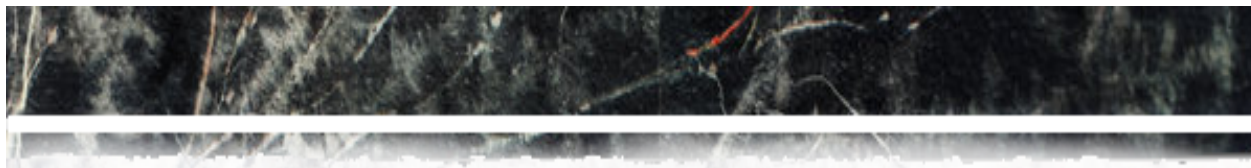


Crown of the Lich King



A **Tales of the 13th Age** adventure path in 6 linked 2-hour adventures for characters of level 2
By ASH LAW



With additional text and art from the 13th Age core rule book.

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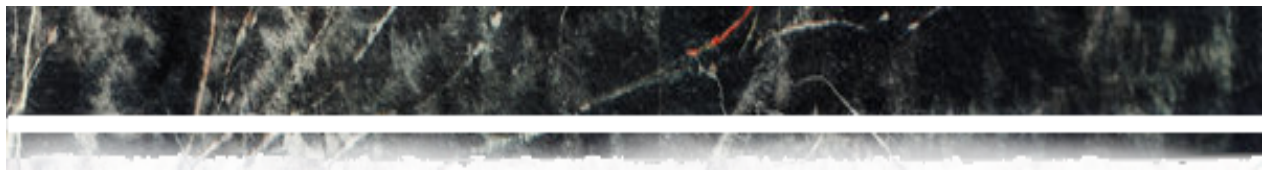
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Game advice.

Organized play for 13th Age is a little different from normal organized play. This document gives you *tools* to create a linked series of adventures that will highlight the cool things about 13th Age (One Unique Things, Backgrounds, Icon Relationships). You will need around 2 hours per session.

The organized play plan

The plan

Each game of 13th Age is different because the one unique things and backgrounds of the characters in separate groups will be different. The plan here is to have players be able to find and take part in 13th Age games around the world with a continuity of story. As a GM this will require you to be on your toes, but we think you have the chops for the job. This document gives you six linked adventures to take place over six weeks, and advice on running the adventures.

Weekly Feedback

We'll be asking for weekly feedback from both GMs and players. We want to know what works, what doesn't, what people enjoy, and what could do with revision. We'll also want game reports ... we want to know what happened, what cool and awesome things you did with 13th Age. Part of our ethos is giving you the tools to play the game you want - so if we get a lot of feedback saying "*Hey - what are the rules for exploding gems? My players found this crystal throne and exploded it, and I'd like some rules for that.*" then we might want to consider addressing that in a See Page XX article or in a future supplement.

One Unique Things

Once you've run a couple of dozen games for strangers you'll notice that certain unique things come up surprisingly often. Illegitimate sons of the Emperor seem to populate half of all adventuring parties, and there are a ton of adventurers who used to be animals. In your home game it is cool to build a story about the Emperor's only illegitimate son because you know that nobody else in your game is going to pick that, but in an organized play program you may have players who created their character with another organized play GM. So as to avoid conflicts of *Emperor's only son* meets *Emperor's only son* we are putting into place this rule:

No ONLYs please

You can be one of the last of your kind (or one of the first) but you can't be the only one. You can be a prisoner sent forward in time from the first age as a punishment but you can't be the only one to whom that happened. You can be a rare half-human half-clockwork creature and you might be under the impression that you are the only one, but maybe you aren't the only such creature. If you're one unique thing relies upon you being the only something think about how you could make it cooler and more unique.

If somebody does pick an 'only' type of unique remind them that their character believes themselves to be the only one but in fact they may not be.

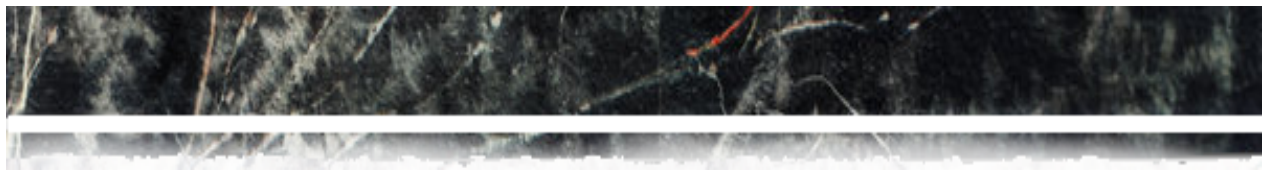
Backgrounds

All characters have 8 background points, and can spend up to five of them on any one background. Try to encourage players to tell you *stories* about their backgrounds rather than just a list of words. This...

- Climber 4
- Urban Survival 3
- Artist 1

... is boring and as a GM tells you very little about the character and doesn't give you a lot to work with.





Encourage the players to talk about their backgrounds and name them appropriately. With a little nudging the above list of words can blossom into...

- *Second best rooftop runner in Horizon 4*
- *Member of the Beggar's Guild 3*
- *Thrown out of Santa Cora for painting blasphemous masterpieces 1*

... which is awesome and tells you a lot about the character.

Statements about the world

One of the cool things about 13th Age is that players help to define the world. There is no standard universal Dragon Empire, each game is different. This presents challenges for organized play and as a GM you need to be on your feet. Whenever a player mentions something about the world either via a background or one unique thing or just as a plain statement make a very quick note about it and repeat back to them what they have just said.

As an example:

Player: *"... and then I bend down and look into the mechanism. Half orcs know a lot about this stuff. How hard is it to disable the trap?"*

GM: *"Half orcs do know a lot about traps - why is that?"*

Player: *"Oh I meant half orcs know a lot about breaking things. We love smashing clockwork."*

GM: *"Why do half-orcs like smashing clockwork?"*

Player: *"It gives us headaches, nobody knows why."*

GM: *"Ah, you need to get a 15 to break the trap without setting it off" (makes a note 'Clockwork = causes headaches for half-orcs').*

Each session recap all the statements about the world and ask if anybody has extra input on them. Be sure to ask each player if they have anything to add to the world. It's a little ritual that helps to build a stronger game for your players.

GM: *"Ok, so last week we discovered that orcs hate clockwork because it gives them headaches"*

Player 1: *"Ah, I figured it is their two natures warring in them. There is something mystical about clockwork".*

Player 2: *"Yeah, like maybe it is trying to separate out your two natures - giving you a 'splitting' headache"*

GM: (makes a note) *"I like that. What else did we learn? High elves fear mice, they think mice are spirits of the dead. That is an old elf legend."*

Player 3: *"Yeah! It is just a legend, but they still creep elves out"*

GM: *"As you are new to the group, what things did your character discover last week?"*

Player 4 (the new player): *"Orcs have clockwork axes"*

GM: (makes a note) *"So some tribes of orc are able to use clockwork, but obviously not all tribes."*

... then recap them with the added player input and ask if anybody has anything more to add.

GM: *"So clockwork gives half-orcs headaches, but some orc tribes use clockwork. That is true. What else is true?"*

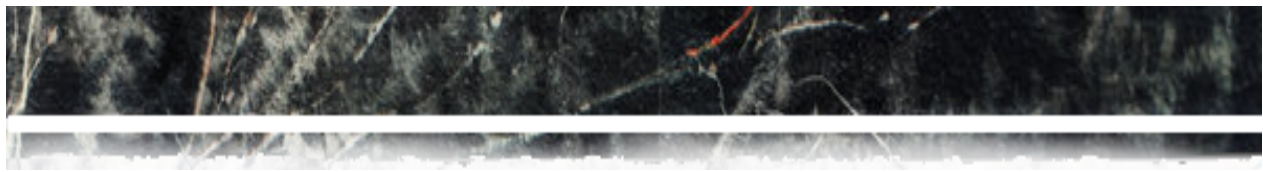
Player 2: *"Only some orc tribes are lucky enough to mutate into half-orcs, and those tribes don't use clockwork. They have to get rid of it to commune with the spirits and begin the transformation process."*

GM: *"Yes, that is true." (makes a note) "And elves fear mice due to legends revolving around mice and ghosts. That is true. What else is true?"*

Player 3: *"Maybe their god of the dead uses mice as messengers, and elf necromancers have mice familiars"*

GM: (makes note) *"Yes, that is true"*





In this way your players build the world with you, and you remind them each week of the world that you have built together. You also let new players know what your game is like, and you let them bring in the bits of the 13th Age game they played last week into your game that are important to them.

Skill checks

Use your index cards

The humble index card is one of the best gaming tools I've discovered in years. Write down each character's backgrounds and set the index cards out in front of you. As play progresses glance down and put obstacles in the path of the party that speak to the backgrounds possessed by the party. For example if your party's dwarf has the background 'Mistress of Metal: I train dwarven smiths' then during play announce

"The path is blocked by a partially toppled statue. It is made of metal of intricate design," and then look around and ask *"Does anybody here know anything about dwarf metalworking?"*

Bring in interesting options for success and failure (perhaps success reveals that the statue has coins in the base to keep it upright, a common practice from an age where gold was more plentiful - and failure results in the hollow statue shifting and making a huge racket sure to attract monsters). By bringing backgrounds into play you make the story about the characters themselves.

When not to roll (let the wookiee win)

Being a game with limited time you don't want to roll for every little thing, especially if pass/fail doesn't really matter. Only have players roll dice when failure would be an interesting outcome and would impact the story. If a character has a background specific to a task and failure wouldn't be interesting bring them into the task.

- *"That wall looks tough to climb, but your Dwarf friend used to be an acrobat. He could easily climb the wall and pass a rope down to you"*

One roll should do it

When you have a character attempting something with lots of steps in it you don't have them roll for every step, in fact you probably shouldn't. If a character is drinking from every bottle of wine in a cellar looking for the best elven wine don't have them roll once per bottle - just one roll should do it.

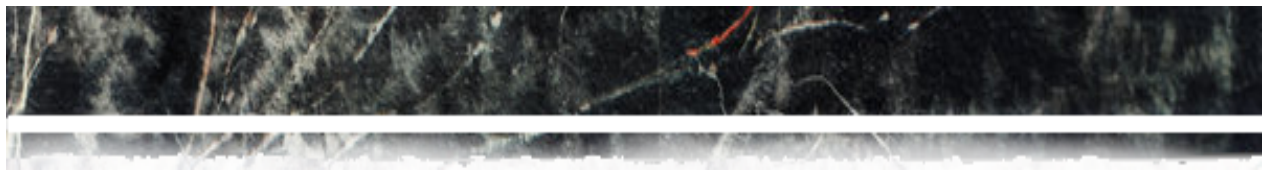
Fail forwards

Remember to Fail Forwards.

...outside of battle, true failure tends to slow action down rather than move the action along. A more constructive way to interpret failure is as a near-success or event that happens to carry unwanted consequences or side effects. The character probably still fails to achieve the desired goal, but that's because something happens on the way to the goal rather than because nothing happens.

Suppose a player makes a Charisma check to have his or her rogue rustle up some clues as to where a certain monk of the black dragon might be hiding. The player fails the check. Traditionally, the GM would rule that the character had failed to find any information. With 13th Age, we encourage you to rule that the character does indeed find clues as to the monk's location, but with unexpectedly bad results. Most likely, word has gotten to the monk that the rogue is looking for him, and he either escapes before his lair is found, or prepares for the group, either setting up an ambush or leaving a trap. The failure means that interesting things happen.





Escalating risks

If a character fails it is interesting to offer a choice to the player - fail forwards as above OR succeed but with a complication. In this case the player gets what they want but it causes another problem. You then pass that problem on to the next player and ask them if they want to attempt to solve it or leave it where it is. Consecutive failures can have interesting results as the consequences escalate as shown in the example below...

- The halfling rogue successfully climbs the stable wall but drops their lantern into the straw below starting a fire.
- The elf wizard successfully convinces the angry crowd that the fire the rogue started was the doing of the Dwarf King, but now the crowd wants to lynch dwarves.
- The dwarf paladin successfully smuggles the dwarves out of town away from the angry guard but the dwarves figure out that the party are to blame for the fire and are going to tell agents of the Dwarf King.
- The human sorcerer successfully bribes the dodgy-looking boat captain to take the dwarves somewhere where they can't contact the Dwarf King's agents but as he sails away the party realizes that the captain is a slaver.

Montage!

Sometimes you don't want to go into details but do want to give a sense of time passing. Overland travel, random dungeon exploration, fortifying an old farmhouse against zombies. All these things can happen in a montage if they are not the focus of the Montage!

Go round the table and ask each player:

- *"Describe an obstacle that the party encountered but defeated."*

Then turn to the player to their left:

- *"Your character was the one to get the party past that. How did you succeed?"*

They don't need to roll for this - they just tell you an awesome thing that their character did that solved the problem.

Repeat this around the table until everybody has had a chance to come up with a death-trap or a wandering monster or whatever their imaginations can conjure up and a chance to overcome an obstacle. As each player tells you how their character saved the day narrate back to them what they have said and put a spin on it to highlight their heroism.

- *"Yes! The party encountered a minotaur's ghost and you entertained him with your bagpipes. Not only did that pacify the ghost but several other ghosts appeared to hear you play and in gratitude led you part-way through the maze."*
- *"Awesome - you killed the magically animated pagoda with your mighty axe. Later you came to an underground river and crossed it using your foe's remains. Good job."*
- *"Brilliant. With a flick of your wrist you turn over your last card. The skeletal guards are amazed by your winning streak and untie your companions as agreed. They are so impressed with your poker-face that they tell you how to get to the center of the maze. Congratulations - you have a better poker-face than skeletons and they don't even have faces!"*

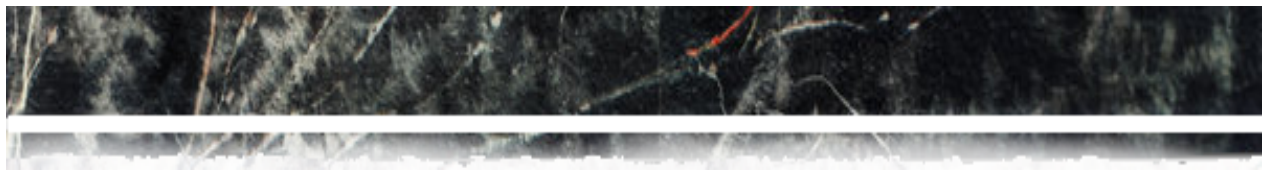
Pacing

Sometimes things go slowly. Players get the idea that there is a secret door they can find if only they spend another 10 minutes searching for it. In organized play you've got limited time available to you. If the players start going off track supply them with unambiguous information by using the phrase "It is obvious to you that..."

