

SERPENT'S SKULL

CONVERSION TO 13TH AGE

BOOK I SOULS FOR THE SMUGGLER'S SHIV

VO. 1

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ESCALATION  PRESS

WHAT TO EXPECT

This is not a standalone adventure. You need Paizo's AP #37 „Serpent's Skull – Soul for Smuggler's Shiv“ to make use of this. Consider this file as a collection of thoughts and ideas to convert this adventure into 13th Age. My approach may be totally different from yours, so I don't expect you to like it. It is not even complete. I have concentrated on the stat blocks and some other mechanics I considered essential for this kind of adventure – a bunch of low level PCs lost on a hostile jungle island. I didn't bother to translate every single Pathfinder skill check DC into 13th Age mechanics, for 13th Age has a different approach to skill checks and skill check DCs. Consider everything on the Smuggler's Shiv *Adventurer Tier*. When I was inspired I made a suggestion how to handle certain skill challenges, but it's hardly more than this: a suggestion.

ICONS

That was a hard one. Of course you can just place the Smuggler's Shiv in the Dragon Empire and use the 13th Age icons. That's not what I did, however, so you will have to rework the flavour around the adventure, putting the Golarion related stuff in your version of the Dragon Empire.

I tried to make it possible to have a small connection between the original icons and the Golarion specific ones, but that proved almost impossible. So in most cases you will have to re flavour your magic items when you give them out.

Serpent's Skull Icon	corresponds roughly to ...
The Green Faith	High Druid
Pathfinder Society	Elf Queen
Aspis Consortium	Emperor
Red Mantis	The Three
The Whispering Way	Lich King
Coils of Ydersius	Orc Lord
Steel Falcons	Great Old Wyrn
Knights of Ozem	Crusader
Free Captains of the Shackles	Prince of Shadows
Hellknights	Diabolist
Arcanamirium	Archmage
Prophecies of Kalistrade	Priestess
Sargavan Gouvernment	Dwarf King

PART I – SHIPWRECKED ON THE SHIV

Let the player's make Constitution skill checks. The one with the highest result is the first one to wake up. Use the situation to let players introduce their characters and of course introduce the other castaways. It's a perfect time to let them do the first icon rolls. If one of the icons the NPCs have relationships with comes up, let this NPC play a major role in this part of the adventure.

FEAST ON THE BEACH

OCHRE EURYPTERID: use Giant Scorpion (13th Age Core 206)

B. WRECK OF THE JENIVERE

variant giant scorpion, as above with the following changes:

EURYPTERID

Large 1st level wrecker [BEAST]

Pincer +7 vs. PD – 10 damage, and the eurypterid ... [...]

Stinger +7 vs. AC – 6 damage and 5 ongoing poison damage

AC 17

PD 16

HP 58

MD 12

PART II – EXPLORING THE SHIV

Refluff the areas in this chapter according to the icon rolls at the start of the session. Change places as you see fit but keep track of the locations once you changed it.

C. PREDATOR DENS

C1.

DIMORPHODON

3rd level troop [BEAST]

Initiative: +8

Poisonous bite +7 vs. AC – 5 damage and 5 ongoing poison damage

Grappling tale +7 vs. PD – 5 damage

Natural 16+: the target is hampered until the end of its next turn.

Flight: The Dimorphodon can fly pretty well.

Flyby Attack: The Dimorphodon can pop free as a free action after attacking while flying.

AC 20

PD 16 HP 40

MD 13

C2.

VENOMOUS SNAKE

3rd level troop [BEAST]

Initiative: +8

Poisonous bite +7 vs. AC – 5 damage and 5 ongoing poison damage

Natural even hit: The target is dazed until the end of its next turn.

AC 20

PD 16 HP 40

MD 13

C3.

GIANT SPIDER: Giant Web Spider (13th Age Core 207)

C4.

CONSTRUCTOR SNAKE

3rd level wrecker [BEAST]

Initiative: +5

Vicious bite +8 vs. AC – 8 damage

Natural hit above target's Strength: The target is grabbed.

Miss: 3 damage.

Constrict +8 vs. PD (one grabbed enemy) – 15 damage

Natural even hit: The target takes additional damage equal to the escalation die.

Swim: The Constrictor snake can swim fast.

Climb: The Constrictor snake can climb not fast but sneaky.

AC 20

PD 16 HP 45

MD 12

C5.

GIANT CRAB

2nd level troop [BEAST]

Initiative: +5

Pincers +7 vs PD – 6 damage

Natural even miss: The Giant crab can make another *pincers* attack as a free action.

Natural even hit: The target is grabbed.

Swim: The giant crab can swim well.

Water dependend: The giant crab never goes far away from water. If without water for longer than an hour, it is weakened and loses 5 HP each hour.

AC 20

PD 16 HP 35

MD 11

C6.

SHOCKER LIZARD

2nd level wrecker [BEAST]

Initiative: +6

Bite +7 vs. AC – 8 damage

Natural 12+: The target also takes 5 lightning damage.

Natural 16+: The shocker lizard makes one *lethal shock* attack as a free action.

[Special trigger] **Lethal shock +7 vs. PD (1d4 nearby enemies)** – 6 lightning damage

Limited use: only when at least one other shocker lizard is nearby.

Fast swimmer: A shocker lizard can swim pretty quick.

Skilled Climber: The shocker lizard climbs fast and safe.

Electricity Sense: Shocker lizards automatically sense any electrical discharges in the area they are. They tend to be curious about them.

AC 17

PD 14 HP 34

MD 11

C7.

SHIV DRAGON (MONITOR LIZARD)

2nd level wrecker [BEAST]

Initiative: +6

Bite +6 vs. AC – 8 damage

Natural 16+: The target also takes 1d8 ongoing poison damage.

Fast swimmer: A Monitor lizard can swim pretty quick.

AC 17

PD 14 HP 34

MD 11

C8.

CAVE FISHER

3rd level spoiler [BEAST]

Initiative: + 5

Pincer +8 vs. PD – 10 damage

Natural hit above target's PD: The target is grabbed.

Filament +8 vs. AC (one nearby or far away enemy) – 5 damage and the filament attaches to the target.

Natural even hit: The cave fisher makes a **Pull** attack as a free action.

