archaeologist (C)** from Horizon in excavating ruins connected to the Three. She claimed to be on the trail of an astounding secret connected to the dragons . . . Do you think she's right? Is there more work to come?

CHAMPION

- 1** You assisted the Blue's servants in a sorcerous experiment that left you temporarily **overcharged with sorcerous power (B)**.
- 2** You befriended a **chromatic dragon (C)** who asked for your help in completing various preparations for her new lair before local dragon-slayers got wind of her presence. Her lair is in an unexpected place—where?
- 3** You aided the Black's agents in taking control of a key institution in the town of Nomad and were rewarded with a **Koru relic (R)** as a gift. What institution is now a secret pawn of the Black? A market? A temple? A mercenary band?
- 4** The Blue, seeking to affirm her official standing in the Empire, appointed you to a **ceremonial position in the Drakkenhall court (B)**. What's your new title?
- 5** You spontaneously combusted. It's not especially unusual among those with connections to the Red. Anyway, you got better, although you've still got **smoldering magical flames (R)** in your soul. What emotional incident triggered your combustion?
- 6** You aided the Blue in securing a **highly placed spy (C)** in the service of another icon. Which icon, and who's the spy?

EPIC

- 1** You **studied in the secret ninja monastery of the Black (B)**. It's a monastery so stealthy and secretive that it seems to move, so when you found yourself standing at the entrance, you knew it might be your only opportunity to enter and learn the secret techniques. Did you get a clue about how you might find it again?
- 2** You inherited (through the legal machinations of the Blue) a **large ruined fortress (R)** on the outskirts of Drakkenhall. What curse is said to fall on the castle's rulers?
- 3** Pick either the White or Green Dragon. You were sent to **retrieve a scale (R)** from one of those two lost wyrms. You succeeded, but the relevant killer/jailor—most likely the Lich King or Elf Queen—won't forget the insult soon.
- 4** Deep in the dungeons below Drakkenhall, the Blue keeps a prisoner in an iron mask. You have finally been entrusted with the secret of the **masked prisoner (C)**. Who could possibly warrant such security?
- 5** Choose one: Either you rode the Black Dragon into the night sky, or descended with the Red into the Abyss. Either way, you were brought along so that you might meet a **chthonic being from a lost Age (C)** who is an ancient ally of the Three. What force keeps this being imprisoned?
- 6** Following a pilgrimage to the wastes beyond the world, you're now the **Herald of the Red Dragon (B)**. Just smile, and if anyone annoys you, start counting down . . .