"It is obvious to you that there is no secret door here."

"It is obvious to you that the dwarf is telling the truth."





Rolls->follow->fiction *not* rolls=fiction

What does that mean? YOU tell the players when to roll, based upon what they say their characters are doing. If somebody announces *"I'm rolling to see if I can get past the guards"* put your hand out in a 'stop' motion and ask *"HOW are you attempting to get past the guards?"* and play onwards from there. Talk about how the guards look half-asleep, how the character notices one of them is wearing new boots but the other one is dressed shabbily, how the guard on the left gets distracted when he looks at the food cart nearby. Role-play the encounter, and build the scene using a back-and-forth exchange of information and suggestions between you and the player. Only call for a roll once the character acts to change the situation and the outcome is in question *and failure would be interesting*. Let the rolls flow from what characters do. It is a small thing, but important.

Monsters

Some of the monsters that appear here are from the core 13th Age book but others appear in forthcoming books like the Bestiary or 13 True Ways.

Choosing and balancing monsters

In the adventures we've put in the monsters that we think you'll need, and a guide to how many to include in a fight.

Using alternate monsters

The backgrounds and uniques of the player characters and the statements by players about the world may mean that the monsters we've provided are not suitable for your needs. In that case there are three options. Hopefully you can stretch the existing monsters to fit your needs - if one of the adventurers has the unique 'Raised by giant rats' you can just say that the skeletons the party are about to fight are the skeletons of giant rats. If that doesn't work for you you can 'reskin' the monsters for the adventure - instead of fighting skeletons you use the skeleton stats but call them 'giant rats' or 'pixie swarms' or 'loquacious rust-golems' or whatever the story needs. If neither of those options works for you we've also included extra monster stats at the back of the book.

Big damn heroes

Combat is a prime opportunity to remind players that their character is awesome. When an adventurer hits an enemy take the opportunity to describe the hit.

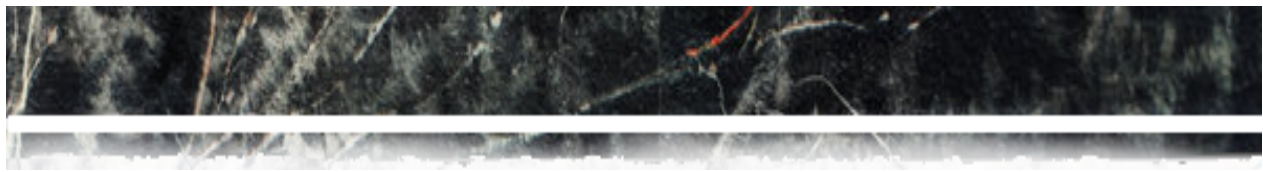
- *"With a mighty swing of the sword you slice the zombie in two! Hyah!"*
- *"Lightning crackles from your eyes as you unleash your spell. ZZZZT!"*
- *"The eyes of your enemies widen in shock as you destroy their shaman with a well placed arrow. Zonk!"*
- *"The hag runs towards you screaming and reaches out towards you, but you duck her swing and launch a bolt of pure sizzling magic into her. She screams as the burning energy sinks into her body."*
- *"You swing the sword and the dragon jerk's it head back ... but your cunning backswing slices deep into its gums - it roars in rage and you dash in under its maw to strike a deep blow into the tender flesh under the chin!"*

Even miss damage is cool...

- *"You do miss damage? Your axe whizzes past the goblin's head, but your foot connects with his knee-cap!"*
- *"The zombie staggers backwards and your axe misses. You take the opportunity to kick it in the groin. normally this wouldn't faze a zombie but your kick is bone shatteringly powerful!"*

Don't be afraid to really get into it. Stand up from the table. Mime the zombie who takes an arrow through





both eyes. Snarl like the hob-goblin chieftain as you caper about with bent back swearing vengeance on the cleric. Just a second or so of play-acting each round to highlight an awesome hit or near miss goes a long way towards drawing our players out of their shells. Once you start doing it your players will too.

Tone

The tone of your game will depend a lot on who you are running it for. A group of 12 year olds may not appreciate gory decapitations (or they may, pre-teens are a bloody lot) but it is part of your job as a GM to gauge what your audience wants. In the words of Tyler Durden *"If someone says "stop" or goes limp, taps out ..."* then you may want to tone it back a bit. If you know your audience well and have previously discussed what their limits are then you can play within those limits. Remember if you are running the game in a public place to keep it appropriate. What is cool to shout out at the top of your lungs at a friend's house may not be acceptable to say at all in a game store or at a convention.

Pacing

The escalation die and the design of monsters in 13th Age fixes combat dragging on for too long, but you may still be pressed for time. The store that you are playing in is closing for the night, or you have a limited time at a table at a convention, or one of your players needs to leave early. Some outside constraint is limiting your time. In which case end the combat early. Drop the defences of the monsters and adjust their damage downwards. If you are still pressed for time have the monsters run away or use a dramatic moment to kill the big bad guy (the gnome bard who hasn't hit all day gets in a crit and takes the head of the dragon in one blow).

Tips to make your job easier and the game more fun

Index cards

Seriously. Grab a pack and...

Make name tents

Each player gets a name tent. Fold the index card in two and write the character name on it and put it in front of the player. Now instead of saying "your dwarf" or "the ranger" you can call the characters by name. This is an awesome thing for you to do, it links players to their characters.

Write out one unique things and backgrounds

Go around the table and have players recap their uniques. As they do so jot down their uniques on index cards - two or three uniques per card using a short phrase. Use big letters so you can quickly glance down and see what is going on. As the game progresses glance down and introduce skill challenges or obstacles tailored for the party. As each party member succeeds (fails in an interesting way that advances the story) cross their unique or background off.

Use them to make scenery & minis

If you are using minis to map out battles (while 13th Age does not rely upon minis using them does make visualizing relative positioning in battles easier) you can draw scenery on index cards and put them down on the table to indicate terrain or objects. If you need to improvise a large creature that you don't have a mini for you can make a tent out of an index card and write the monster's name on both sides.

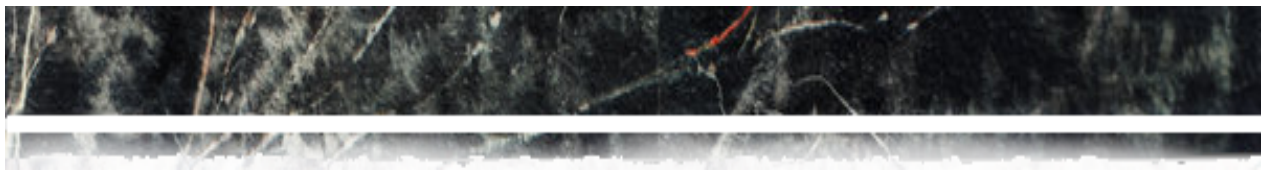
Seriously - get some index cards!

Minis

When running 13th Age miniatures don't represent where a character really is, it is a rough approximation of where characters are in relation to each other. You don't need minis to run 13th Age combat but your job of letting players know what is happening and where things are in relation to each other is easier if you do.

Terrain



**Rob has this to say about terrain:**

Play terrain any way you like, but don't worry about it. There isn't really time to get deeply into terrain action when people are playing for the first time. The ease of simply moving your characters around and attacking should be the priority.

If you don't know 13th Age already, grab any style of fantasy terrain/setting as the location of the battle. Miserable swamps, ruined temples, ghost towns, haunted orchards, regenerating graveyards, living dungeons, spiral towers, woodlands, grumbling volcanoes—they all exist somewhere in 13th Age.

Initiative

This is how I do initiative. You might prefer your own system, but I find this speeds up play

1. Everybody rolls initiative. All monsters share the same initiative, unless they are of very different types. All goblins share an initiative, all spiders, etc. If in doubt fudge monster initiative downwards.
2. Count out how many characters and groups of monsters there are. Write numbers from 1 to the total number of characters and groups of monsters acting on index cards. Write big. If there are 6 adventurers and 2 types of monsters (or two different groups of monsters acting on different initiatives) you would have cards numbered 1-8.
3. Start counting upward from 1. When you get to an initiative that an adventurer or monster has, hand them the highest numbered card you have. In a fight with six adventurers and two monsters the lowest initiative gets the card with '8' on it, the next lowest initiative gets the '7' card, and so on.
4. Each round just look around the table for the person with the number 1 in front of them and tell them it is their turn. After that glance around for the number 2 card, then the number 3 card, and so on. Players can also use the cards to write you quick notes if they wish to, or to take notes during combat. I like to use the index cards with the monster initiatives on them to track conditions, HP left, etc.

'Bus Stop' GMing...

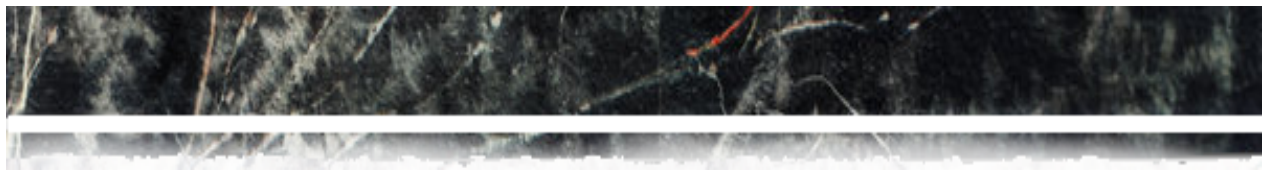
What?

The idea behind the Tales of the 13th Age organized play program is that players should be able to play in London one week and New York the next and be able to pick up where they left off. This means that the games can not be completely freeform. However, they are not rail-road adventures either. Each session has a start point and an end point and how you get from one bus stop to the next is up to you, the driver of the bus. If you decide to substitute goblins for kobolds or your players decide to circumvent an encounter or battle then that is fine, provided you end the session in such a way as it leads naturally on to the next session as written. Side-quests, digressions, and player-generated plots are cool - encouraged even. You can go whichever route you choose and do whatever weird stuff you and your players like along the way, just make sure you get to the next bus stop so that anybody who wants to get on your bus at that point can.

Dealing with a TPK. *Total. Party. Kill.*

We haven't made this adventure super-deadly... but sometimes the dice are against the players, bad decisions are made, and the unthinkable is thought. If the entire party dies then the following session tell the tale of how their new characters were following their old characters, always a day or so behind on the same quest, finding dungeons pre-looted and monsters already defeated; they have finally caught up with the heroes only to find them dead. The next session starts normally, but perhaps their new characters start with some recovered loot from their former characters' corpses. *Or if you prefer use Jonathan's idea from pg 170.*





Session 1: The Prisoner of Roachdale.

1.0 Prelude/Introduction.

Players are 'hired' to steal a crown that is in the possession of the Lich King. His skull fortress is located at the centre of an ever-shifting maze and it is there that the crown is located. Players must rescue the only person to know the layout of the maze - an adventurer that went missing near Roachdale, a village in the Fangs.

Session Start	Session End
The party is hired/encouraged/blackmailed to steal a crown from the Lich King.	They have a map and discover a need for a compass to lead them through a maze to get to the city of the dead.

Narrate to the players how each of their characters is approached by the representative of an icon to steal the arch-lich's crown. The reasons each representative gave will differ depending on who they are representing. Ask each player what icon is likely to hire them to steal a crown from the lich king, and why.

Here are the basic facts:

- The crown is in the Lich King's vault, in his skull fortress, at the center of a city of the undead.
- The crown is a phylactery that belongs to a lich called Baron Voth. Baron Voth is a powerful member of the Lich King's court.
- A phylactery is a magical object in which a lich's soul is stored. Provided the phylactery is intact the lich can never die.
- The only one who knows how to get to the city of the dead is Jont Urner, a missing adventurer.

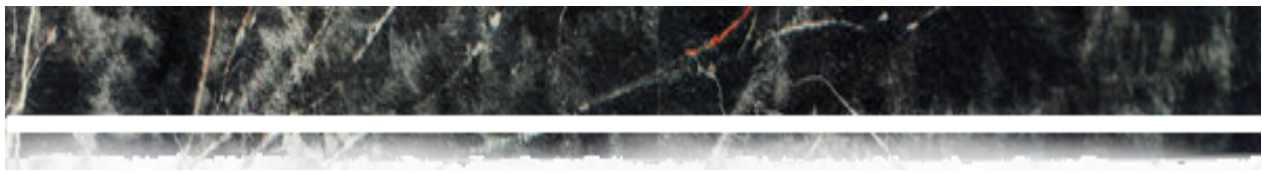
Below are some ideas to get the ball rolling. If the players tell you that the icons have a different interplay between them than is usually the case, roll with it.

Overall the party will need a unifying reason to be together. Use icon relationship rolls to guide you. If several people have the same relationship with the same icon you might consider building the reason for stealing the crown around that. If nothing comes to mind the players might all be friends or former adventuring companions of the half-orc Jont Urner.



Don't forget to roll icon relationship dice at the start of every session and have any 6s give a positive benefit and any 5s give a benefit with a story complication.





The Archmage

Positive

The crown belongs to Baron Voth, a lieutenant of the Lich King. It may well be his phylactery. By taking the crown Baron Voth can be persuaded to stop interfering with the wards that protect the Empire.

Conflicted

You have a debt to the Archmage that must be repaid. You have no idea why the wizard wants the crown or who it really belongs to, and don't much care.

Negative

The Archmage obviously wants the crown. By stealing it before he can obtain it his meddling in the affairs of others can be curtailed. The crown belongs to Baron Voth, doubtless the Archmage intends to use it to force the undead baron to perform some deed.