Pull + 8 vs. PD (one target that is attached to a filament) – 5 damage and the target is pulled closer to the cave fisher.

Limited use: When there is no target attached to a filament, this attack cannot be used.

Pull: A target that has a filament attached to it can be *pulled*. A far away target is pulled nearby and a nearby target becomes engaged with the cave fisher. A cave fisher can only have one filament active at a time and can pull only once per round. A target can escape the attached filament with a Strength or Dexterity check vs. the giant crabs PD (17), but beware: you may be considerable high above the ground!

Climber: The cave fisher climbs not fast but safe.

AC 19

PD 17 HP 40

MD 13

D. SHIPWRECKS

Icon	Example Shipwreck or Predator Den Discoveries or Encounters according to icon rolls
Pathfinder Society	major NPC quest, area R, magic item, clues
Sargavan Government	major NPC quest, magic item, clues
The Green Faith	Use area C, E, T, Q, R or S, T or U or relentless rain (p11) or refluff area L, Dimorphodon (see below) or Ankheg (13th Age Core 208), Giant Web Spider (13th Age Core 207)
Steel Falcons/The Gray Corsairs	Surviving NPC, magic item, clues, refluff shipwreck
Knights of Ozem	Surviving NPC, magic item, clues, refluff shipwreck
Arcanamirium	magic items, Wibbles (Bestiary 223)
Aspis Consortium	major NPC quest, refluff and use area K or encounter Aspis Agents, magic item, refluff shipwreck
Free Captains of the Shackles	refluff and use area K or G, magic item, refluff shipwreck
Free People of Mwangi	refluff a shipwreck as slaveship with former slaves as ghosts, encounter local tribe (not cannibals)
Hellknights	Surviving NPC, Foreshadow the winged chupacabra (see wings in the dark p12 or area Y2, p42/43), refluff shipwreck, Imps (13th Age Core 210)
Red Mantis	major NPC quest, Use Pezzock (area L) or area I2
Coils of Ydersius	Clues of Yarzoth (see area F for example), Lizardman Savages (13th Age Core 237) or Sahuagin Tribe (Bestiary 187)
The Whispering Way	Ghosts in the turf (p11), use zombies or skeletons in shipwreck or abandoned camps (see area I) or area H, K or G, foreshadow Mother Thrunefang, foreshadow the Temple of Blood (Part 4), Human Zombies or Skeletons (13th Age Core 246, 251)

E. VIPER NETTLES

DC to detect/pass through/harvest: 15

Attack: + 5 vs. PD
Effect: 2d6 poison damage

F. YARZOTHS LANDFALL

Normal task (DC 15) to find clues.

G. THE BRINE DEMON

CAPTAIN AVRET KINKARIAN

3rd level troop [UNDEAD]

Initiative: +3

Corrupting touch +8 vs. PD – 10 damage

Natural even hit: The target is weakened for 1 round.

R: Captain's curse +6 vs. MD (1d3 nearby enemies) – 6 psychic damage and the target is hampered (save ends)

Natural even hit: 5 ongoing psychic damage.

Incorporeal: Captain Avret Kinkarian has Resistance 12+ against attacks made with non-magical weapons.

Sea-Bound: Captain Kinkarian's ghost often appears to walk on water. He can leave the ocean's surface if he wishes, but each round he remains out of contact with the sea he takes 2 damage and loses his Resistance to non-magical weapons (see above).

AC 19

PD 15 HP 50

MD 17

H. CREEPERS CLEARING

YELLOW MUSK CREEPER: Reskinned Fungaloid Drudge (13th Age Bestiary 84)

YELLOW MUSK ZOMBIE: Zombie Shuffler (13th Age Core 251)

Numer of 1st level PCs	Yellow Musk Creeper	Yellow Musk Zombie
3	1	8
4	1	10
5	2	8
6	3	8
7	3	10

I. ABANDONED CAMPS

YELLOW MUSK ZOMBIE: Human Zombie (13th Age Core 251)

Numer of 1st level PCs	Yellow Musk Zombie
3	1
4	2
5	2
6	3
7	4

J. SPIKED SNARES

DC to detect/dodge/pass through: 15

Attack: + 5 vs. AC

Effect: 2d6 damage and target is stuck (save ends)

K. THE TREASURE PIT

Hard (DC 20) Strength check to destroy the block. Normal task (DC 15) to avoid falling.

Fall: +5 vs. PD – 2d6 damage.

LACEDONS: Ghouls (13th Age Core 225)

Numer of 1st level PCs	Lacedons
3	1
4	2
5	2
6	3
7	4

L. PEZZOCKS CRAB

PEZZOCK

2nd level wrecker [HUMANOID]

Initiative: +5

Sawtooth Sabre +7 – 8 damage

Natural 16+: The target also takes 3 ongoing poison damage.

Natural 18+: The target is vulnerable until the end of the battle.

Sharp Bite +7 – 7 damage

Natural even hit: The target is dazed for one round.

R: Crab slam +4 (up to 2 nearby or far away enemies) – 12 damage

Natural 18+: The target is stuck (save ends).

Limited use: Pezzock can't use his Crab slam against engaged enemies.

Cunning: Twice per battle Pezzock can change the type of defense an attack targets.

Wotan's Wisdom (Racial Power): Once per battle Pezzock can reroll a natural even attack roll, or natural even skill check.

AC 20

PD 16 **HP 36**

MD 10

M. CANNIBAL AMBUSH

SPIKED SNARE

DC to detect/dodge/pass through: 15

Attack: + 5 vs. AC

Effect: 2d6 damage and target is stuck (save ends)

A lone Thrunefang cannibal lurks in a camouflaged blind atop the ledge at this point. As long as he is in there, he has **+5 AC and PD** against **anged attacks**.

If a PC is caught in the trap, the cannibal pulls the target up in **three rounds**. A hard (DC 20) STR or DEX check is necessary to break free.

It takes a PC **three turns and a DC 15 STR or DEX check** each turn to climb to the top where the cannibal hides. A extraordinary result may shorten this time, as the GM sees fit.

As soon as the trapped PC is atop (still stuck) the cannibal attacks her.

