

The Giant

An Official Fellowship Expansion Pack



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The Giant is the first *Fellowship* expansion pack, and it's a little different from the core playbooks. For one, it is far and away the strongest hero of the fellowship, and will likely be the strongest hero of the fellowship ever published by *Liberi Gothica Games*. In fact, it's a new type of playbook entirely - a Powerful Playbook.

This playbook approaches the level of some of the Destiny moves that other players will eventually have, but it has access to that level of power right out the door. But this strength comes at a cost. If you want to play as the Giant, be sure you know all the ins and outs of both their strengths AND their weaknesses. The Giant is powerful, but the Giant is also terribly dangerous, and you need to handle your danger responsibly.

On the Overlord's end of things, the Giant has two main aspects you need to keep in mind and deal with when working against them. The first is the issue of scaling down: The Giant simply cannot go some places. Making their player sit out is an extremely poor way to hold them back, so if you have a really big Giant in the crew, don't use underground dungeons and caves as challenges. Give them floating sky castles and ruined villages instead. Try not to lock out the giant - keep the ceilings open and the walls available from the outside. A Giant helping from the outside of a castle while the rest of the players storm inside of it is a pretty cool challenge!

The second thing to keep in mind is scaling things up. It can be tempting to always include something really big for the Giant to deal with while everyone else does something else, but I recommend not making that the default way things go. The fellowship is a team. The Giant may be much bigger than everyone else, but they should still be working together with the team.

Adding a 20 foot tall monster for them to hold off while everyone else handles the plot thing may be cool every now and then, but it'll make the player feel left out if that's how it always goes. So while you should do that every once in a while, my recommendation for handling the Giant in general is a simple one: Don't!

Just let them figure out how they fit into the solution to whatever problem everyone else is working on. You're the Overlord. You create problems, not solutions. So let them figure out where they fit into everything.

If the Giant ends up overwhelming too many situations, you can start adding in delicate things only small hands can operate or narrow places someone else needs to go, or start adding in more consequences for their collateral damage. But don't clip their wings unless no one else can keep up. In my experience, everyone usually finds a way to stay on the same page.

New Content

The Giant expansion features a new item tag, Giant-Sized. It also features an example of a Powerful Playbook, which have a few unique rules.

You can get the printable character sheet for The Giant here:

<https://www.mediafire.com/?7jcttj71u2nmj7u>

Giant-Sized (new Item Tag)

Giant-Sized items are made for those much bigger than usual. Giant-Sized weapons and armor can only be used by Giants or those with the strength of Giants, and Giant-Sized items are properly sized for a Giant's needs. One Use of a Giant-Sized item can provide for up to three little folk.

Powerful Playbooks

A Powerful Playbook has access to stronger moves than Basic Playbooks immediately, but they come with many downsides. The changes between a Basic and Powerful playbook are:

- Powerful Playbooks are not Basic Playbooks. Moves that tell you to take a Move from a Basic Playbook cannot take them from a Powerful Playbook. Powerful Playbook Moves can be Shared as normal.
- Powerful Playbooks can never take a Destiny. They are everything they will ever be. However, Destiny Moves can be Shared with them.
- Powerful Playbooks, after level 5, may become a **Threat to the World** as an Advancement option. At least two of their normal Advancements will also require them to be level 5 or higher. Some of their Advancements may give them access to Destiny Custom moves.
- Powerful Playbooks will always have a move limiting their ability to use Bonds in some way (usually limiting them to one Bond per person). The stronger you are, the less you can relate to the world around you.
- Powerful Playbooks only get one Custom Move during character creation instead of two.

You have probably noticed that the Harbinger playbook meets a lot of those criteria. If you want to play a Powerful Playbook Harbinger, you may do so using the changes listed on the next page.

If you are playing with The Giant expansion...

The Halfling's halfling packed lunch replaces its tags with (2 Uses, Food, Giant-Sized).

The Harbinger may be a Powerful Playbook instead of a Basic Playbook. If you want to make this change, replace the Harbinger Advancements with the following list:

HARBINGER ADVANCEMENT

When you *Level Up*, choose an option from the list, then mark it off. You may only choose each option once. You also increase your Level by 1.