The Crusader

Positive

The dark gods have decided that they want the crown and have set their chief servant to fetch it. The crusader is busy with the latest in a string of skirmishes with an archduke of hell so has sent you. If you perform well you might be rewarded with a better position in his army.

Conflicted

The crusader wants the crown. Perhaps with the crown he'll be pleased enough to set you free from your service to him. If he wants to switch sides from the service of the Emperor to the Lich King he may be able to use the crown as a bargaining chip.

Negative

The crown is an artifact of the dark gods. It must be destroyed before this Crusader gets hold of it and does something terrible.



The Diabolist

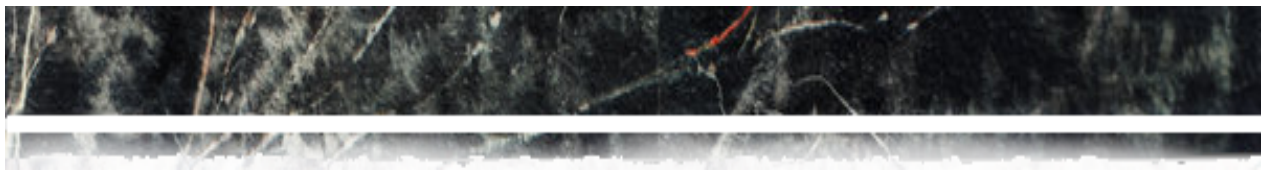
Positive

The crusader wants the crown, and if it will give him power the diabolist wants it for herself - she doesn't fear demons but she fears him.

Conflicted

Reason... reason has little to do with it. Who can say what howling lunacy has driven Her to ask you to fetch her the crown. Best to do as She says.





Negative

If the diabolist wants the crown, then you definately don't want her to have it!



The Dwarf King

Positive

Baron Voth was once a dwarf, and the crown that is now his phylactery is an ancestral relic of the dwarven people. If anybody should have the crown it is the Dwarf King.

Conflicted

The dwarf king covets many treasures, but pays well in dwarven gold to those that can bring him what he desires.

Negative

The lust for treasure burns hard inside the heart of the dwarf king. If you have the crown you'll be able to bargain with him for what you want.



The Elf Queen

Positive

The Lich King is a king in name only. Occasionally true royalty needs to remind him of this.

Conflicted

The elves have come calling, your lineage owes them a favor and they intend to collect. You don't much care why the Court of Stars wants the crown, you do care that the elves have long memories and can hold grudges.

Negative

If you can get the crown and make it to the halls of the Dwarf King you'll tip the balance of power away from the elves, and that is a good thing.



The Emperor

Positive

It is no secret the the Lich King would like to rise and take the Empire for himself. With the crown of Baron Voth the empire just might have enough leverage to stop that happening for another year at least.

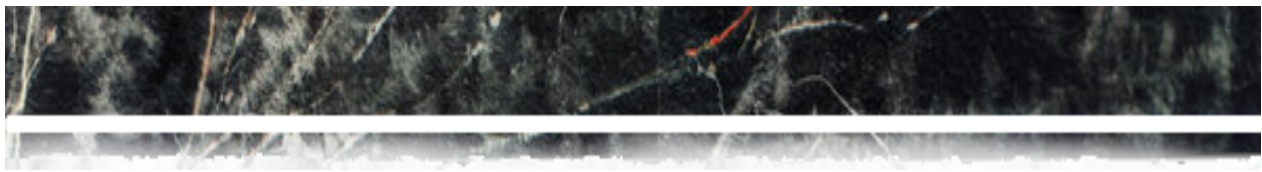
Conflicted

The empire pays well, and with your skill set and lack of desire to follow the orders of a sergeant it was either jobs like this or the gladiatorial arena.

Negative

The former dwarf Baron Voth helped build the capitol of Axis. He knows all its architectural secrets and if somebody had his crown they could force him to give those secrets up.





The Great Gold Wym

Positive

The Lich King is evil. Anything that lessens his power is OK by you.

Conflicted

Glory and rank can be found by defeating evil - and stealing a treasure from the Lich King is less dangerous than fighting some of the things that come out of the Abyss.

Negative

The paladins are after you. Maybe by buying them off you can turn their wrath aside. Can paladins be bought? Lets find out.



The High Druid

Positive

Undeath threatens the natural order of things. The high druid has sent you to obtain this phylactery and drop it into a volcano.

Conflicted

You have come to an agreement with the druids. You'll do this thing for them and they'll stop sending dire beasts to attack the road that runs through the Wild Woods.

Negative

For too long the druids have ruled the Wild Wood. Baron Voth is a powerful lich, and commands an army of the dead. If you controlled his phylactery, the crown, you'd control him. If you control Voth you'll control his army. If you control his army the druids will no longer be an issue.



The Lich King

Positive

The crown belongs to Baron Voth, who lately has been less than entirely subservient. By having it 'stolen' and then 'recovering' it the Lich King will show Voth and his supporters that without the Lich King's protection they are nothing.

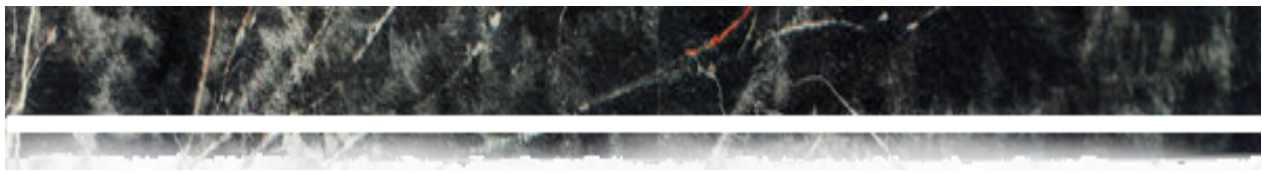
Conflicted

The Lich King has something (or someone) that you want. If the Lich King guards this crown so well then he'd surely be willing to make a trade.

Negative

Take a crown from the hated Lich King? Yes. Anything to humiliate him and bring ol' boney low...





The Orc Lord

Positive

The last time the Orc Lord walked abroad he ended the Wizard King's evil reign. Now the wizard king is calling himself the Lich King. It is time to remind the pitiful old bag of bones that the Orc Lord walks again.

Conflicted

The Orc Lord Demands Treasure! Bring Him Treasure Or Die!

Negative

Orcs have been terrorizing your home or the home of somebody you care about. With this crown you can hire a lot of mercenaries to chase them off.



The Priestess

Positive

Baron Voth in his current state is an abomination, and his soul must be set free. While he was alive Voth was a good man. By taking the crown to the cathedral in Santa Cora his soul can be sent to its final destination.

Conflicted

You need somebody resurrected (or maybe you have done evil deeds and want to safeguard your place in the afterlife). The priests in Santa Cora promise you that they will bring that person back to life (or assure you of a good afterlife) if you fetch the crown for them.

Negative

Baron Voth controls an army of undead. Whoever controls the crown controls Voth, and whoever controls Voth controls the army. It is a relatively short trip from the Necropolis to Santa Cora...



The Prince of Shadows

Positive

Taking a crown from a king, how delicious...

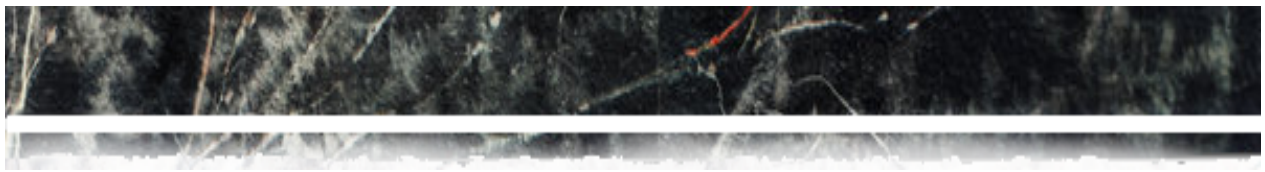
Conflicted

You were hired to do a simple job. Only now that you discover the full details do you start to suspect that you were hired by the Prince of Shadows.

Negative

The Prince wants the crown? How better to bring the prince low than to take the very thing he is trying to steal.





The Three

Positive

Baron Voth is a powerful lich. If his crown is truly his phylactery then possession of it would bring a great number of undead under the control of Drakenhall.

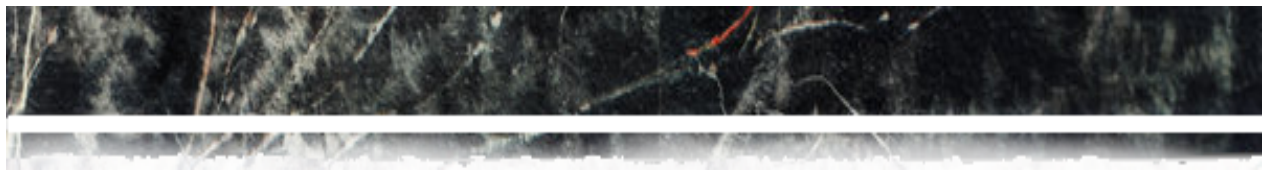
Conflicted

The Three want it. It is best not to anger dragons.

Negative

It is said that Baron Voth knows where the legendary White Dragon is. By controlling him you have leverage over The Three.





1.1 Into Roachdale.

The only adventurer who knows how to get safely to the center of Necropolis is Jont Urner, a half-orc treasure-seeker specializing in newly-risen living dungeons. He went missing near a village called Roachdale. He has the map tattooed on his back

Ask the players around the table if their characters have been to Roachdale and if so what it is like.

Start with anybody who has an obviously linked Unique or Background and say to them

- *"Your character has heard of Roachdale. Maybe they've even been there. Tell me about it."*

Make a quick note of their answer and incorporate it into the adventure. If they say that Roachdale is a flying island then a skill check might involve climbing an anchor chain up to the island, if they say Roachdale is guarded by a fierce dragon then a skill check might involve timing sneaking into the place while the dragon is away hunting.

If you get stuck here is our vision of Roachdale:

- *"As you leave the forest you see a ruined black stone keep squatting atop a hill. Surrounding the hill is what you at first take to be a lake or moat but as you get closer you see that the hill is encircled by an ever-moving river of large biting insects. Out of the chittering mass pokes the rooftops of a village. The smell of millions of insects is strong in the air. It is obvious to you that anybody attempting to cross the insect river will be picked to the bone by the bugs. Jont Urner is probably going to be in the ruined keep."*

Ask around the table if anybody has a plan for getting past the insects (or whatever alternate difficulties their descriptions imply).

If the players get stuck here are some prompts:

- *"The nearby forest has tall trees - you could construct a raft but you'd have to be sure it is solid and you'd have to post guards around the edge to avoid giant insects climbing up on board".*
- *"The prison guards must have some way in and out. Looking around you can see a flute hanging from a tree. The flute has musical notes carved into it, a tune to play on it. Playing the tune right might get the bugs to part, but how long can you keep up playing the flute perfectly?"*
- *"You could muscle your way through until you reach the village and then try jumping from rooftop to rooftop. It is risky, but should be faster than looking for a secret entrance."*
- *"You wonder how the prison guards get in and out. Maybe there is a secret tunnel."*
- *"Maybe magic would help? You are playing a wizard and wizards can cast spells as rituals if they take an hour."*

Whichever solution the players pick it requires three DC 15 skill checks to succeed without a hitch. Pick the most obvious character to make the first skill roll. If they succeed they successfully construct their raft or manage to shove insects out of the way to make a path or are walking through a parted sea of hand-sized bugs. If they fail ask them what went wrong and then embellish upon that.

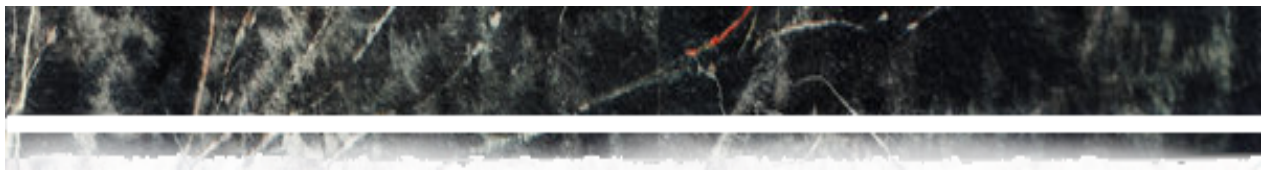
- *YOU: "Ooh, a 14. You start playing the flute but somehow fail. What went wrong?"*

PLAYER: "Erm, I trip on a rock and drop the flute"

YOU: "Not only do you trip on the rock you accidentally kick it into the bugs angering them!"

Then ask the player who failed the roll to decide if this was a bad thing for everybody (everybody rolls a save (11+) or loses a recovery from insect bites) or if it was really bad for one other person (that other person



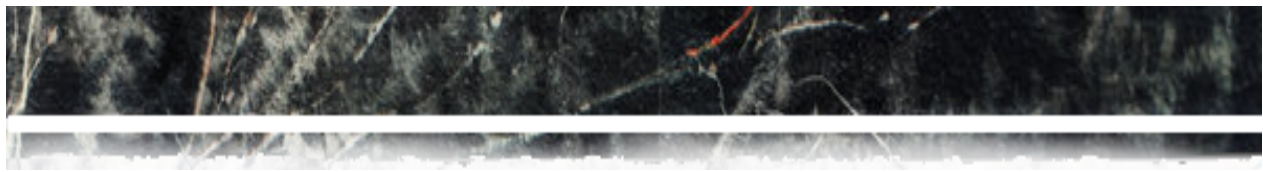


loses a recovery and must make the next skill check at +5 difficulty). Narrate back to the players what happened.

- *"You skillfully pole-vault onto a rooftop of the half-eaten village and throw the rope back to the others to make your rope bridge"*
- *"The bugs bite you all but you pole your raft through to the middle of the flow of insects - everybody loses a recovery. Who wants to make the next skill check?"*
- *"The dwarf trips on a big millipede and lands face-first in a dozen scorpions. She loses a recovery and must make the next skill check at difficulty 20. Dwarf, how do you get yourself out of this situation?"*

Once three skill rolls have been made the player characters are at the dungeon proper. Battered and bloody the adventurers stand on a hill rising from the swarming mass of insects, with a ruined keep at the top of the hill. There seems to be some figures lurking just inside the entrance to the ruins...