THRUNEFANG CANNIBAL

1st level troop [HUMANOID]

Initiative: +3

Loop of rope +7 vs. PD – 1 damage and the target is stunned (save ends)

Natural 16+: The save is now a hard save (16+)

Limited use: 1/battle

Rusty scimitar +6 vs. AC – 4 damage

Natural even hit: 2 ongoing damage

Slayer: The cannibal deals additional 2 damage to staggered creatures.

AC 17 (22)

PD 14 (19) **HP 27**

MD 14

N. ABANDONED HUT

Use normal tasks or skill challenges to find and interpret the clues.

Q. THE SILENT ISLAND

SILENT ISLAND FUNGUS

DC 15 Constitution check to resist. Failure means the character gets the *fungus infection* -2 negative background (daily save ends).

Numer of 1st level PCs	Vegepygmies
3	2
4	3
5	4
6	4
7	5

VEGEPYGMY: Reskinned Sporrrior (13th Age Bestiary 84)

Foul Spear +7 vs. AC - 5 damage

R. THE NIGHTVOICE

Numer of 1st level PCs	Vegepygmy Scum	Vegepygmy Boss
3	4	1
4	5	1
5	6	1
6	8	1
7	10	1

VEGEPYGMY SCUM

0 level mook [PLANT]

Initiative: +1

Foul Spear +5 vs. AC - 4 damage

R: Parasitic dart +4 vs. AC – 3 poison damage

Natural even hit: The vegepygmy scum can make a spore cloud attack this turn as a quick action.

C: Spore cloud +4 vs. PD (1d3 nearby enemies) – 2 poison damage

AC 16

PD 10 HP 5 (mook)

MD 14

VEGEPYGMY BOSS

3rd level leader [PLANT]

Initiative: +5

Musty longspear +8 vs. AC – 10 damage

Natural even hit: The Vegepygmy boss makes one Fungal attack (Hallucinugenia).

Natural 20: The Vegepygmy boss makes 1d3 Fungal attacks (Hallucinugenia)

[Special trigger] **C: Hallucinugenia +6 vs. MD (on nearby enemy)** – The target is confused (easy save ends, 6+)

Group mind: The Vegepygmy Boss' attacks deal +1 damage for each other allied creature with the plant type in battle.

AC 19

PD 13 HP 45

MD 17

5. THE FUNGUS GOD

Numer of 1st level PCs	Aerial Spore	Violet Fungus
3	4	1
4	5	1
5	7	1
6	8	1
7	10	1

AERIAL SPORE: 13th Age Bestiary 83

VIOLET FUNGUS

3rd level wrecker [PLANT]

Initiative: +2
Vulnerability: fire

Slimy Tentacles +8 vs. AC (1d3 nearby enemies or all enemies engaged with the violet fungus) – 10 damage

Natural 12+: make one Fungaloid attack (Infectious spores)

Sporulating spiracles: see 13th Age Bestiary 85

AC 16
PD 11 HP 50
MD 18

T. PEARL BED

It's a normal task (DC 15) to swim in the water and a hard task to search for pearls. Let every player describe what he or she wants to do to search for pearls. Each success recovers 1d3 pearls worth 20 gp.

U. THE SPIRIT OF THE HILL

AYCENIA

3rd level caster [FEY]
Initiative: +8

Wooden dagger + 6 vs. AC – 8 damage
Natural hit above MD: The target is confused.

R: Masterwork longbow +8 vs. AC – 10 damage
Natural even hit: The target is dazed.

R: Entangling vines +8 vs. PD (1d4 nearby or far away enemies) – 4 damage and the targets are stuck (save ends)
Natural 18+: Save is now a hard save.

C: Deep slumber +8 vs. MD (1d3 nearby or far away enemies) – 5 psychic damage and the targets are *stunned* (save ends)
Natural 18+: Save is now a hard save.

Speak with plants: Aycenia can speak with all kind of plants.

Tree Meld: Aycenia can meld into a tree. She can't be seen while in, but can't see for herself either, though hearing functions normally. The tree disappears as soon as it takes 60 damage or 30 fire damage, half of which Aycenia takes too.

Tree dependend: Aycenia is mystically bonded to a single tree and must stay nearby this tree. If she moves far away from the tree she is dazed and loses 2 HP each hour.

AC 19
PD 13 HP 44
MD 18

PART III: THE CANNIBAL CAMP

Numer of 2nd level PCs	Thrunefang cannibal (mook) + Malikadna OR Klorak	Thrunefang cannibal (mook) + Malikadna AND Klorak
3	10	8
4	12	10
5	14	12
6	15	13
7	16	14

THRUNEFANG CANNIBAL

1st level mook [HUMANOID]

Initiative: +3

Rusty scimitar +6 vs. AC – 4 damage

Natural 16+: 2 ongoing poison damage.

R: Javelin +6 vs. AC – 4 damage

Limited use: 1/battle (normally the first round in combat).

Slayer: The cannibal deals additional 2 damage to staggered creatures.

AC 15

PD 12 **HP 7 (mook)**

MD 14

KLORAK THE RED

3rd level leader [HUMANOID]

Initiative: +8

Bloodthirsty Scimitar* +9 vs. AC – 10 damage, 14 damage against humans

Natural 18+: 1d3 nearby allies can make an opportunity attack against an enemy they are engaged with.

*Natural 20**: Crit damage and also crit damage in next turn (if next attack hits).

R: Sharp Javelin +8 vs. AC – 10 damage, 14 damage against humans

Natural 12+: the target is hampered until the beginning of Kloraks next turn.

Natural 16+: the target is vulnerable until the end of the battle.

Limited use: 1/battle

Blood rage: When Klorak hits an enemy and the target becomes staggered, or if he becomes staggered himself, he gets a penalty to AC and a bonus on PD and MD equal to the escalation die.

Obsessed with blood: If Klorak drops an enemy to 0 hit points (or otherwise unconscious)

he touches the bloody body and paints his face with blood. He takes opportunity attacks while he does so. He revels in blood (and takes no other actions) until he succeeds on a save or is hit by an attack with at least 10 damage.

AC 19

PD 16 **HP 52**

MD 12

* Magic Item (see 13th Age Core 292)

MALIKADNA

3rd level spoiler [HUMANOID]

Initiative: +2

Cursed quarterstaff +4 vs. AC – 6 damage

Natural odd hit: Malikadna pops free.