- Increase one of your stats by 1 (to a maximum value of +3).
- Increase one of your stats by 1 (to a maximum value of +2).
- Take another Harbinger Custom.
- Take another Harbinger Custom.
- Take another Harbinger Custom, or one more Harbinger Gear option.
- Take a Witch's Custom.
- Take a Witch's Custom. You must be level 5 or higher to take this Advancement.
- Take a Custom Move from any Destiny Playbook. You must be level 5 or higher to take this Advancement.
- Choose a player. You Share a Move with them.
- Choose a player. They Share a Move with you.
- Choose a player. They Share a Move with you, or you Share a Move with them.
- You have become a **Threat to the World**. You must be level 5 or higher to take this Advancement. **When facing another Threat to the World**, you do not need to pay a price simply to act against them.

You can get printable character sheet for the Powerful Harbinger here:
<https://www.mediafire.com/?nkp7xa5mekg1t13>

The Giant

Powerful Playbook

We giants move carefully and deliberately. Our power is too great to act with recklessness or haste. When we act out of turn, empires fall, lakes are made, mountains are moved. So it is with great consideration and thought that I have come this day.

We have watched this dark being you name Overlord. I have seen their horrors, witnessed their power. This is not a quest for the giants to stand aside and watch from afar, as we have so many others. If we were to wait, I fear we would be waiting for naught but our own oblivion. And so, I shall join you, little ones.

I am the Giant, and I am mighty.

The Giant is huge, in every meaning of the word. Giants are big, primordial, ancient, mythical, powerful. The Giant offers you something no one else does: unstoppable, unreasonable strength. Play as The Giant if you want to be the bigger person, if you like solving your problems with strength but not necessarily force, if you want the power of myth on your side, or if you just want to be as huge as you can possibly be.

Names

Choose one or two, or make up your own:

Names

Kroll, Treble, Tarn, Kronos, Joy, Gwyn, Thursday, Zorn, Sigma, Meredith, Nor, Suika, Ocean, Rage, Leveticus, Goliath, Yugi, Hurricane, Shiva, Lambda, Gigan

Titles

Cloud-Eater, of the Southern Winds, the Unkillable, the Twelfth, the First to Scream, Songbringer, Truthmender, of Morning's Light, From the Dark Places, Three Hands, Between Two Kings, For Another Day, the Last to Awaken

Look

Choose one from each list:

- Wise Eyes, Jolly Eyes, or Vacant Eyes
- Massive Hair, Very Long Hair, or Bald With A Big Beard
- Fancy Robes, Practical Outfit, or Just A Loincloth
- Muscled Body, Very Lanky Body, or Relatively Tiny Body

Stats

You begin with a -1 in Grace.

Assign +2, +2, +1, +0 to your other stats however you like.

Agenda

Choose one:

- **Don't Stop Me Now**
Have such a good time. Just have a ball.
- **Gentle Giant**
Do not harm anyone who has not harmed you or your friends.
- **World of Cardboard**
Never go all out until they prove they can take it.

Giant Core

All Giants have the following Moves.

Larger than Life

You are at least twice the size of anyone else you're traveling with. You are too large to fit through small doors or into places made for the little folk. You can never hide or blend into a crowd, and you are easily found anywhere you go.

When you try to use items with the tags Food, Healing, Vigor, or Drunk, it takes 3 uses of that item for it to take effect on you once, unless that item is Giant-Sized. Giant-Sized items you use only affect you, not three people.

This Move cannot be Shared.

Stronger Than Is Reasonable

You are strong enough to uproot trees, smash doors off their hinges, break through wooden walls and supports, and lift just about anything. Your Melee attacks have the Area tag, hitting multiple enemies with ease.

You have significant trouble acting with finesse. **When you pay a price**, you must also cause collateral damage. Something breaks, you damage the environment, an ally is caught in the attack, or you get stuck somehow.

Natural Hermits

The Giants are not a plentiful people, and do not make friends easily. The fact you even joined the fellowship is a surprise to all. Your people's population is in the double digits, and you know them all by name. A Giant community is actually just a single Giant, and earning their Fellowship grants you that Giant's personal assistance.

You can never have more than one Bond with a non-Giant, and non-Giants can never have more than one Bond with you.

This Move cannot be Shared.

Toss Aside (Blood)

You are strong enough to lift anyone, and an ally can ride on top of you if you let them. **When you pick someone up and throw them**, roll +Blood. **On a 10+**, choose up to three. **On a 7-9**, choose one:

- They land safely on their feet.
- They go exactly where you want them to.
- They crash through something or into someone.
- You can immediately throw a second person after them.

What Is A Giant?