1.2 Demonic guards.

As the players approach the guards describe the scene invoking a sense that you haven't used yet.

- *"You can taste something sour and unwholesome as you spy the guards - it is obvious to you that they are demons".*
- *"You can hear the guards voices carried to you on the wind. The guards are speaking a demonic tongue."*
- *"You feel something land on your cheek - a fly. The air is swarming with translucent flies and the guards seem to be the source - the guards must be demons."*
- *"You feel the air rippling as you near the entrance. A heavy weight of demonic magic surrounds the guards."*

This place has guards. Demonic guards. The imps are guarding the entrance to the ruined keep, as it is where a living dungeon surfaced. They, and a load of other demons, hitched a ride up on the dungeon. They have a large bejeweled silver key (worth 120 GP) with them which they have been told to guard by their boss, a vulture demon.

If the players have not given you a clue as to how they imagine this place to be yet then here is our idea:

- *"The ruined dark stone keep squats like an angry bulette atop the hill. Screaming faces are carved into the walls and there seems to be just one entrance - a huge open-mouthed skull guarded by demonic entities. A broad stairway leads down behind the guards, and there is no cover in front of the entrance to aid in sneaking past the guards. It is obvious to you that you will have to fight the guards or parley with them. One of the guards wears a huge silver key on a chain around its neck."*

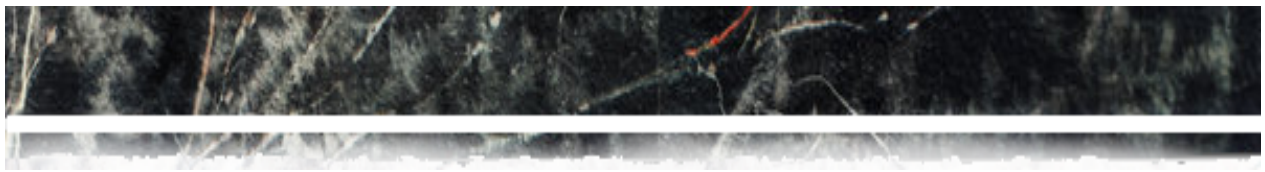
The demons may be parlayed with or bribed (they are bored and looking for entertainment), and anybody attempting diplomacy with them and who rolls a 15+ gets enough of an idea of who these demons are that they may re-roll one missed attack during any fight that ensues. Bribing or sneaking past the guards is a DC 25 skill check - almost impossible for all but the most skilled character. If some of the characters sneak past but battle still ensues the stealthy characters gain a +2 bonus to their first attack because they are striking unexpectedly from behind the guards. If the party does decide to bribe the guards - remember, these are demons so they probably want something far more sinister than gold. The demons were set to guard the entrance to the living dungeon by their master, a huge vulture-demon called a Vrock of which they are afraid. They just call it The Big Boss.

If the whole party sneak past the demons or fast-talk their way past the demons then the demons can show up later, searching the dungeon for the party.

Demonic Guards Fight Chart

Number of PCs	Imps	Dretchs
3	2	3
4	3	2
5	3	5
6	3	8
7	4	7





Imp

A batwinged ball of chaos with a taste for torture where other demons would choose to slay.

3rd level spoiler [demon]

Initiative: +8

Festering claws +7 vs. AC—3 damage, and 5 ongoing damage

R: Blight jet +7 vs. PD—7 damage, and the target is dazed (save ends)

First natural 16+ each turn: The imp can choose one: the target is weakened instead of dazed;
OR the imp can make a blight jet attack against a different target as a free action.

Curse aura: Whenever a creature attacks the imp and rolls a natural 1–5, that creature takes 1d10 psychic damage.

Flight: Imps are hard to pin down because they fly. Not that fast or well, but you don't have to fly well to fly better than humans and elves.

AC 20

PD 13 HP 40

MD 16

Dretch

When a demon is killed and eaten in the Abyss, it passes out of its devourer as a dretch. A dretch is a miserable and frightened creep. Its black-hearted fear is so great that it's virtually contagious.

3rd level mook [demon]

Initiative: +5

Claws +8 vs. AC—6 damage

Fear: While engaged with this creature, enemies that have 15 hp or fewer are dazed (–4 attack) and do not add the escalation die to their attacks.

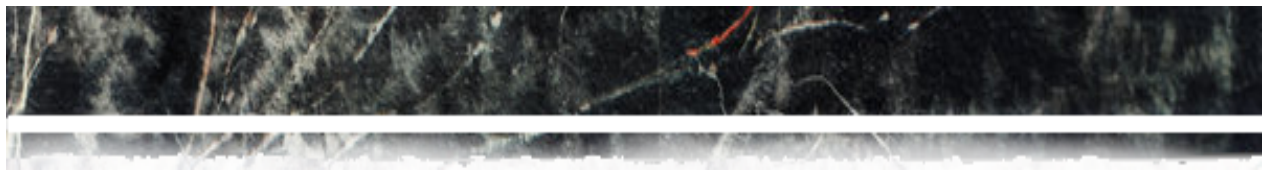
AC 17

PD 15 HP 13 (mook)

MD 11

Mook: Kill one dretch mook for every 13 damage you deal to the mob.





1.3 Exploration.

After the guards have been snuck past or defeated the adventurers have nowhere to go but down. The stairs lead down for what seems like hundreds of feet when the stairwell splits into two passageways, each of which splits further - a maze-like dungeon. (If your players have told you otherwise - that they were imprisoned here and the place features an underwater cave system or the remains of a living dungeon or an insane asylum use that for flavor instead.

Go round the table and ask each player:

- *"Describe an obstacle that the party encountered but defeated down here."*

Then turn to the player to their left:

- *"You were the one to get the party past that. How did you succeed?"*

They don't need to roll for this - they just tell you an awesome thing that their character did while exploring the dungeons.

Repeat this around the table until everybody has had a chance to come up with a death-trap or a wandering monster or whatever their imaginations can conjure up and a chance to overcome an obstacle. As each player tells you how their character saved the day narrate back to them what they have said and put a spin on it to highlight their heroism.

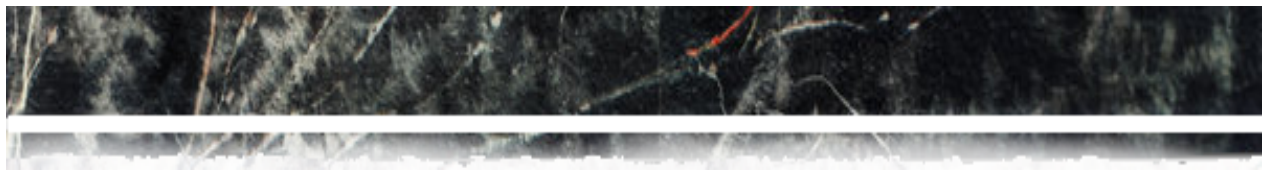
- *"Yes! The party encountered a minotaur's ghost and you entertained him with your bagpipes. Not only did that pacify the ghost but several other ghosts appeared to hear you play and in gratitude led you part-way through the maze."*
- *"Awesome - you killed the magically animated pagoda with your mighty axe. Later you came to an underground river and crossed it using your foe's remains. Good job."*
- *"Brilliant. With a flick of your wrist you turn over your last card. The skeletal guards are amazed by your winning streak and untie your companions as agreed. They are so impressed with your poker-face that they tell you how to get to the center of the maze. Congratulations - you have a better poker-face than skeletons and they don't even have faces!"*

Loot!

During the montage introduce a locked chest or treasure room which it is obvious the silver key opens. Inside the chest or room is a magic item and 100 GP in coins. See the magic items section for possible magic items. Have players make icon relationship rolls to discover which icon the item is related to.

- (Player rolls two 6s on her positive relationship with the Prince of Shadows and has a negative relationship with the Elf Queen): *"You have discovered a pair of slippers crafted from eel skin. You recognise these from your time serving the Prince of Shadows, they were stolen from him some time ago by his enemy the Elf Queen. She obviously traded them to the owner of this demonic dungeon."*
- (Player rolls 5s on his conflicted relationship with the Dwarf King and a 6 on a positive relationship with the Crusader): *"In the vault among the rusted weapons and tarnished coins you spot an obviously magical axe. This axe looks like the one you carry, but has a pale glow shimmering on its edge. Examining it you see it was forged in the foundries of the Crusader and was intended as a gift for a dwarven noble."*





1.4 Something wicked.

After the party has had their montage introduce the heart of the dungeon - a circular room lined with cages. There is only one occupied cage - that of the half-orc adventurer Jont Urner. The adventurer is dead but has a map tattooed upon his body.

Just as the adventurers are in the process of examining the corpse they discover that a demon is about to arrive. Use all five senses to evoke the demon.

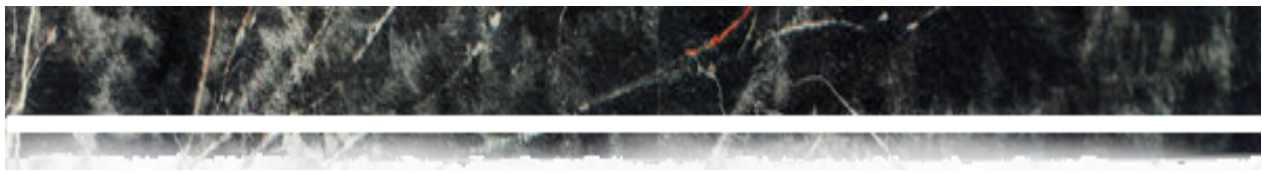
- *"The sound of claws on stone echo through the corridors. The sound is getting louder - whatever it is it is large. As they approach the the slap-slap of badly fitted leather armor and the jangle of keys can also be heard."*
- *"You see spiders and other noisome creatures scurrying away from one of the side corridors."*
- *"You feel a change the the temperature. It is getting colder as though an evil presence were approaching."*
- *"The stench of death approaches, a stinging smell that makes your eyes water. There is a hint of sulphur."*
- *"You take a sip from your canteen to discover the water has turned sour. The faintly glowing moss on the walls is dying, rapidly. A demonic presence approaches."*

If you are running low on time feel free to have the demonic guards to be something that can be outrun and evaded in the maze of tunnels. If the party is faring poorly with the Vrock (it is a tough fight if they are already on the ropes) have it reveal some weakness (it favors one leg, it avoids looking at the cleric's holy symbol, it has trouble maneuvering in low-ceilinged areas, etc); and if the party exploits the weakness give them a +4 bonus to hit and defences for the next round or so. That isn't fudging the numbers, but it is adjusting the fight on the fly - it's OK, we said you could. In fact if at any point in this adventure it looks like the party is going down and you feel like maybe they should survive just a little longer, adjust on the fly.

Big Boss Demon Fight Chart

Number of PCs	Vrock	Vrock Parasite
3	1	0
4	1	10
5	1	20
6	1	30
7	1	40





Vrock

(vulture demon)

Vulture demons embody contagion. The presence of a horribly virulent disease has been known to summon them from the Abyss. In the Red Wastes near the borders of the Abyss, it's common to toast another's health by saying "Get better soon, or we'll kill you before you summon a vrock."

6th level spoiler [demon]

Initiative: +9

Filth-covered claws +11 vs. AC (2 attacks)—7 damage, and 5 ongoing poison damage

Natural even hit: The vrock can make a demonic screech attack as a free action.

[Special trigger] **C: Demonic screech +11 vs. MD (1d3 nearby enemies)**—5 psychic damage, and the target is vulnerable (attacks vs. it have crit range expanded by 2) until the end of the battle

Nastier Specials

Predation: Creatures hit by the vrock's demonic screech attack that are already vulnerable are also hampered (save ends).

AC 21

PD 18 HP 88

MD 18

Vrock Parasite

(tick demon)

The vrock is crawling with little human-faced insects! They flow around it like liquid shadow.

0 level mook [demon]

Initiative: +0

Putrid mandibles +5 vs. AC—3 damage

AC 16

PD 14 HP 5 (mook)

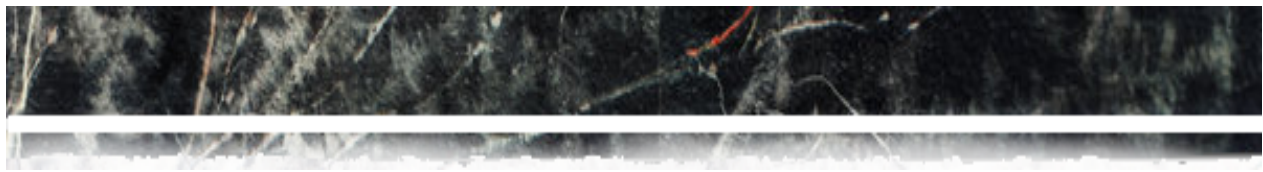
MD 10

Mook: Kill one vrock parasite mook for every 5 damage you deal to the mob.

1.5 The map.

The party now has the map but they realize they need a compass - specifically one crafted from the teeth of a dragon. But where to find a dragon? Have the players role-play their characters discussing how and where to get a lot of dragon teeth. Remind them of their backgrounds. This isn't a brain-storming exercise, but a role-playing opportunity. If a player announces "*I think I know where to find dragon teeth*" reply "*Yes - you know of a former dragon hunter [due to reason related to a background], and that's next week's adventure*".





Session 2: Sleeping Dragons.

2.0 Recap & regroup.

Now in possession of a magical map the party must kill a dragon to craft the dragon tooth necklaces they need as compasses to guide them through the maze that will lead them to the palace of the Lich King.

Session Start	Session End
The party discovers that it needs to kill a dragon to craft a compass to lead them through a maze to get to the city of the dead.	They have the compass.

If you have no new members of the group this is the point at which you should recap the adventure from last week, pointing out instances where characters were awesome. Have everyone recap their One Unique Things and Backgrounds and Icon Relationships (and write these down so you can cross them off as they come into play). Recap the things that are true (see 'statements that are true').