Miss: Malikadna gains +4 AC until the beginning of her next turn.

R: Hideous laughter +7 vs. MD (1d3 nearby or far away enemies) – 10 psychic damage

Natural 12+: Targets are dazed (save ends)

Natural 16+: Targets are hampered (save ends)

Natural 20: Targets are stunned (save ends)

C: Evil Eye +7 vs. MD (one nearby enemy) – 10 psychic damage

Natural even roll: Malikadna can use *cackle* as a free action this turn.

Natural odd roll: If engaged Malikadna pops free.

Cackle: All saves for conditions brought to targets by the hideous laughter that are still in effect are now hard saves (16+) for one round.

Ape Mother: The first time each battle an enemy hits Malikadna with a melee attack, that attacker takes 5 ongoing poison damage from her creepy ape familiar.

Old: Malikadna doesn't make opportunity attacks and gets a -2 penalty on disengage checks.

AC 17

PD 10 **HP 35**

MD 16

THE CAVES OF THE MOTHER

FESTROGS

3rd level troop [UNDEAD]

Initiative: +8

Vulnerability: holy

Claws and bite +8 vs. AC – 8 damage

Natural even hit: The festrog heals 5 hit points.

Diseased Pustules: When an enemy rolls a natural 1-5 on an attack roll against the

Festrog, he or she becomes weakened (save ends).

Four-Footed Run: As long as the festrog is not engaged, it gains +2 on its AC.

AC 18

PD 16 **HP 36**

MD 12

CHILDREN OF NYTHILATI

Numer of 2nd level PCs	Children of Nythilati (Festrogs)	Nythilati
3	3	1
4	4	1
5	5	1
6	5	1
7	5	1

NYTHILATI (MOTHER THRUNEFANG)

4th level spoiler [HUMANOID]

Initiative: +6

Vulnerability: holy

Claws and bite +9 vs. AC – 12 damage

Natural even hit: Nythilati gains a +2 bonus to AC until the end of her next turn.

Natural 18+: The bonus to AC now lasts until the end of the battle.

C: Wave of sorrow +8 vs. MD (1d3 nearby enemies) – 10 psychic damage

Natural even hit: (Once per battle) Nythilati casts *obscuring mist* as a free action and gains a +2 bonus on AC against ranged attacks until the end of the battle (not cumulative).

R: Reign of Darkness +8 vs. MD (all nearby enemies) – 10 psychic damage

Natural 12+: The target is hampered (save ends).

Natural 16+: The target is dazed (save ends).

Natural 18+: The target is weakened (save ends).

Limited use: 1/battle.

[*Special trigger*] **C: Unearthly shriek +9 vs. MD (up to two nearby enemies)** – 5 psychic damage

Natural 16+: the target is weakened (save ends).

Natural 18+: the target is confused (save ends).

Fear: Nythilati is a wretched thing of a corpse. Her fear threshold is 18.

Mother Thrunefang: Nythilati gains a +1 bonus to all attack rolls for every one of her

„children“ in battle (up to a maximum of +3). When one of her undead minions is killed, she can immediately make one free *unearthly shriek* attack (but only once per round).

AC 20

PD 16

HP 55

MD 16

PART IV: TEMPLE OF BLOOD

THE RED MOUNTAIN DEVIL (WINGED CHUPACABRA)

4th level Double-Strength Wrecker [MAGICAL BEAST]

Initiative: +8

Slobbering bite +9 vs. AC – 20 damage

Natural even hit above target's PD: The target is grabbed.

Natural odd hit: The winged chupacabra makes one *claw* attack as a free action.

Miss: 4 damage.

[Special trigger] **Claw +9 vs. AC** – 10 damage

Sucking blood +9 vs. PD (one grabbed target) – 30 damage and the target is weakened until it escapes the grab *and* succeeds on a save.

Natural even hit: The winged chupacabra adds the escalation die to its attacks until the end of the battle.

C: ROOOAAAARRRR +9 vs. MD (1d4 nearby enemies) – 10 psychic damage

Natural even hit: The target can't attack the winged chupacabra until the end of it's next turn.

C: Sweeping blow +9 vs. PD (all enemies engaged with the winged chupacabra) – 10 damage and the target is weakened until the end of it's next turn.

Natural 15+: The target is also stunned (save ends).

Miss: 5 damage

Flight: The winged chupacabra can fly pretty well. When it gains momentum it can be very fast.

Flyby Attack: The winged chupacabra can pop free as a free action after attacking while flying.

AC 21

PD 19 HP 120

MD 13

BLUE SHARK

The path that leads to the temple is build of very small ledges of reefs and driftwood. Charakters must succeed on an DC 15 Dexterity save to be able to take more than a move action at their turns. Additionally, there is this blue shark trapped in the remaining pools of seawater. It is angry and most certainly hungry too.

3rd level spoiler [BEAST]

Initiative: +7

Emerging jaws +8 vs. AC (one random nearby enemy) – 7 damage and the shark

submerges again.

Natural even hit: The target is weakened (save ends).

Miss: The target can make an opportunity attacks against the shark.

Limited use: The blue shark doesn't use this attack when at least one enemy is down in the water.

Driftwood shredder frenzy +8 vs. PD (all nearby enemies) – 4 damage

Natural hit above target's Strength: The target falls down into the water, being submerged.

Easy prey! +8 vs. AC (one submerged enemy) – 12 damage

Down in the Water: Characters down in the water must succeed on a DC 15 swim (Strength or Constitution) check or be unable to act this turn and take 1d6 damage. A character who makes this check can act normally. All Characters down in the water are weakened and vulnerable to the blue sharks attacks.

AC 19

PD 17 HP 45

MD 13

„CAPTAIN“ EKUBUS

2nd level troop [OUTSIDER]

Initiative: +5

R: Acid Breath +7 vs. PD (1d3 nearby enemies in a group) – 5 acid damage und 2 ongoing acid damage

C: Stinking Cloud +7 vs. PD (one nearby target per point of escalation die) – 12 poison damage divided equally among the targets and ongoing poison damage equal to the escalation die for each target.

Limited use: 2/battle.

Wet claws +5 vs. AC – 8 damage

Natural even hit: 2 ongoing poison damage.

Miss: Ekebus pops free.

Flight and Swim: Ekebus can fly and swim pretty well.