Choose the option that best represents your people:

- **Giants of the Hills**

Your kin are commonly called Ogres or Trolls, and you are not rare. The hill giants are quite common, in fact, and your people flourish. You can expect accommodations for Giants in any community you go to, so long as they are friendly to outsiders. Cross out the Move *Natural Hermits* - it doesn't apply to you. You start with two extra Bonds.

- **Giants of the Clouds**

Your people live atop the clouds, and you come down from on high in times of need. Many worship you and your kind as gods, and you can grant your strength to another. Add Ambrosia (1 Use, Healing, Giant-Sized) to your Gear.

When someone else eats your Ambrosia, they gain the Moves *Stronger Than Is Reasonable* and *Toss Aside* for the rest of the scene. **When you eat your own Ambrosia**, you roll with Hope for the rest of the scene.

- **Giants of Myth**

Your people come from the between-places, where the smaller folk cannot go. You can do the impossible, and may even consider it easy. Add your *Weird Reality* (2 Uses) to your Gear. You may Use your reality to go somewhere you otherwise could not, fitting into small places or phasing through barriers or otherwise simply *being* somewhere you should not be able to exist.

- **Giants of Spirit**

Your people are not physically large, they just have the strength as if they were. Famously known as Oni or Goliaths, your people may even be considered small, but your size hides incredible strength. Cross off the Move *Larger Than Life* - it doesn't apply to you. Giant-Sized Food and Healing items count you as a little folk.



Giant's Gear

You have tons of food (Food, Giant-Sized, 3 Uses).

Choose two of these weapons:

- Your fists, wild and mighty (Melee)
- A big club of wood, stone, or iron (Giant-Sized, Melee)
- A boulder you found (Giant-Sized, Ranged, Dangerous, Reload). You Reload this weapon by finding a new boulder.
- Your little pet: a large bear, giant crab, mountain lion, or wyvern. You have one Bond with it.

Choose one thing you love unreasonably:

- Alcohol! You carry a full keg with you (2 Uses, Giant-Sized, Vigor: Blood, Drunk: Sense).
- War! You wear armor (1 Use, Giant-Sized, Armor).
- Nature! You carry an entire garden with you. You have healing herbs (1 Use, Giant-Sized, Healing).
- Being worshiped! You have a group of Worshipers, and one Bond with them.

The Giants are not so simple as the small folk think. **Choose a supernatural gift innate to your people:**

- Regeneration (2 Uses, Healing). Your limbs grow back and your wounds heal rapidly. You can only use this healing on yourself.
- Skin like iron. Lesser blows simply bounce off you, and you are not harmed by low quality weaponry. You never take damage from combat with weak enemies. *Piercing* attacks can always break through your iron skin.
- You can throw bolts of lightning (Dangerous, Ranged, 1 Ammo). This weapon sets fires and counts as an Advantage by itself.

INITIAL BONDS

You start with 2 Bonds with the other members of the fellowship. Use these, or make your own:

_____ kept up with me in a contest of strength or skill,
and I am most impressed with them.
I have known _____ for all their life.
I like to let _____ ride upon my shoulders.
_____ is just the perfect shape for tossing about.
_____ knows a secret of the Giants.
_____ has more courage than I.
I once saved _____ 's life.
I would not be here today if not for _____ .
_____ is destined for greatness, I can tell.
What wonders _____ has shown me!

GIANT'S CUSTOM

Choose one of these Moves to further define what it means to be a Giant.

Cultural Giant

You have learned from the little folk. Take a Core Move from any basic playbook. You may also take an Agenda from the chosen playbook.

This Move cannot be Shared.

Feats of Legend

You can do the impossible, and may even consider it easy. Add Feats of Legend (1 Use) to your Gear.

You can use a Feat of Legend to perform a completely unreasonable feat of strength or size: drinking a lake, picking up a castle and carrying it on your back, plucking the moon out of the sky, or something similar.

When you destroy them, you may do so using a Feat of Legend without spending a Use.

This Move cannot be Shared.

Free Ride

You can carry all of the fellowship with you at once, carrying them on your back or under your arms or some such. **When you *Get Away* and choose to bring someone with you**, you may bring along as many someones as you can reach.

God of War

When you fight against them by yourself, you can try to *Keep Them Busy* no matter who they are, how outnumbered you are, or how poor your position is, even if they are a Group, Gang, or Army.

Mighty Leap

When you jump with all your might, you can land anywhere you can see, no matter how far it is.