If you have a new player joining you then this is the point where you help them create their One Unique Thing, Backgrounds, and Icon Relationships. If you have a player joining you who played in another Tales of the 13th Age game then now is the time to introduce their character into the game.

Introducing new characters...

- *"Your group was not the only adventurers to have quested for the map. Others have sought it but few have returned. as you prepare to search out the lair of the white dragon you encounter fellow questers and decide to join forces - at least for now."*

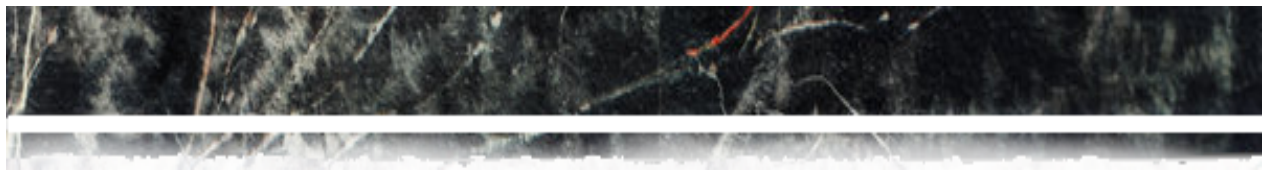


Don't forget to roll icon relationship dice at the start of every session and have any 6s give a positive benefit and any 5s give a benefit with a story complication.

2.1 Dragon tales.

Start the session with a montage scene. There is no real structure to this, players are free to come up with as much crazy stuff as they wish. This is where the players tell you the heroic things they did while searching out the white dragon, and allows new characters to be integrated into the narrative.





2.2 The White Dragon Tavern.

Eventually the party hears of a tavern in Shadow Port. The tavern serves a local community of dwarves, but is far from the reach of the Dwarf King and being in Shadow Port unsavory types wash up here.

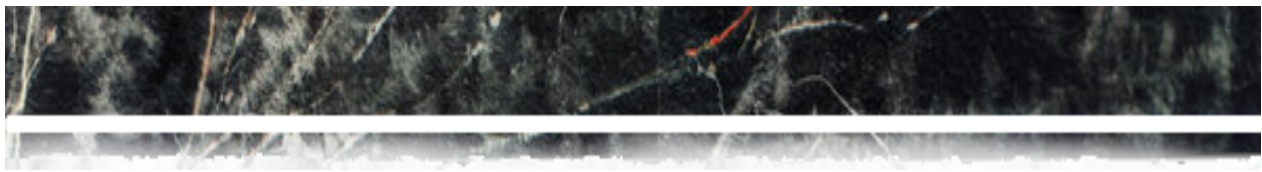
PURCHASING POTIONS This is an opportunity for characters to purchase magic potions, runes, and oils. See page 283 and 284 of the core rulebook for the costs and effects of these. If you need some NPCs here are a few ...	
Yulfric The Trader.	A weasley looking human with only potions for sale.
Zuzant D'Ombilay.	A gnome, he turns up in the darndest of places to trade oils and runes.
Killian Trueheart.	An elf and a former adventurer. Her healing potions heal a recovery +d12 (max 30 HP gained) but cost 75 GP.
Torrid The Wizard.	His potions cost 10 GP less but have a 20% chance of causing weakness if used in battle (easy save ends).
The Corpse in the Alleyway.	A corpse, it has lootable stuff. It has a healing potion, a potion of resistance, an oil, a rune, and 200 GP. Whoever killed this unfortunate wasn't interested in their belongings - a professional hit.

One adventurer, a demon-touched former dragon hunter from Hell Marsh, has taken up residence in the rooms above the tavern. The dragon hunter's name is Shez-a-kah. If the adventurers can beat Shez-a-kah at chess they can find out where a white dragon resides on Gorogan's Maw, and perhaps even gain Shez-a-kah's magical weapon 'Silverflame'.

There are three ways to approach this challenge - as a skill challenge, as a combat, or as something else that they come up with. If they come up with a cunning plan let them run with it and let them 'fail forward'.

To gain Silverflame by guile or skill it requires three DC 15 skill checks. Each failed skill check means all successive ones will be 5 harder. It doesn't really matter if the skill checks involve talking to Shez-a-kah or trying to fool her or beating her at chess or following her to her ratty shack near the tavern and stealing a map to the dragon's lair and the sword - they still need to succeed on three checks and failing on one pushes the DC of the remaining checks up by 5. **Failing all three rolls will mean that they gain the map but have to give something important in exchange - perhaps even the magic item that they gained in session one.**





Shez-a-kah has a hellish heritage, as evidenced by her hooves, tail, and horns. She can summon forth implings from the fifth hell to aid her in any fight.

Shez-a-kah Fight Chart

Number of PCs	Shez-a-kah	Summoned Implings
3	1	1
4	1	2
5	1	3
6	1	4
7	1	5

Shez-a-kah

The former dragon-hunter is still in good shape. She looks amused at the situation.

4th level troop [humanoid]

Initiative: +9

Silverfang +10 vs. AC—15 fire damage

Natural Even Miss: Shez-a-kah knows a lot of dirty tricks - target takes 5 damage.

Hellish hooves +8 vs. AC—10 damage and the target is dazed (easy save ends).

R: Knife +9 vs. AC—8 damage

AC 20

PD 14 **HP 54**

MD 18

Impling from the Fifth Hell

These squishy sacks of hell-maggots each have one huge yellow eye in their heads.

1st level troop [demon]

Initiative: +3

Vomit lava +7 vs. AC—5 fire damage

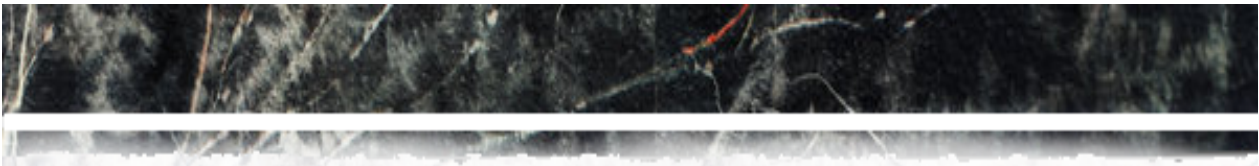
Natural 16+: 5 ongoing fire damage.

AC 17

PD 11 **HP 30**

MD 15





SILVERFLAME

This stylishly curved blade seems to shift as it moves, growing new protuberances and shifting its weight to better harm enemies. The silvery metal of the blade is warm to the touch, and will burst into flame when the elven words engraved on the pommel are spoken aloud by its wielder.

[Melee Weapon]

+1 bonus to attacks and damage.

Always: This weapon does fire damage.

Always: While you are in a battle against a dragon or a draconic or reptilian creature (like a kobold or hydra), until the end of the battle you deal +1d6 damage with all attacks that hit using this weapon, even if they are not against dragons or reptilian enemies. *Whoever crafted this weapon really didn't like dragons. I wonder if their spirit still lingers within the metal?*

Recharge 11+: As a free action the sword may shape-shift into another heavy or martial melee weapon (longsword, greatsword, axe, war hammer, halbard, lance, etc).

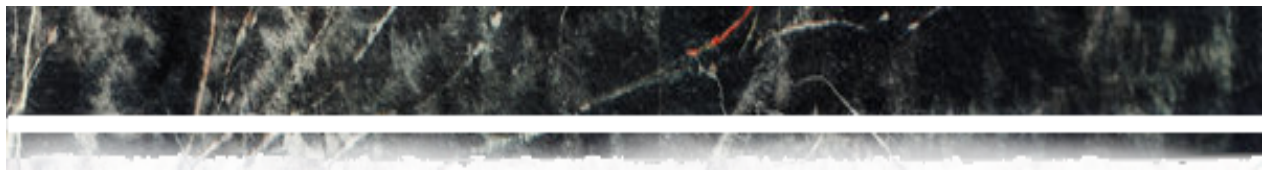
Quirk: Hatred of anything scaly.



This piece of art, like most of the others here, is by Aaron McConnell and Lee Moyer.

This piece comes from the upcoming 13 True Ways expansion book.





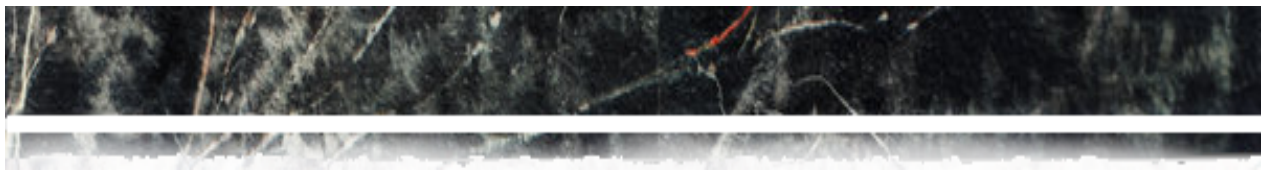
2.3 Let sleeping dragons lie.

The trek to the lair of the white dragon is arduous. You can use this opportunity to bring into play the character backgrounds that have not yet seen use this session. Get creative with the challenges that await the party. Do they need to barter with somebody to show them the way? Do they need to climb a cliff? Do they need to call on a favor at a village to get a bridge repaired so they can cross a chasm?

Eventually the adventurers come to a vertical glacier on the side of Gorogan's Maw with a dragon clinging to the side, sleeping like a bat. The next set of skill rolls will either be getting to a ledge near enough to the beast that they can fight it or kill it in its sleep. Unfortunately as they get closer they discover that there are lots of white dragons asleep in the snow - and the fight ensues! The larger dragon that the adventurers were on their way to kill wakes up. It flies off up the mountain.

Unfortunately after the fight they'll discover that the dragons are all too young to yield the adult dragon teeth that they need. It is obvious that ... if there are this many freshly hatched dragons nearby there must be an adult dragon nearby too. On a far off ridge the adventurers can see a set of huts and banners that flutter in the freezing wind. The black banners have a white dragon on them.





Small White Dragon Fight Chart

Number of PCs	Small White Dragons
3	6
4	7
5	9
6	10
7	12

NOTE - This monster comes from the new 13th Age Bestiary from Pelgrane Press.

Small White Dragon Hatchling

The dragon's coat shimmers in the torchlight. It's no bigger than you, though its leathery hide and teeth already rival your armor and weapons. It watches your approach with curiosity. Until you come too close, when it lets out a pair of frosty breaths to scare you away.

1st level troop [DRAGON]

Initiative: +5

Vulnerability: fire

Claws and bite +6 vs. AC (2 attacks)—4 damage

Natural 16+: The hatchling can make an *ice breath* attack as a free action.

[Special trigger] C: Ice breath +6 vs. PD—4 cold damage

Natural odd miss: The hatchling takes 1d3 damage.

Resist cold 12+: When a cold attack targets this creature, the attacker must roll a 12+ on the attack roll or the dragon takes half damage.

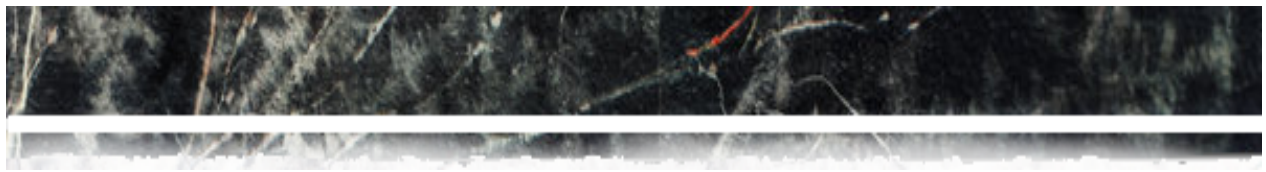
Freeze: When the hatchling scores a critical hit, it prevents the escalation die from increasing at the start of the next round.

AC 15

PD 12 HP 28

MD 8





2.4 High ridge tribe.

Up on the ridge is a ramshackle fort built by a group of kobold warriors. The fortification is partly covered by the snow, and wind is howling from all quarters blowing the dragon banners. The kobolds watch miserably over the entrance to a cave. The cave contains their slumbering draconic masters.

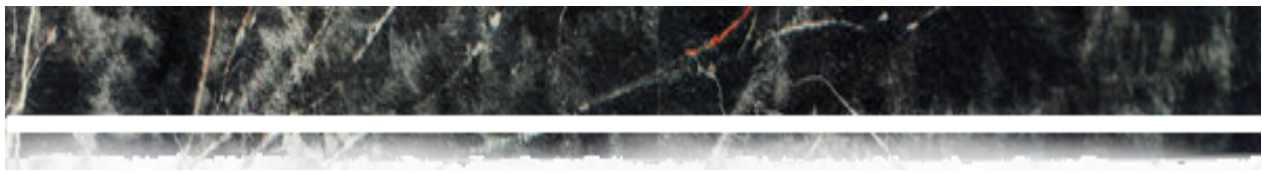
The dragons in the cave are slumbering, awaiting a deep winter when they will fly out to freeze the world once more. Occasionally they awaken to eat some kobolds and mate - an occasion that is greeted by the kobolds with enthusiastic shouts (and screams from those kobolds chosen by the dragons to be a snack).

Creeping past the kobolds isn't too hard. They are all shivering around a fire. Their noses drip, their teeth chatter, and several of the kobolds on watch have frozen solid.

These kobolds are all mooks, which means that adventurers can plow through them with relative ease. However, it is obvious to the adventurers that though the kobolds are shivering and weak that some of them do look like wizards and others have strange looking backpacks. Creeping past might be a better idea than fighting them. It looks like there are a LOT of kobolds in the snow-covered tents.

NOTE - Some of these kobolds come from the new 13th Age Bestiary from Pelgrane Press.





Kobold Fight Chart

Number of PCs	Kobold Grand Wizard	Kobold Archer	Kobold Skyclaw
3	10	10	7
4	10	13	10
5	10	16	13
6	10	19	16
7	10	21	19

Kobold Grand-Wizard

“Beware my mighty power! Mighty power!”

0 level mook [humanoid]

Initiative: +8

Static jolt +5 vs. AC—2 lightning damage

R: Painful liver inversion hex +4 vs. PD—4 poison damage, or 6 poison damage against dwarves

Evasive: Kobolds take no damage from missed attacks.