Water regeneration: While Ekebus is underwater, he heals 2 HP each round

AC 18

PD 16 HP 35

MD 12

SPEAR URCHIN

2nd level wrecker [BEAST]

Initiative: +0

Incredibly sharp spines +7 (2 attacks) – 7 damage and 4 ongoing poison damage

Natural even hit: All enemies engaged with the Spear urchin take 2 damage

R: Fired spines +4 (1d3 nearby enemies) – 4 damage and 4 ongoing poison damage

Dangerous Spikes: Any enemy hitting the Spear urchin with an unarmed attack, natural attack or a one handed light weapon takes 2 damage.

AC 19

PD 16 HP 33

MD 14

THE AZLANTI TEMPLE

Z1. SANCTUM

DEGENERATE SERPENTFOLK SKELETONS

Use one Skeleton Warrior per PC (13th Age Core 246)

Z3. PRIEST CELLS

HUMAN SKELETONS:

Use Decrepit Skeleton, Skeleton Warrior and perhaps Blackamber Skeletal Legionaire (13th Age Core 246).

Numer of 2nd level PCs	Human Skeletons	Skeleton Warrior	Blackamber Skeletal Legionaire
3	10	2	0
4	12	3	0
5	14	3	1
6	16	3	1
7	18	3	2

Z4. PIT TRAPS

DC 20 to detect/avoid/disarm +10 vs. PD 3d6 damage

Z6. SUNKEN CHAMBER

SOULBOUND DOLL

2nd level spoiler [CONSTRUCT]

Initiative: +5

Tiny poisoned dagger +6 vs. AC – 5 damage and 2 ongoing poison damage

Natural even roll: The soulbound doll pops free and *levitates*.

C: Horrible Gaze +7 vs. MD (one nearby enemy) – 7 negative energy damage

Natural even hit: The fear threshold of the doll is doubled against the target until the end of the battle.

Soul Focus: The doll is animated with a tiny gemstone, sitting on it's chest. If destroyed, the doll is just an old skeleton of a child (creepy enough!). The gemstone has AC 25, 10 HP and can be hit with all attacks that target AC. Maybe you want to set a DC 15 Intelligence check for the PCs to find out.

Levitate: While levitating, the soulbound doll has a +2 bonus to AC

Fear Aura: The soulbound doll is indeed a horrible little thing, It's fear threshold is 12.

AC 18 (20)

PD 16 **HP 35**

MD 12

Z7. DARL LAKE

GIBBERING MOUTHER: Chaos Beast (13th Age Bestiary 39)

Z8. TEMPLE OF BLOOD

HUMAN SKELETONS:

Use Decrepit Skeletons OR Skeleton Warriors (13th Age Core 246) depening on how you like your battles.

Numer of 2nd level PCs	Yarzoth	Human Skeletons	O R	Yarzoth	Skeleton Warrior
3	1	8		1	2
4	1	10		1	3
5	1	15		1	4
6	1	18		1	5
7	1	20		1	6

YARZOTH

5th level caster [HUMANOID]

Initiative: +12

Poisonous bite +10 vs. AC – 12 damage and 5 ongoing poison damage

Natural even hit: The target gets a -2 penalty to MD until the end of the battle (cumulative).

Miss: 5 damage.

R: Sound Burst +10 vs. PD (1d3 nearby or far away enemies in a group) – 7 thunder damage and the target is dazed (save ends)

Natural 16+: The target is stunned until the end of its next turn.

R: Dominate person +10 vs. MD – 10 psychic damage

Natural even hit: The target is confused (easy save ends, 6+).

Natural hit above target's Wisdom: Save is now a normal save.

C: Negative energy burst +9 vs. PD (all targets engaged with Yarzoth OR 1d4 nearby enemies) – 7 negative energy damage

Natural even hit: The targets is hampered (save ends).

Telepathy: Yarzoth can speak telepathically with any living nearby or far away being. Doing this while engaged draws opportunity attacks.

Combat Casting: Yarzoth gains a +2 AC vs. opportunity attacks she takes from casting a ranged spell.

Ring of Mind Shielding:* Once per battle Yarzoth only suffers half damage from an attack that targets MD and suffers no additional effects which would normally be triggered on a specific natural roll.

AC 21

PD 16 HP 70

MD 19

***Magic item:**

RING OF MIND SHIELDING (Recharge 6+)

Default bonus: +1 to MD

When you are the target of an attack that targets MD, you only take half damage and suffer no additional effect which would normally be triggered (for example on a specific natural roll). *Quirk:* Arrogant towards dumb people.

Z9. INNER SANCTUM

GLYPH OF WARDING

DC to detect/dodge/pass through: 20

Attack: + 10 vs. MD

Effect: 2d6 psychic damage and target gets the *Curse of Zura* -2 negative background (daily save ends and for every failed save, the penalty rises one point up to a maximum of -5).

SHIPWRECKED!

FOOD AND WATER

Let the Players describe how they plan to survive in the hostile environment and what they are planning to do to find food and water.

Forage check (Wisdom + Background)	provides food and water for ...	takes ...
normal task (DC 15)	3 people	3 hours
hard task (DC 20)	6 people	4 hours
ridiculously hard task (DC 25)	9 people	5 hours

ENVIRONMENTAL HAZARDS

DISEASE RULES

Diseases do one time damage that actually reduces the targets maximum hit points. The damage comes in play as soon as the target is affected and ends when the target is cured. There are further complications detailed in the disease description.

It's a hard task (DC 20) Wisdom check and takes 1d4 hours per level of the disease to heal a sick PC.

I make Disease attacks at the end of a day, when a PC got exposed to a disease. For example I let anyone roll for Filth Fever who got hit by a stirge.

FILTH FEVER

1st level disease

+2 vs. PD

1d6 poison damage and target gets the *filth fever* -2 background which applies to all skill checks.

The target loses 1 recovery which is lost until the disease is cured.

Save ends (daily)

MIND FIRE

1st level disease

+2 vs. MD

1d6 psychic damage and the target gets the *mind fire* -2 background which applies to all Intelligence related rolls.

The target loses 1 recovery which is lost until the disease is cured.

Hards save ends (daily)

RED ACHE

2nd level disease

+3 vs. PD

2d6 damage and the target gets the *red ache* -3 background which applies to all Strength related rolls.