Speak Only When You Mean It

When you *Speak Softly* while saying little, you may ask an additional question. **When you *Talk Sense* using +Wisdom**, they will always be willing to listen to you.

Strong Arm

When you *Toss Aside* your friends or enemies, you may choose an extra option from the list, even on a 6-.

This Is The Part Where You Run Away (Sense)

When you make a show of force to scare them, roll +Sense. **On a 10+**, lesser foes will run away or surrender, and they will never willingly face you again. **On a 7-9**, they still run away, but they will also lay a trap or ambush for you later.

Giant Advancement

When you *Level Up*, choose an option from the list, then mark it off. You may only choose each option once. You also increase your Level by 1.

- Increase one of your stats by 1 (to a maximum value of +3). You must be level 5 or higher to take this Advancement.
- Increase one of your stats by 1 (to a maximum value of +2).
- Take another Giant Custom.
- Take another Giant Custom.
- Take another Giant Custom.
- Take another Giant's Gear option from any list.
- Choose a player. Share one of your Moves or Gear options with them.
- Choose a different player. Share one of your Moves or Gear options with them.
- Choose a player. They Share a Move with you.
- Choose a player. They Share a Move with you.
- Take a Custom Move from any Destiny Playbook other than The Little Giant. You must be level 5 or higher to take this Advancement.
- You have become a **Threat to the World**. You must be level 5 or higher to take this Advancement. **When facing another Threat to the World**, you do not need to pay a price simply to act against them.

Giants are legendary. You do not have a greater Destiny than what you already are, but **Destiny Moves can be Shared with you**.

Giant Companions

Giant Companions are those allies who are particularly likely to join arms with you. Many of them are available as Gear options - a Companion in your Gear will always heal, return to you, or be replaced by someone or something with similar skills when you *Recover*.

Bear: Deadly and strong, only giants could domesticate a beast so wild. Their claws are sharp enough and their arms strong enough for them to be a danger even to their large owners.

Stats: Bear Hug, Deadly Claws

Giant Crab: These armored crustaceans crush their enemies in their mighty claws. Once they grab you, they won't let go until they fall asleep.

Stats: Meaty Claws, Armored Shell

Mountain Lion: A mountain lion is basically a house cat, when you're the mountain.

Stats: Pounce, Stalk From The Shadows

Ogre: A simple creature, an ogre is easily confused and easily misled. But just as easily, it can destroy your house or crush your head.

Stats: Giant's Strength, Huge Club, A Simple Mind, Tough As Nails

Worshippers: Giants are very powerful, very large, and very protective of their allies. It only makes sense for the little folk to worship them, right?

Stats: Strength In Numbers, Fanatical

Wyvern: These winged lizards are aggressive predators. They hunt by diving on top of their prey and grabbing them with their powerful hind legs, either flying away with them or chomping on down as needed.

Stats: Dive Bomb, Get Carried Away



A Giant's Fellowship

The Giant's Fellowship is not quite the same as that of the others. Giants don't usually have communities. They are not so populous or so social as other societies. So, earning a Giant's Fellowship mostly involves helping or impressing a single Giant - the Fellowship you earn represents the direct aid of a single, individual giant.

Unlike other Fellowships, a Giant's Fellowship is determined by who they are. **When you meet a new Giant**, the Overlord will offer you three Fellowship moves, and you choose which Giant they are from the moves available. Feel free to rename them as necessary.

Atlas

This giant holds the world together, but they can let a few cracks slip if need be. The player who earned Atlas' Fellowship adds Atlas' Gift (2 Uses) to their Gear. You may use Atlas' Gift to open a crack in the world, creating a tunnel anywhere in this world where you need one.

December

Nicknamed General Winter, December's powers of ice, snow, and wind make combat impossible. **When you earn December's Fellowship**, choose any other community or Source of Power you know about for December to guard. The Overlord can never take that place, so long as December guards it. **If the Overlord had a plan to take that place**, they must abandon it.

The Elder

This giant is the wisest of them all, and will grant you the answers to any question you may ask. **When you earn the Elder's Fellowship**, each player may ask the Elder any one question, about anything, and the Elder will give them an honest answer. If there is a specific answer the player is looking for, they may answer their own question, telling us all what the Elder tells them.