AC 15

PD 13 **HP 5 (mook)**

MD 9

Mook: Kill one kobold grand-wizard mook for every 5 damage you deal to the mob.

Kobold Archer

1st level mook [humanoid]

Initiative: +4

Simple knife +6 vs. AC—3 damage

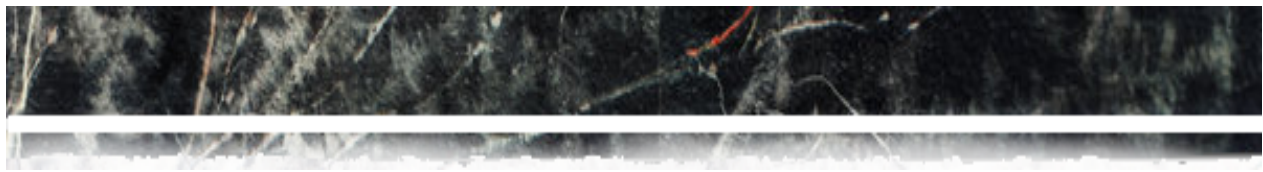
R: Tiny crossbow or javelin +7 vs. AC—3 damage

Evasive: Kobolds take no damage from missed attacks.

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

AC 16





PD 14 **HP 6 (mook)**

MD 10

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

Kobold Skyclaw

The kobolds hurl themselves into battle wearing dragon-winged backpacks. Landing among the enemy they begin to hurl alchemical flasks about - those kobolds that don't explode on impact that is!

2nd level mook [humanoid]

Initiative: +9

C: Alchemical flask +6 vs. PD (one nearby enemy or far away enemy at -2 atk)—3 damage, and roll a d4 for the effect of the contents of the flask:

1. *Distilled ankheg spit:* The target takes 3 ongoing acid damage.
2. *Reconstituted remorhaz lymph:* The target takes 3 ongoing fire damage.
3. *Essence of giant spider web:* The target is stuck (save ends).
4. *Kobold blasting powder:* There's a loud bang and the battlefield is obscured with smoke. Non-kobolds take a -2 attack penalty during their next turn.

Natural 1: The kobold explodes (see *mook*)

Flight: The kobold flings itself from a trebuchet or ignites an unstable rocket pack and lands among the enemy. Each time the kobold uses a move action to fly, roll a d20. 1: It crashes and explodes (see *mook*); 2–15: it lands; 16+: it can keep flying.

Evasive: Kobolds take no damage from missed attacks.

AC 18

PD 16

HP 7 (mook)

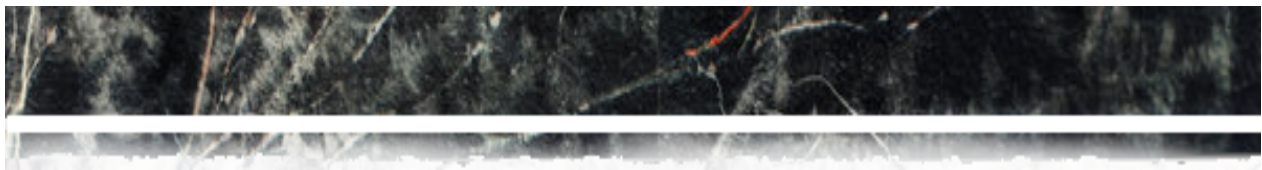
MD 13

Mook: Kill one kobold skyclaw mook for every 7 damage you deal to the mob. If an attack roll against a skyclaw is a natural 20 or a skyclaw rolls a natural 1 attack roll, it triggers a chain reaction that ripples through all nearby skyclaws; each one makes an immediate alchemical flask attack as a free action and then explodes and dies.

Loot!

The kobolds have a magic item with them. Give whichever kobold has it +1d4 damage on a hit or miss and narrate to the players how this kobold is different. It should be obvious to the party that the kobold has a magic item. You pick what they have, and let it play into the narrative of the fight.





2.5 Fire and ice.

Through dangers untold and hardships unnumbered the party has found its way here to the cave in which the white dragons hibernate. If the party snuck past the kobolds on the ridge the white dragons will still be asleep. If the party fought the kobolds then the white dragons will be waiting.

If you are running short on time and the adventurers have already fought the kobolds have the dragons still be asleep and give the players the option of sneaking in and taking the teeth they need from an old dragon skull near the entrance.

White Dragon Fight Chart

Number of PCs	White Dragons
3	3
4	4
5	5
6	6
7	7

Medium White Dragon

White dragons are a debased and even cowardly lot, cut off from the power of their slain icon. They still hold a grudge against the Lich King but don't dare do anything about it because he knows how to transform them into undead servants.

2nd level troop [dragon]

Initiative: +6

Vulnerability: fire

Claws and bite +6 vs. AC (2 attacks)—4 damage

Natural 16+: The white dragon can make an ice breath attack as a free action.

[Special trigger] C: Ice breath +6 vs. PD (1d3 nearby enemies)—4 cold damage

Natural odd hit or miss: The dragon takes 1d4 damage.

Resist cold 12+: When a cold attack targets this creature, the attacker must roll a natural 12+ on the attack roll or it only deals half damage.

AC 18

PD 15 HP 38

MD 11



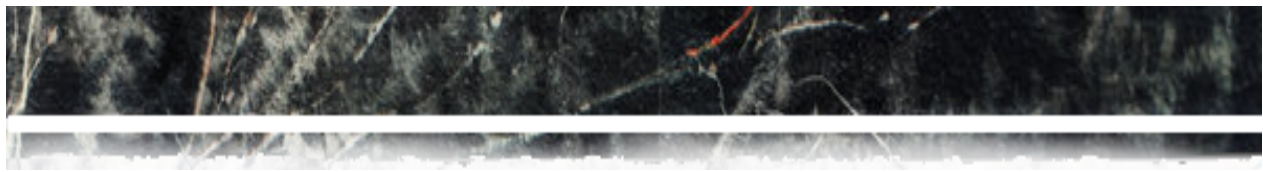
LOOT!

This is an opportunity for characters to find magic potions, runes, and oils. See page 283 and 284 of the core rulebook for the costs and effects of these if they want to resell them in Shadow Port or purchase more at White Dragon Tavern at the end of this session. Next week they will be headed into the Necropolis.

The White Dragons' Treasure.

The treasure contains a magic item (see the appendix), one potion, oil, or rune per player, and 50 GP per player.





Session 3: Into the Necropolis.

3.0 Recap and regroup

Now in possession of both a magical map and a compass to lead them to the Lich King's hidden palace the party must find the entrance to a maze that will lead them to the heart of the necropolis.

Session Start

With a magical map and compass the party head to the Necropolis to go to a city of the dead

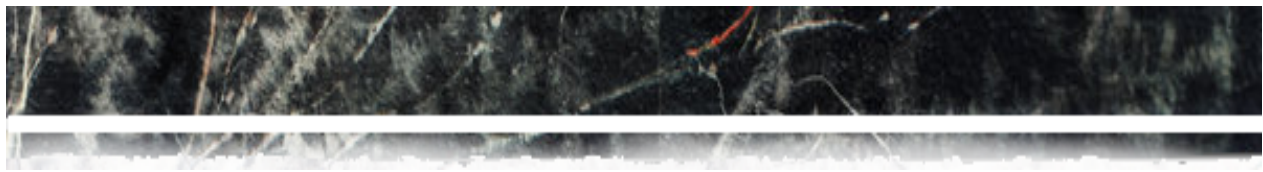
Session End

They arrive at the entrance to a labyrinth that will take them to the city of the dead.

If you have no new members of the group this is the point at which you should recap the adventure from last week, pointing out instances where characters were awesome. Have everyone recap their One Unique Things and Backgrounds and Icon Relationships (and write these down so you can cross them off as they come into play). Recap the things that are true (see 'statements that are true').

If you have a new player joining you then this is the point where you help them create their One Unique Thing, Backgrounds, and Icon Relationships. If you have a player joining you who played in a Tales of the 13th Age game then now is the time to introduce their character into the game.





3.1 Captain Greensheaf and the Death-Kraken.

The party has managed to find a captain mad enough to take them to the island of the dead. Captain Greensheaf is a wood elf exiled from his homeland for indiscretions too numerous to recount. This is an ideal opportunity for the party to make icon relationship rolls and have the winner tell the GM the exact reason why Captain Greensheaf was exiled and tie that story to the icon that 'won' the roll. That player also gets a magic item - given by Captain Greensheaf in exchange for the silence and discretion of the adventurer (see the magic item appendix at the back).

This session involves a lot of undead monsters so your chance to role-play Captain Greensheaf should be made the most of. Go as overboard with your characterization as you like.

PURCHASING POTIONS	This is an opportunity for characters to purchase magic potions, runes, and oils. See page 283 and 284 of the core rulebook for the costs and effects of these. If you need some NPCs here are a few ...
Captain Greensheaf	The captain has 4 healing potions for sale, but charges double unless the party can convince him not to.

The magic of the Archmage has emptied the midland sea of monsters, but the Lich King has found ways to guard the Necropolis. One such way is an undead monster that haunts the shoreline of the necropolis, feasting upon the life-force of intruders and adding to the sea-weed covered zombies who occasionally wash onto Omen.

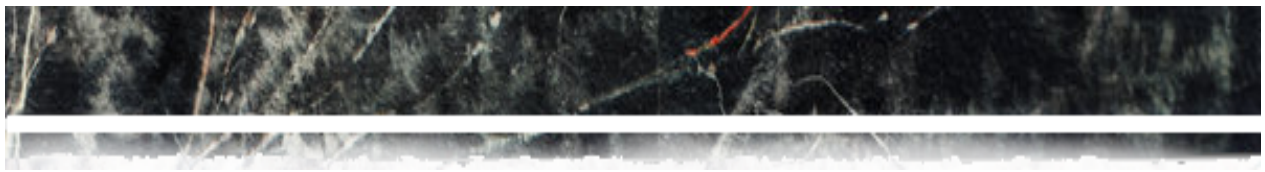
Getting past the death-kraken is a skill check rather than a fight. To navigate past it requires three DC 15 skill checks. Each failed skill check makes all successive ones 5 harder. It doesn't really matter if the skill checks involve skillful navigation or trying to distract the amphibious undead beast so that the ship can dock or just shooting arrows accurately enough to drive the beast away - they still need to succeed on three checks and failing on one pushes the DC of the remaining checks up by 5. Failure means the party has to fight the beast.

After the party have made landfall the captain will turn the ship around and flee.

Death Kraken Fight Chart

Number of PCs	Death Kraken	Kelp Zombies
3	1	0
4	1	10
5	1	20
6	1	30
7	1	40





Death Kraken

In an earlier age this beast ruled the midland sea, now it is an undead shadow of its former self. Literally - it is made of shadows and malice. It haunts the shoreline and shallows around the isle of the dead.

6th level spoiler [undead]

Initiative: +9

C: Shadow Tentacles +11 vs. AC (2 attacks against nearby enemies)—7 damage, and 5 ongoing negative energy damage

Natural even hit: The death kraken pulls the target into engagement with it and the target takes 7 acid damage.

AC 21

PD 18 HP 90

MD 18

Pitiful Kelp Zombies

Pitiful things, covered in seaweed and barnacles. They swarm up out of the surf to grasp at the living.

0 level mook [undead]

Initiative: +0

Grasping Hands +5 vs. AC—6 damage

AC 14

PD 8 HP 3 (mook)

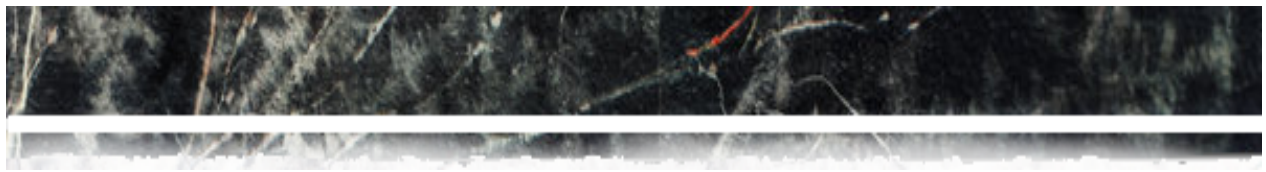
MD 12

Mook: Kill one kelp zombie mook for every 3 damage you deal to the mob.

(We've included a *ton* of zombies here. This is a chance for the adventurers to do a lot of impressive fighting. We've dropped the zombies defenses so that they don't overwhelm the party with sheer numbers. Really narrate how the zombies fall before the valiant assault of the party.

Don't be afraid to do mad sound effects and mime the zombies. Have fun).





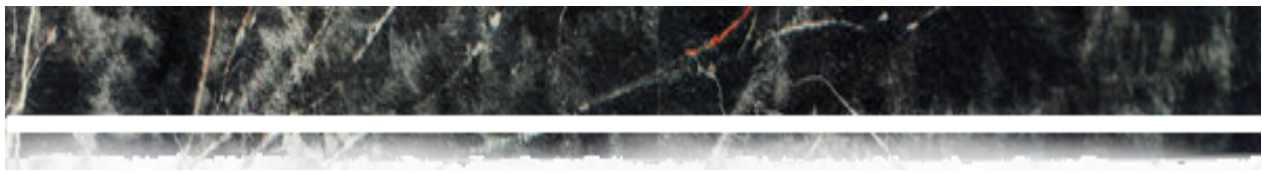
3.2 The Monks of Death.

After the defeat of (or escape from) the Kraken, ask the players if any of their characters have been to the dread Necropolis before. If the answer is positive use their description of the isle of the dead to inform this next encounter, otherwise just read the following aloud and go from there.

- *“As the boat nears the shore details become apparent through the mist. Graves line the beach in rows as far as the eye can see, the tops of the gravestones rise above the gently lapping waves. Beneath the boat more graves can be seen. On the shore a line of statues stand watch over the ocean. The eerie silence is broken only the fluttering of raven’s wings as they circle overhead. A raven sits atop one of the statues and pecks at it, then glares at you. Clouds ominously gather as the ravens circle you...”*

The statues are in fact undead monks, guardians of the shore. They are waiting patiently for intruders and have patiently been doing so for centuries.