The target loses 1 recovery which is lost until the disease is cured.

Easy save ends (daily)

SLIMY DOOM

3rd level disease

+4 vs. PD

2d6 damage and the target gets the *slimy doom* -2 background which applies to all rolls.

The target loses 2 recoveries which are lost until the disease is cured.

Hard save ends (daily)

BLINDING SICKNESS

3rd level disease

+4 vs. PD

3d6 damage and the target is dazed until cured.

The target loses 2 recoveries which are lost until the disease is cured.

Save ends (daily)

ESTABLISHING A BASE CAMP

Let the players narrate what they are doing to set up an appropriate camp.

It should be a normal task (DC 15) to build an adequate campsite. If at least half of the checks succeed, it takes 6 hours. If no player rolls a success it takes up to 10 hours and there may be severe complications. Maybe a nearby **predator** hears the PCs or a character hurts herself on a poisoned plant. If all the checks succeed it takes 4 hours.

A finished campsite provides a +2 bonus on on PD to avoid disease and to saves to cure a disease. While in the camp, a character may reroll any 5 on a icon relationship die (but is stuck with the new roll).

TERRAIN CHALLENGES

The PCs will likely be in disadvantage in many encounters, because of the hostile wilderness they have to deal with. On the other hand most of the monsters they will confront on the island will be in their home territory. They are perfectly familiar with it.

Below or some ideas you can use to put some terrain challenges into your jungle fights.

AREA CHALLENGES

The fight takes place in an area that is dominated by a specific kind of terrain set by the GM. Players have to make an appropriate skill check (terrain check) at the start of the battle to see how the PC can deal with the difficult terrain. On a success, the PCs can act normally, on a failure they must deal with a consequence, chosen randomly with a d6.

SPARSE JUNGLE/UNDERGROWTH (DC 15)

1. When you roll an attack roll and the roll is a natural odd roll, the attack gets a -2 penalty.
2. Roll a d6 each round. When the escalation die is equal to this result, you are hampered this round.
3. When you roll a natural 1-2 on an attack roll this battle, you take 1d6 damage from tricky plants.
4. When you roll a natural 1 on an attack roll this battle, you are stunned until the end of your next turn.
5. Damn roots! Roll a d6 each round. When the escalation die is equal to your result, you lose your next move action, whenever this may be.
6. Once per battle, when you miss an enemy, you take miss damage equal to your level, even if you would normally not deal miss damage.

DENSE JUNGLE/SWAMP (DC 20)

1. Once per battle, when you roll an attack roll and the roll is a natural even roll, you automatically miss.
2. Roll a d6 each round. When the escalation die is equals to this result, you are stuck this round.
3. When you roll a natural 1-5 on an attack roll this battle, you take 1d6 damage from tricky plants.
4. When the escalation die is odd, you cannot add it to your attacks.
5. Damn roots! Roll a d6 each round. When the escalation die is equal to your result, you lose your next action, whenever this may be.
6. This battle, when you miss an enemy, you take miss damage equal to double your level, even if you would normally not deal miss damage.

TRICKY SWAMP/SHALLOW WATER (DC 20)

1. This battle, as soon as the escalation die is higher than your Dexterity score, you are hampered until you succeed on a save.
2. When the escalation die is even, you are stuck, unless you succeed on an easy save.
3. This battle, everytime you roll a natural odd miss, you take 2d6 damage.
4. Roll a d6 each round. When the escalation die equal to the result, you almost bog down. You are stunned until you succeed on a save.
5. When you roll a natural 1 on an attack roll this battle, you are hampered until you succeed on an easy save.
6. When the escalation die is odd, you must succeed on a save or lose a recovery.

DEEP WATER (DC 20)

1. Once per battle, when you roll an attack roll and the roll is a natural odd roll, you are hampered until you succeed on an save.

2. Roll a d6 each round. When the escalation is equal to this result, you are stuck this round.
3. You can't rally this battle.
4. When you roll a natural 1-5 on an attack roll this battle, you are stunned until the end of your next turn.
5. You have -2 on all defenses this battle.
6. This battle, when you miss an enemy, you take miss damage equal to double your level, even if you would normally not deal miss damage.

EXTREME HEAT (DC 20)

1. This battle, as soon as the escalation die is higher than your Constitution modifier, you are stunned until you succeed on a save.
2. When the escalation die is odd, you are stuck, unless you succeed on an easy save.
3. This battle, everytime you roll a natural odd miss, you lose a recovery.
4. This battle, roll Initiative twice and take the lower result. If you already roll twice (as a human) you lose the Bonus die and just roll once.
5. When you roll an natural 1 on an attack roll this battle, you take miss damage equal to the level of the enemy you missed.
6. You take a -5 penalty to disengage checks this battle.

HEAVY RAIN (DC 15-20)

1. This battle, as soon as the escalation die is higher than your Wisdom modifier, you are dazed until the end of the battle.
2. When the escalation die is odd, you are dazed, unless you succeed on an easy save.
3. This battle, everytime you roll a natural odd miss, you take 1d6 damage.
4. This battle, roll Initiative twice and take the lower result. If you already roll twice (as a human) you lose the bonus die and just roll once.
5. When you roll an natural 1 on an attack roll this battle, you are stuck, until you succeed on an easy save.
6. You take a -2 penalty to all attacks this battle.

INCREDIBLE HEAVY RAIN (DC 20-25)

1. This battle, as soon as the escalation die is higher than your Wisdom modifier, you are weakened until the end of the battle.
2. When the escalation die is odd, you are dazed.
3. This battle, everytime you roll a natural odd miss, you take 2d6 damage.
4. This battle, roll Initiative twice and take the lower result. If you already roll twice (as a human) you keep doing so, but still take the lower result.
5. When you roll an natural 1-4 on an attack roll this battle, you are stuck until the end of your next turn.
6. Roll a d6 each round. When the escalation die is equal to your result, you are weakened this round.

HURRICAN/TROPICAL STORM (DC 25-30)

1. This battle, as soon as the escalation die is higher than your Strength modifier, you are stunned until you succeed on a hard save.