The Hurricane

No giant's wrath is greater than the Hurricane's. **When you earn the Hurricane's Fellowship**, they will allow you to direct their wrath, just once. You can revoke the Hurricane's Fellowship at any time to have them come crashing down upon a location of your choice, causing mass destruction and devastation in the direction you point them. **Once you have unleashed the Hurricane**, you have no control over its wrath, so choose your target carefully.

The Sky-Keeper

When you earn the Fellowship of the Sky-Keeper, you are granted a Roc from their magnificent flock. It is proud and intelligent and will not work with any who are rude to it, so be careful. Two members of the fellowship each gain one Bond with the Roc.

Roc: A legendary giant bird, with a wingspan as great as 20 to 30 meters. In some legends, they are even made of smoke or stone, making them untouchable.

Stats: Get Carried Away, Unnatural Toughness, Pride of the Skies

The Trickster

The Trickster grants you the power of illusion and deception. You may revoke the Trickster's Fellowship at any time to pull a great trick upon the Overlord. **When you call upon the Trickster**, the fellowship may declare anything from this session to be an illusion, and tell us what *really* happened while the Overlord believed the events you played through. The newly declared reality becomes the truth, as the illusion fades away.

The Little Giant

Destiny Playbook

You are strong in all the ways a Giant cannot be.

Requirements: The Giant has acknowledged you and recognized you to be just as big as they are.

The Little Giant starts with the Move *Strong In The Real Way*.

Strong In The Real Way

Your strength is immediately recognizable to all who see you. You do not need to pay a price to take action against a **Threat to the World**. **When the Overlord attacks you**, you always have a chance to respond to their attack, even if they *Twisted the Knife* on you.

You count as a Giant whenever it would be advantageous to you (when counting how many Bonds you can have with the Giant, whether you can use Giant-Sized weaponry, and how many uses an Item needs to make you Drunk).

Little Giant Advancement

When you Level Up, choose an option from this list or your basic playbook's Advancement list, then mark it off. You may only choose each option once. You also increase your Level by 1.

- Take a Giant Custom.
- Take a Giant Custom.
- Take a Little Giant Custom.
- Take a Little Giant Custom.
- Take a Little Giant Custom.

LITTLE GIANT CUSTOM MOVES

Big Heart

Rolling a damaged stat does not give you Despair.

Cross-Counter

When you take damage from an enemy's attack, you may pay a price to deal damage back. They cannot prevent or re-direct this damage.

Damage Control

When someone causes collateral damage while you're working alongside them or directly against them, they do not cause that collateral damage. This applies to the Giant's *Stronger Than Is Reasonable* Move, someone using items or weapons with the Dangerous tag, or the reckless actions of the Overlord and their forces.

Stand Aside

When you tell someone they are in your way, they get out of your way. If they were a Threat to the World, they have a choice in the matter. They must either pay a price, get out of your way, or let you get the first Move in when it comes to blows.

They Might Be

You are strong enough to uproot trees, smash doors off their hinges, break through wooden walls and supports, and lift just about anything. Your Melee attacks have the Area tag, allowing you to hit multiple enemies with every attack. An ally can ride on top of you, if you let them, without causing you any problems at all.

The Giant's Enemies

These threats and the set piece that goes with them are new toys for the Overlord to play with, and are particularly appropriate for challenging the Giant with. Some of the Threats here are the Giant's Companions, for when they are not so friendly, while others are wholly new.

The Titan, Roc, and Wyvern are a part of the Overlord's *The Titans* army option.

The Titan and The Giant-Slayer are a part of the Overlord's *The Organization* army option.

Worshippers are a part of the Overlord's *The Horde* army option.

❖ **Bear:** *Deadly and strong, only giants could domesticate a beast so wild. Their claws are sharp enough and their arms strong enough for them to be a danger even to their large owners.*

Bear Hug: Anyone damaged by a bear cannot protect themselves against its further attacks until an ally rescues them.

Deadly Claws: Bears have the Piercing tag.

❖ **Giant Crab:** *These armored crustaceans crush their enemies in their mighty claws. Once they grab you, they won't let go until they fall asleep.*

Meaty Claws: Anyone damaged by the Giant Crab becomes grabbed. The Giant Crab can grab up to two enemies at a time, and will only let go if this stat is damaged.

Armored Shell: The Giant Crab can only take damage from attacks with the Piercing tag.

❖ **The Giant-Slayer:** *This hunter is on a mission, and you might be that mission.*

Big Game Hunter: The Giant Slayer cannot be *Tossed Aside* or *Kept Busy*. Anyone trying to do so takes damage.