Monks of Death Fight Chart

Number of PCs	Monks of Death	Grave-dirt Skeletons
3	2	2
4	3	1
5	4	0
6	4	2
7	4	4

Grave-dirt Skeleton

Crumbling bones, barely animate

0 level troop [undead]

Initiative: +0

Bone Whip +5 vs. AC—3 damage

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

Leaper: As a move action an unengaged grave dirt skeleton can leap to anywhere nearby or far away, and the movement doesn't provoke attacks..

AC 14

PD 13 HP 20

MD 9

Monk of Death

3rd level leader [undead]

Initiative: +5

Doom Claws +8 vs. AC—12 damage

Miss: 4 negative energy damage

C: Cloak of shadows +10 vs. MD (one nearby enemy, or a far away enemy at –2 atk)—10 damage, and the target becomes vulnerable to undead for the rest of the battle..

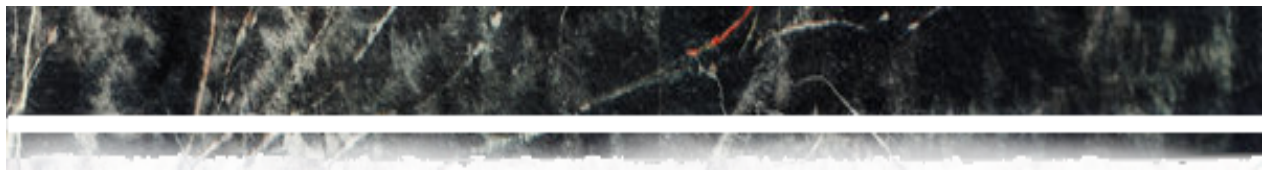
Monumentally sepulchral: It is very hard to tell that a monk of death is not just a statue. If the monk has yet to move it looks just like a statue. The shower of dust as it 'awakens' spoils the illusion once it moves, preventing it from taking advantage of a surprise round.

AC 19

PD 16 HP 44

MD 18





3.3 Navigating the obelisks.

After defeating or avoiding the Monks of Death the party will need to move inland to get to their goal. If any player has a character who has been here before then take your cue from their description. Otherwise...

- *"The graves stretch on into the mist. There is no end to them. Here and there rising like islands above the still whiteness are tombs, their corners guarded by statues. None of the statues move, but there is movement further off. A group of eyeless undead toil; digging in the ground with simple tools - an exhumation. The fog begins to lift as you walk inland. You find yourself walking along an avenue of obelisks. The ominous clouds overhead rumble and lightning strikes one of the obelisks. The obelisks begin to glow as the power in ancient runes is reawakened."*

Navigating between the obelisks is a DC 15 skill check for each character. If a character fails the player can choose:

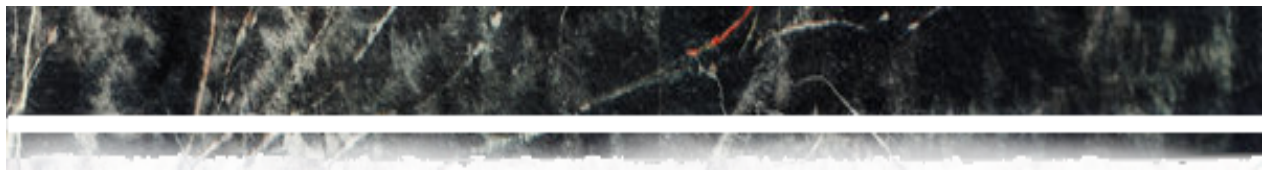
- The character takes no damage. The next person to make the check must make the check at 5 higher than the check they just failed. The player gets to narrate how their avoiding damage makes the next character more likely to fail the check.
- Everybody in the party takes 1d10 lightning damage.
- The character who failed the roll takes 2d6 lightning damage but the rest of the party are safe.



Loot!

There is a glow from an open grave. A partial skeleton inside holds a bag of gold coins that has split open, the metal reflecting the gravelight sprites that dance in the area. It is 200 GP worth of old coinage.





3.4 Death march.

After the party is past the obelisks they must navigate across the island to find the entrance to the labyrinth that will lead them to the maze. The maze will eventually lead them to the center of the island and then to the palace of the Lich King.

Go round the table and ask each player:

- *"You find the entrance to the maze but first please describe an obstacle that the party encountered but defeated as you traverse the island."*

Then turn to the player to their left:

- *"You were the one to get the party past that. How did you succeed?"*

They don't need to roll for this - they just tell you an awesome thing that their character did while exploring the island.

Repeat this around the table until everybody has had a chance to come up with a death-trap or a wandering monster or whatever their imaginations can conjure up and a chance to overcome an obstacle. As each player tells you how their character saved the day narrate back to them what they have said and put a spin on it to highlight their heroism.

- *"Yes! The party did fall into a pit and you threw your rope up and the party climbed out. As you did so you noticed a group of zombies shuffling towards you. Had you not been so quick thinking the party would have been swamped with undead"*
- *"Awesome - though the party was lost your map-making skills allowed you to lead the way. You shaved half a day's travel off your quest. Good job."*
- *"Brilliant. The skeletons are bamboozled by your fast-talking. While they are confused you sneak away, stealing their weapons as you do."*

Loot!

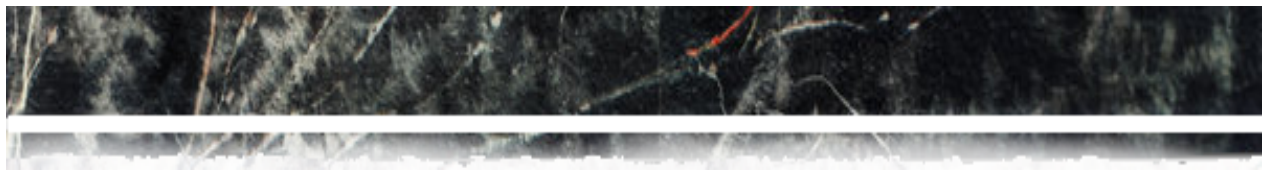
During the montage give out a magic item to one of the players.

- *"As you sneak away with the skeleton's weapons you notice that one of them is dimly glowing - doubtless a magical item."*
- *"In the pit you noticed a glint. Once the zombies are gone you circle back and slip down into the pit. At the bottom of the pit there is a half-buried body with a ring on it - a magical ring"*



After the party has had their montage they will have reached the maze entrance - a huge skull with steps leading down. However, the skull is home to a guardian.





3.5 The Guardian.

The party has finally reached the entrance to the maze. This route should let them bypass the majority of undead that roam the surface of the Necropolis. Before they can enter the maze they need to get past the guardian of the entrance.

Troubleshooting the adventure

WHY DON'T WE JUST GO OVERLAND? “It is obvious to you that the majority of the island’s defences are on the surface. The Monks of Death and the obelisks were just the start. By going underground you will avoid most of the undead and will not be seen by the dracoliches which patrol the skies.”

WON'T THE UNDERGROUND MAZE BE FULL OF UNDEAD? “Fortunately you have a map and the dragon-tooth compass to guide you through the maze safely. By following the map and compass you can slip past the Lich King’s defences unimpeded.”

WHAT IF WE (SOME OTHER PLAN)? “Your characters are smart enough to have already discussed other routes and methods of getting into the Lich King’s palace. You discussed it for days, going over every possible route. In the end it was obvious to you all that sneaking in via the maze was the plan most likely to succeed.”

As always if a player has made a statement about what guards the entrance then use that to build this encounter, reflavoring an existing monster to fill the story needs. Otherwise here is a giant undead guardian constructed from the bones of fallen heroes.

Guardian of the Necropolis Maze

Created out of the bones of a hundred dead warriors!

Large 5th level troop [undead]

Initiative: +9

One thousand teeth +10 vs. AC—25 damage; then as a free action the guardian may pop free from all enemies and move (or choose to re-engage the same enemy or group of enemies) and make a stomping foot attack.

[Special trigger] **Stomping foot +10 vs. AC (different target from one thousand teeth)—15** damage and the target pops free.

Nastier special

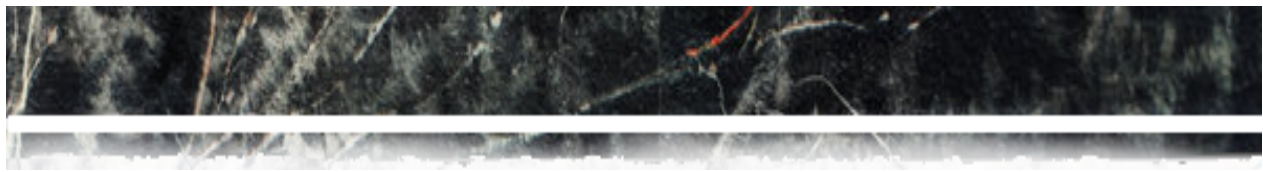
Lust for life: The guardian deals double damage with its one thousand teeth attack against staggered enemies.

AC 21

PD 18 HP 160

MD 14





Session 4: The Necropolis maze.

4.0 Recap and regroup.

Now in possession of both a magical map and a compass to lead them to the Lich King's hidden palace the party must find the entrance to a maze that will lead them to the heart of the necropolis.

Session Start	Session End
The party has arrived at the entrance to a labyrinth that will take them to the city of the dead.	They are at the city of the dead.

If the party decided last week to go another route then you will need to come up with a different session. We've included extra monsters in the appendix for just this occasion. See '3.5: The Guardian' for ways to troubleshoot the adventure and get it back on track. If your players absolutely insist on going another route - let them. Improvise for a session with the final encounter being the sneaking into the city of the dead ready for session 5.

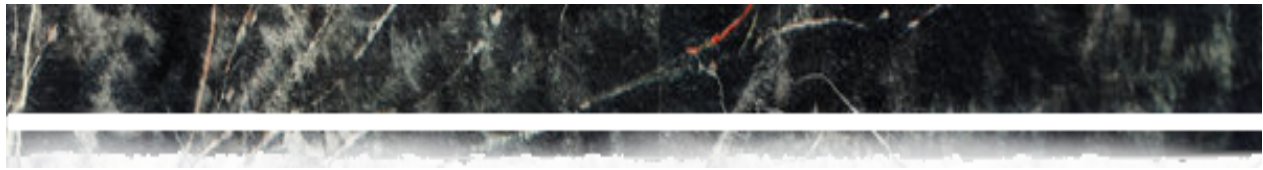
If you have no new members of the group this is the point at which you should recap the adventure from last week, pointing out instances where characters were awesome. Have everyone recap their One Unique Things and Backgrounds and Icon Relationships (and write these down so you can cross them off as they come into play). Recap the things that are true (see 'statements that are true').

If you have a new player joining you then this is the point where you help them create their One Unique Thing, Backgrounds, and Icon Relationships. If you have a player joining you who played in a Tales of the 13th Age game elsewhere then now is the time to introduce their character into the game.



Don't forget to roll icon relationship dice at the start of every session and have any 6s give a positive benefit and any 5s give a benefit with a story complication.



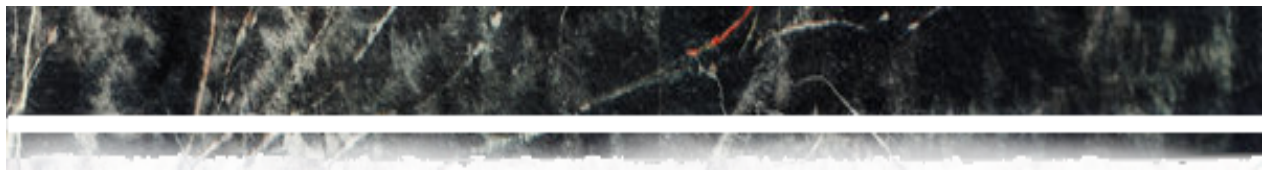


4.1 Death traps.

As the characters proceed deeper into the maze they run across several traps designed to keep intruders out. Describe the maze of tunnels and rooms to the players and have them narrate how they are exploring. Throw the following traps at them.

Pit Trap	Spring-Loaded Scythe Blades	Exploding Runes	Deadfall
<i>DC to spot/avoid/disarm: 15</i> <i>Attack: +5 vs PD</i> <i>Effect: 2d6 damage</i>	<i>DC to spot/avoid/disarm: 20</i> <i>Attack: +10 vs AC</i> <i>Effect: 3d6 damage</i>	<i>DC to spot/avoid/disarm: 15</i> <i>Attack: +10 vs AC</i> <i>against 1d3 party members</i> <i>Effect: 1d10 fire damage</i>	<i>DC to spot/avoid/disarm: 25</i> <i>Attack: +15 vs AC</i> <i>Effect: 4d6 damage</i>
False Floor Snare and Spike	Demonic Runes	Poison Darts	Giant Rolling Boulder
<i>DC to spot/avoid/disarm: 20</i> <i>Attack: +10 vs PD</i> <i>Effect: 3d6 damage and target is stuck (save ends)</i>	<i>DC to spot/avoid/disarm: 20</i> <i>Attack: +15 vs MD</i> <i>Effect: 4d6 damage and target can not hear for five minutes</i>	<i>DC to spot/avoid/disarm: 20</i> <i>Attack: +10 vs PD</i> <i>against all nearby party members</i> <i>Effect: 1d12 poison damage</i>	<i>DC to spot/avoid/disarm: 25</i> <i>Attack: +15 vs AC</i> <i>against every party member</i> <i>Effect: 2d8 damage</i>





4.2 Running the maze.

After the party is past the traps they must navigate the maze. The maze will eventually lead them to the center of the island and then to the palace of the Lich King, but first they must get through it.

Go round the table and ask each player:

- *"You find the steps leading deep into the maze but first please describe an obstacle that the party encountered but defeated as you delved deeper."*

Then turn to the player to their left:

- *"You were the one to get the party past that. How did you succeed?"*

They don't need to roll for this - they just tell you an awesome thing that their character did while exploring the maze.