2. Make a save each round. On a failure, you are stuck.
3. Roll a d6 each round. When the escalation die is equal to your result, you are vulnerable until the end of the battle.
4. When the escalation die is even, you are weakened.
5. You can't use the escalation die.
6. The escalation die now works against you. Subtract the value from your attack rolls AND skill checks this battle.

OVERLAND CHALLENGES

When not in battle, problems of surviving take place on a much larger scale. Make a terrain check for each day or for each section you are travelling through. On a success, nothing happens, on a failure, roll d8 to determine what happens. You may want to make group checks and just roll for consequences when more than half of the rolls are failures.

Terrain sections

A terrain section is the type of terrain the PCs are travelling. Normally, you just make one terrain check at the start of each travelling day. The result determines the consequences for the rest of the day. But in case you leave the terrain before the end of the day and enter a new type of terrain, you get to make a new roll. As soon as you leave a terrain section, all consequences are gone (but there may be new ones, depending on the type of terrain you entered).

Overchallenged by terrain

You get a penalty on all skill checks concerning the terrain type you're in for the whole day or as long as you stay in this terrain section. For example, a cleric who failed his terrain check in a dense jungle and got the *overchallenged by terrain -2* temporary negative background, gets the penalty on checks on terrain obstacles like crossing a river or climbing a tree, but not for reading ancient symbols on a ritual stone.

NORMAL TASK CHALLENGE (DC 15)

1. At the start of each battle, roll Initiative twice and take the lower result. If you already roll twice (as a human) you lose the bonus die and just roll once.
2. You lose one recovery.
3. You get the *overchallenged by terrain -1* temporary negative background.
4. You must reroll any 6 on an icon relationship roll and take the second roll.
5. You take 1d6 damage because of minor accidents.
6. You take a -1 penalty on PD or MD.
7. Any 6 on an icon relationship roll now counts as a 5.
8. Any 5 on an icon relationship roll counts as two 5s. But don't forget the complications!

HARD TASK CHALLENGE (DC 20)

1. At the start of each battle, roll Initiative twice and take the lower result. If you already roll twice (as a human) you lose the bonus die and just roll once.

2. You lose two recoveries.
3. You get the *overchallenged by terrain* -2 temporary negative background.
4. You must reroll any 6 on an icon relationship roll and take the second roll.
5. You are vulnerable to all creatures that are familiar with this terrain.
6. You take a -2 penalty on PD or MD.
7. Any 6 on an icon relationship roll now counts as a 5.
8. You take 3d6 damage because of accidents/wild animals/foes.

RIDICULOUSLY HARD TASK CHALLENGE (DC 25)

1. At the start of each battle, roll Initiative twice and take the lower result. If you already roll twice (as a human) you lose the bonus die and just roll once.
2. You lose three recoveries.
3. You get the *overchallenged by terrain* -3 temporary negative background.
4. You must reroll any 6 on an icon relationship roll and take the second roll.
5. You are vulnerable to all creatures that are familiar with this terrain.
6. You take a -3 penalty on PD or MD.
7. Any 6 on an icon relationship roll now counts as a 5.
8. You take 3d6 damage because of accidents/wild animals/foes.

TERRAIN OBSTACLES

DC 15 OBSTACLES EXAMPLES

Cross a small river on a fallen tree.
Track fresh footprints.
Climb a normal tree.
Swim through a small stream.
Cross a shallow bog.
Spot a normal animal.
Identify a common animal.

DC 15 OBSTACLES EXAMPLES

Cross a river on a wet fallen tree.
Track older footprints.
Climb a big tree with no so many branches.
Swim through a bigger stream.
Cross a deep bog.
Spot a silent animal.
Identify an uncommon animal.

THE OTHER CASTAWAYS

NPC ICON RELATIONSHIPS

The icon relationships of the NPCs are less more than a vague summary of their connections in the world. Consult them when the PCs roll their icon relationship rolls to see which NPC may play a major role or which quest you should focus on.

NPC BACKGROUNDS

Normally, NPC stat blocks don't include backgrounds. But these four NPCs are different. They may watch at the camp, forage or heal the PCs and they may play a larger role in your campaign or at least in this part of it. Depending on who survives the shiv, they may even be key NPCs in the following books of the adventure path. That said, it is kind of worthwhile to keep them alive and don't use them as canon fodder.

To emphasize this, I put some backgrounds to their stats. Use them or ignore them, as you see fit. Consider attributes already taken into account in the numbers. It's just a guideline of what should be possible for the NPC to accomplish.

NPC ATTITUDE

All NPCs normally start with being *unfriendly* towards the PCs. Keep the categories for easy reference on how the NPCs behave.

Be sure all the players take part in taking care of the NPCs. Let them be creative on how they interact with the other castaways and which backgrounds they might use.

Hostile: It is a ridiculously hard task (DC 25) to shift the attitude from hostile to *unfriendly*.

Unfriendly: It is a hard task (DC 20) to shift the attitude from unfriendly to *indifferent*.

Indifferent: It is a normal task (DC 15) to shift the attitude from indifferent to *friendly*.

Friendly: It is a normal task (DC 15) to shift the attitude from friendly to *helpful*.

It should take some time to befriend the NPCs so you should only allow checks each day or each full heal up, depending on the campaign pace. Keep the bonuses and penalties in the **NPCs description** as they are. In addition you may give a bonus on the checks for any 5 or 6 on an icon relationship roll when the icon is appropriate for the NPC. Remember a 5 has some complications in it. You may even call for extra rolls on this occasion if you want.

Boon: Each NPC grants a boon when he or she becomes helpful.

MORAL AND SICKNESS

Adjusting Morale: Make a **morale check** each morning for each NPC. Roll a d20, if the

result is equal or lower than the NPCs **MD**, the targets moral rises by one step.

Effects of Morale: Keep it straight as it is. A -2 penalty is a -2 to penalty, a +2 bonus is a +2 bonus and so on.

Sickness: If you like the idea, roll an **Disease attack** (see **Diseases**) against an NPC and look if he or she gets infected. It is mainly for dramatic reasons so don't bother with tracking consequences. Just assume that the NPC in question is not available for the duration.

AERYS MAVATO

2nd level archer [HUMANOID]

Initiative: +4

Angry fist +7 vs. AC – 6 damage

Natural even hit: The target takes additional 1d6 damage.