The Harder They Fall: The Giant Slayer's moves are Hard Cuts against The Giant and other enemies larger than them.

Recklessly Wild: The Giant Slayer always charges in first and by themselves whenever possible.

❖ **Mountain Lion:** *A mountain lion is basically a housecat, when you're the mountain.*

Pounce: When the Mountain Lion deals damage to an enemy smaller than them, they also *put them on the spot* as they pin the enemy beneath them.

Stalk From The Shadows: The Mountain Lion is **Secret** until it makes a move.

❖ **Roc:** *A legendary giant bird, with a wingspan as great as 20 to 30 meters. In some legends, they are even made of smoke or stone, making them untouchable.*

Get Carried Away: The Roc can fly away with anyone they deal damage to. If they are not stopped quickly, they will escape to the skies. They will never willingly drop someone they carry until they reach their destination.

Unnatural Toughness: The Roc's other stats cannot be damaged while it still has this stat.

Pride of the Skies: The Roc is completely uncontested within its domain. Anyone trying to pass through its skies will always draw its wrath if they have not sought the Roc's permission to be there.

❖ **The Titan:** *A Giant who works for the Overlord now. That's bad.*

Larger Than Life: The Titan is huge and cannot be damaged from the ground. You'll need to climb on top of it, use ranged attacks, or be just as big to properly attack it.

Stronger Than Is Reasonable: The Titan is Dangerous. This stat must be damaged twice.

Toss Aside: Enemies The Titan damages are also sent flying.

❖ **Worshippers:** *Giants are very powerful, very large, and very protective of their allies. It only makes sense for the little folk to worship them, right?*

Strength In Numbers: Damage this stat if the Worshipers are not in a Group, Gang, or Army. The first time the Worshipers are damaged, damage this stat instead.

Fanatical: You cannot *Talk Sense* or *Speak Softly* to Worshipers.

❖ **Wyvern:** *These winged lizards are aggressive predators. They hunt by diving on top of their prey and grabbing them with their powerful hind legs, either flying away with them or chomping on down as needed.*

Dive Bomb: The Wyvern deals damage as a Hard Cut when it descends from high above onto its prey.

Get Carried Away: The Wyvern can fly off with anyone they deal damage to. If they are not stopped quickly, they will escape to the skies. They will never willingly drop someone they carry until they reach their destination.

Set Piece: The Siege-Breaker

❖ **To Arms!:** The fellowship has an army at their backs and a stronghold of the Overlord ahead of them. The script's been flipped - this time, the Overlord must defend something they hold dear from the fellowship. Our heroes must break through the Overlord's defenses and steal or destroy whatever is here.

An Army At Your Back: Your army will distract the brunt of their forces. Each player gains A Distraction (1 Use). They may spend it to have a bunch of soldiers show up and take care of something for you, letting you do something more important.

War Zone: Everywhere you go, something dangerous is waiting. Everywhere you turn, something bad is happening. The fellowship must damage their Wisdom or Sense before anything else, and the Overlord may place down as many enemies as they like wherever and whenever they need them.

❖ **The Defenses:** You won't get anywhere if you can't get through those walls. This place is crawling with soldiers, and even past the walls,

The Walls: Massive walls of stone or steel protect the fortress. If you can't break a hole in them or find a way over them, you won't get anywhere.

The Armies: Unless they are distracted, the armies here will also deal damage to anyone who pays a price in the war zone.

The Interior Defenses: **When the heroes get through the walls,** they start a Long Journey, describing the defenses between them and the asset and how they overcome those defenses. **When the Journey has finished,** you reach The Assets.

❖ **The Asset:** Something of great strategic importance is hidden deep within this compound, and it is heavily guarded.

Threat to the Mission: A General, or even the Overlord themselves, are guarding whatever it is that is so important here. They guard the room just outside the asset, so unless you want to face them yourselves, you'll need to find a sneaky way in or lure them away somehow.

The Source of Power: Whatever is here, it is a vital Source of Power for the Overlord, and taking it is not easy. **When you touch, take, or attack the Source of Power,** you must pay a price. You will need to find a safe way to steal or destroy it, or else deal with the consequences as you do it.

Hasty Escape: Once you have dealt with the Asset, it is time to escape. **If you defeated the Threat to the Mission,** the hasty escape is theirs. Your army wins the battle and the siege was successful. **If you did not,** then your army is now losing, and you'll need to escape from this stronghold before everything here comes crashing down on top of you.