Natural hit above target's PD: The target is *dazed* until the end of its next turn.

R: Composite longbow +7 vs. AC – 8 damage

Natural 14+: Aerys' crit range against the target increases by a cumulative +1 as long as she uses the same weapon and until she scores a critical hit.

Threatening: An enemy that attempts to disengage from Aerys suffers a -2 penalty to the check.

Grace: At the start of Aerys' next turn roll a d6. If the result is lower than the escalation die she gains an extra standard action this turn. She can only do this once per battle.

Alcoholic: Aerys is an alcoholic. The viper nettles can cure her, or at least help her to become cured. This quest may be completed at area E. For example, a PC can attempt a DC 20 Wisdom check to brew her a potion from the nettles. Be creative.

AC 18

PD 15

HP 30

MD 11

Boon: Aerys reads her poems to the PCs and one of them gets the following power from these words:

IRON WILL

Once per day you can reroll a save ends effect from an attack that formerly targeted MD with a +2 bonus.

ICON RELATIONSHIPS

Free Captains of the Shackles: +2, *positive*.

BACKGROUNDS

Pirate of the Shackles +6

Tavern Brawler +3

Dedicated Poet +5

GELIK ABERWHINGE

2nd level caster [HUMANOID]

Initiative: +3

Not so long longsword +6 vs AC - 6 damage

Natural roll above target's MD: Gelik makes a **Mocking laughter** attack against the same enemy as a free action.

Natural 18+: Gelik can heal, using a recovery.

R: Small shortbow +7 vs. AC - 7 damage

Natural even hit: Gelik gains a +2 to AC until the end of his next turn.

[Special trigger] **C: Mocking laughter +7 vs. MD - 6 psychic damage**

Natural 12+: Target is hampered.

Natural 16+: Target is dazed.

Battle Chant: Nearby allies gain +1 to their attack bonus for a number of rounds equal to the escalation die.

Limited use: Once per battle when *song of bravery* is not active.

Song of bravery: All nearby allies gain a +1 bonus to defense for a number of rounds equal to the escalation die.

Limited use: Twice per battle when *battle chant* is not active.

AC 19

PD 11 HP 28

MD 15

Boon: Gelik teaches one PC in the use of the following power:

DEFLECT MOCKERY

Once per day you can force an opponent that hits you with an attack that targets MD to reroll that attack with a -2 penalty.

ICON RELATIONSHIPS:

Pathfinder Society: +2, *conflicted*.

Aspis Consortium: +1, *negative*.

BACKGROUNDS

Pathfinder Society Member +5

Cunning Street Musician +6

Concident Liar +3

ISHIROU

2nd level wrecker [HUMANOID]

Initiative: +4

Masterwork katana +7 vs. AC - 8 damage

Natural even hit: The target is vulnerable until the end of the battle.

Miss: Ishirou gains a +2 bonus on AC until the end of his next turn.

Sneak Attack: If an enemy is already engaged with another ally, Ishirou's attacks deal 2d6 additional damage.

Merciless Strike: Ishirou gains a +2 bonus to attacks against staggered enemies.

AC 18

PD 15 **HP 35**

MD 11

Boon: Ishirou teaches the PCs in swordfighting. One of them learns the following power:

SECOND HIT

Once per day when you miss on an attack with a one handed melee weapon, you can choose to reroll that attack but you are stuck with the new result.

ICON RELATIONSHIPS:

Aspis Consortium: +2, *positive*.

BACKGROUNDS

Aspis Consortium Soldier +5

Street Thug +4

Former Sailor +5

JASK DERINDI

2nd level caster [HUMANOID]

Initiative: +3

Headbutt +5 vs. PD – 3 damage

Natural hit above target's PD: The target is dazed for 1 round.

Fist of Faith +7 vs. AC – 7 damage

Natural even hit: One nearby ally can heal using a recovery.

Natural 20: The recovery is now a free recovery.

R: Hand of the acolyte +7 vs. PD – 8 damage

Natural hit above target's Wisdom: The target is hampered (save ends).

Divine Heal: Twice per battle Jask can heal a nearby ally equal to his level+4

Shield of faith: Once per battle choose 3 nearby allies, they all gain +1 to AC until the end of Jask's next turn.

Manacles: Jask is weakened as long as he is bound and all he can do is the **Headbutt** attack. As soon as he is released he is free to use the rest of his attack options as normal.

AC 18

PD 10 HP 25

MD 16

Boon: Jask reveals his knowledge of the ways of the gods. Once PC gets a boon from this deeper understanding. He gains the following power:

HIGHLY CONCENTRATED

Once per day when you miss on a spell attack against an enemy, you can choose to reroll that attack but you are stuck with the new result.

ICON RELATIONSHIPS:

Sargavan Government: +2, *conflicted*.

Free Captains of the Shackles: +1, *negative*.

BACKGROUNDS

Former Sargavan Official +5

Cleric of Nethys +6

Righteous Citizen +3

SASHA NEVAH

2nd level troop [HUMANOID]

Initiative: +6

Rapier and kukri +8 vs. AC (2 attacks) – 6 damage, 8 damage against humans

Natural 16+: 2 ongoing poison damage.

Natural 18+: The target is vulnerable until the end of the battle.

C: Scream of the Mantis +6 vs. PD (1d4 nearby enemies) – 4 psychic damage

Natural even hit: The target takes a -2 penalty on all defenses for a number of rounds equal to the escalation die (minimum 1).

Track: Sasha can track foes and wild animals alike, but it takes her some time. If you are not sure whether she should succeed or not, let her succeed on a normal or hard save, depending on how hard the tracking could possibly be.

Side-stepping: Once per battle Sasha can force an enemy to reroll an attack against her with a -2 penalty.

AC 20

PD 15 HP 32

MD 12

Boon: Sasha tells the PC the secrets of how to strike first. One PC learns to use the human racial power **QUICK TO FIGHT** (see 13th Age Core 63) once per day. If the PC is already human, he or she gains the benefit of the *Champion feat* once per day. A human who possesses the feat does not get any additional benefit.

ICON RELATIONSHIPS:

The Red Mantis: +2, *conflicted*.

Sargavan Government: +2, *conflicted*.

BACKGROUNDS

Red Mantis Offspring +5

Jungle Ranger +6

Anarchist +3

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