Repeat this around the table until everybody has had a chance to come up with a death-trap or a wandering monster or whatever their imaginations can conjure up and a chance to overcome an obstacle. As each player tells you how their character saved the day narrate back to them what they have said and put a spin on it to highlight their heroism.

- *"Yes! You got lost in the maze, but your map-making skills saved the day. In fact you found a short-cut!"*
- *"Your elven eyesight pierced the magical gloom just seconds before the trap was activated, allowing you to call out a timely warning. How fortunate for everybody else that you were here!"*
- *"The thousands of rats that cover the floor bar your progress, but by throwing rocks covered in lit oily rags at them you ward them off, clearing a lit path through the chamber."*

Loot!

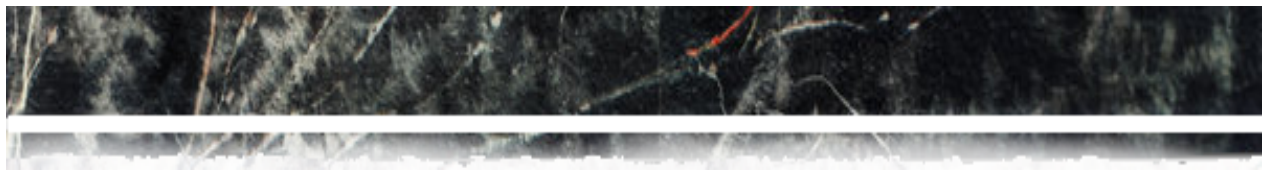
During the montage give out a magic item to one of the players. Either have the party roll icon relationship dice or pick a player without any magical items.

- *"As you dodge the trap you see the desiccated corpse of an unlucky adventurer impaled on the spikes at the bottom of the pit. Something the corpse is holding glows."*
- *"The rats scurry away from the corpse. The corpse's clothes have been chewed and eaten, all apart from a curiously intact dark green cloak."*



After the party has had their montage they will have passed through the outer parts of the maze - but have now reached the most dangerous part - the catacombs.





4.3 Puzzles in the dark.

Guarding the entrance to the catacombs are a pair of flesh golem guards playing cards. Behind them are two doors. Yes it is THAT puzzle. These flesh golems have over the centuries become smart, and they are *boooooored* to the bone by the long centuries of sitting around doing nothing. They introduce themselves - Auralius and Lucius. There are several ways to get through this room.

- Charming or fast-talking the flesh golems is a DC 20 check, beating them at a game of poker is a DC 30 check (flesh golems have very good poker faces). They'll then tell the adventurers that the safe door is the right one (the one on the right as you look at them).
- Solve the riddle (or fail it - both doors lead into a deep pit).
- Spot the secret door (DC 25 if the party is looking).
- Just killing the flesh golems and walking through one of the doors.

The riddle is as follows:

"Behind one of these doors is the entrance to the catacombs, and from there to the Lich King's palace. Behind the other door is certain death! Both doors are identical, save for your fate upon passing through them. We know which door is which and we will answer only one question from you. You can only ask the question of one of us, and the group only gets one chance so pick your question wisely. One of us has been ordered to only lie in response to your question, the other one will give you an honest and truthful answer to your one question. Once you pass through the door you may not return, and your companions will have no indication of what happens to you once you pass through. Think well on your question... you get one chance."

Of course the Lich King has a cruel sense of humor - both doors lead into the same very deep pit. The golems don't know that for the doors are both warded in such a way as neither creature nor any thrown object nor sight nor sound can pass back through to those in the guardroom where the golems wait - once something passes through it can not return. There is a secret door between the two doors that leads to a walkway over the very deep pit, but the golems don't know about that.

Stepping through either of the obvious doors leads into a deep pit. The fall deals 3d6 damage. The walls of the pit are lined with rusted blades which are hard to see in the dark. Climbing out of the pit is a DC 20 check, and each time the check is failed the climber takes 3d4 damage and must re-attempt the climb but with a +10 bonus due to knowing where the blades are. Lowering a rope into the pit reduces the climb check to DC 15 with no damage penalty for failure.

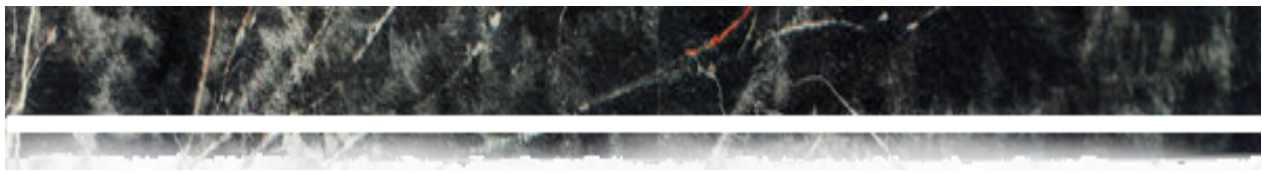
PURCHASING POTIONS

This is an opportunity for characters to purchase magic potions, runes, and oils. See page 283 and 284 of the core rulebook for the costs and effects of these.

The Flesh Golems

The flesh golems occasionally win items from others who pass by this way, but it is easier to play poker with gold. They want to trade.





Flesh Golem

Most flesh golems are the bone, muscle, and sinew of many strong men combined into a humanlike form with little heart or brain. These flesh golems have had time to get smart.

Large 4th level blocker [construct]

Initiative: +5

Sweeping fists +9 vs. AC (2 attacks)—15 damage

Battlefield repairs +11 vs. AC (one staggered living enemy)—20 damage, and the flesh golem heals 2d10 hit points

Miss: 10 damage, and the flesh golem heals 1d10 hit points.

Limited use: The flesh golem can only use this attack while it's staggered.

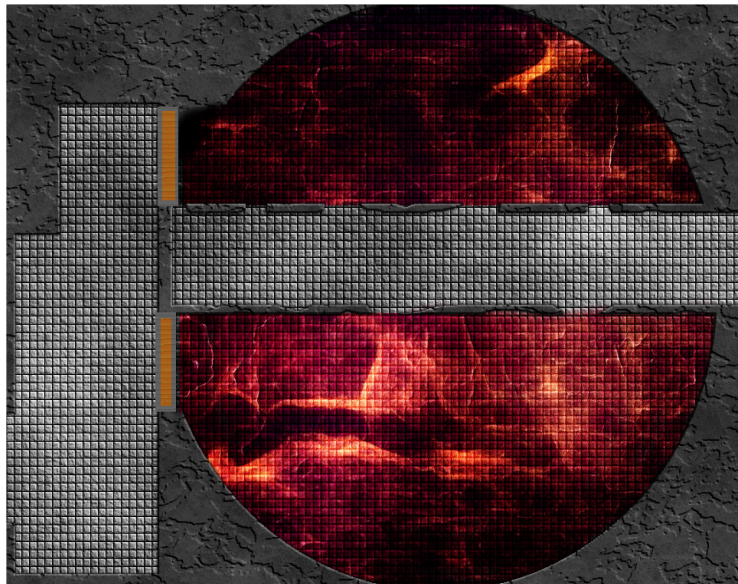
Energy magnet: Whenever a spell that causes cold, fire, force, lightning, or negative energy damage targets one of the flesh golem's nearby allies, the flesh golem has a 50% chance of becoming the main target instead. Therefore, spells that affect groups would spread out from the flesh golem.

Weakness of the flesh: Unlike other golems, flesh golems are not immune to effects. Being constructed from the flesh of many, sometimes bloodily stitched together in the heat of battle, allows the golems to be affected by the fears and madness of mortals.

AC 18

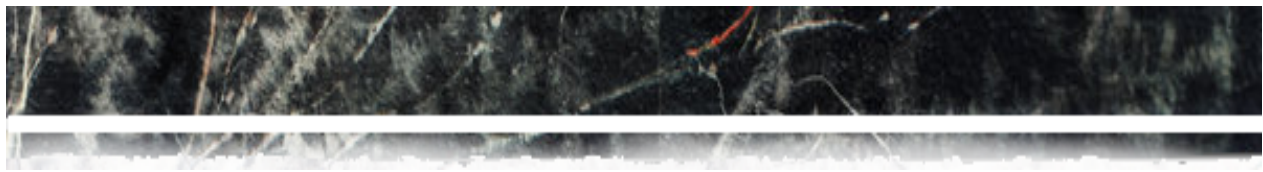
PD 16 HP 100

MD 14



Map: The guard room showing the fake doors and the pit.





4.4 The conclave of skulls

Deep in the catacombs the adventurers encounter ossuaries - halls made of bones, containing within them thousands upon thousands of skulls. One hall might be made of interlocking ribs, another constructed of molars, another has a floor of polished finger bones. The ossuaries are beautiful if unsettling. Each of the skulls in the ossuaries belongs to a soldier or advisor who failed the Wizard King before he became the Lich King.

As they walk through the echoing catacombs the adventurers hear a sound like hundreds of overlapping voices. They are indeed hearing hundreds of overlapping voices. For the next mile of rooms and tunnels the skulls are animated. Most of them have only the barest shred of intelligence, most just babble the same disturbing phrases over and over again.

As GM you have two options:

- If you have plenty of time you can have the skulls fight the party. If the party avoided all the traps, talked their way past the flesh golems, spotted the secret door, etc... then this is an opportunity to throw an extra obstacle in their path.
- If the party is beat up and you are running low on time you can use the ossuary to reinforce the spooky nature of the Necropolis.

NOTE - These monster comes from the new 13th Age Bestiary from Pelgrane Press.

Skull Fight Chart

Number of PCs	Slime-Skull	Screaming Skull	Flame Skull
3	1	2	0
4	0	2	1
5	1	2	1
6	0	2	2
7	1	2	2

Slime-Skull

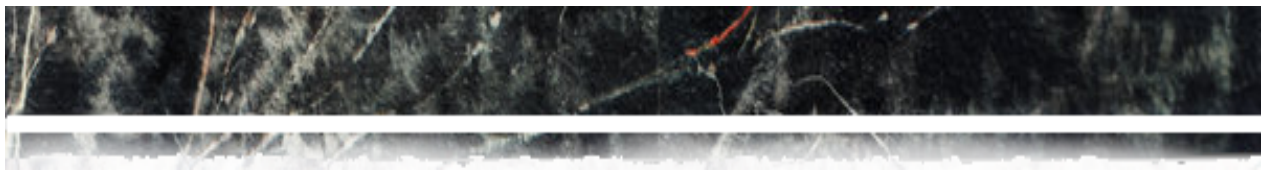
The slime killed the creature, the creature’s ghost killed the slime, and now the two are trapped together—bound to the skull. The roughly humanoid blob of slime slurps morosely along with the skull bobbing around inside it. Some slime-skulls work at getting their mucus-y parts to simulate a voice-box, so that they can whine and threaten and curse out loud, but their rants usually cut out mid slurp.

3rd level spoiler [UNDEAD]

Initiative: +5

Slam +13 vs. AC—7 damage





C: Grasping slime tendrils +13 vs. PD (one nearby enemy)—7 acid damage

Natural 16+: The target takes 3 extra acid damage and is stuck (hard save ends, 16+).

Acidic: When a creature is engaged with the slime-skull or stuck from its *grasping slime tendrils* attack at the start of its turn, it takes 3 acid damage.

Slimey blastback: When an enemy engaged with the slime-skull hits it with a melee attack, the slime-skull fires a blast of acidic slime back at that creature, which takes 1d4 acid damage.

Slow: This creature is slow. It only moves when the escalation die is odd or 6+.

Wall-crawler: A slime-skull can climb on ceilings and walls as easily as it moves on the ground.

Nastier Specials

Breeding: If the slime-skull kills a creature, it takes that creature's head and attempts to escape (it can squeeze through gaps as small as a skull). The slain creature can't be resurrected until its skull is recovered because its spirit is now trapped within the skull. If the adventurers do not track down the slime-skull before their next full heal-up (or within a day), the stolen skull will transform into another slime-skull. Attempts to resurrect the creature become much more difficult, and perhaps even impossible, at that point.

AC 18

PD 10

HP 36

MD 18

Screaming Skull

If you listen closely to a screaming skull, you might learn a great deal about the people it hated when it was alive. Of course, listening closely to a screaming skull is a good way of washing your ears out with blood.

4th level troop [UNDEAD]

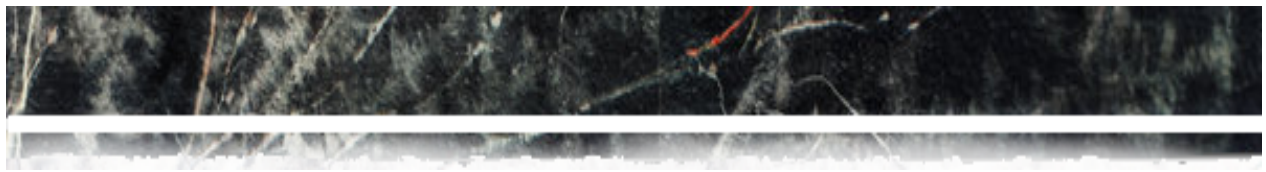
Initiative: +7

C: Treacherous scream +14 vs. AC (up to 2 nearby or far away enemies)—8 psychic damage, and the target fails the first save that it rolls before the end of its next turn

Limited flight: The haunted skull can glide and hover, always within seven or eight feet of the ground.

Lost opportunity: This creature can't make opportunity attacks.





AC 19

PD 11

HP 45

MD 19

Flaming Skull

Beings whose great passions anchor them to their mortal remains can become flaming skulls. Evil skulls gravitate toward the service of undead beings or evil necromancers.

5th level caster [UNDEAD]

Initiative: +10

Vulnerability: holy OR negative energy, depending on the skull

R: Burning gaze +15 vs. PD (1d3 nearby or far away enemies)—10 fire damage

First natural even hit each battle: The target is confused (save ends).

C: Smoldering flames +15 vs. AC (one nearby enemy)—14 fire damage, and each time the target fails a save this battle, it bursts into flames and takes 5 ongoing fire damage

Limited flight: The haunted skull can glide and hover, always within seven or eight feet of the ground.

Lost opportunity: This creature can't make opportunity attacks.

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

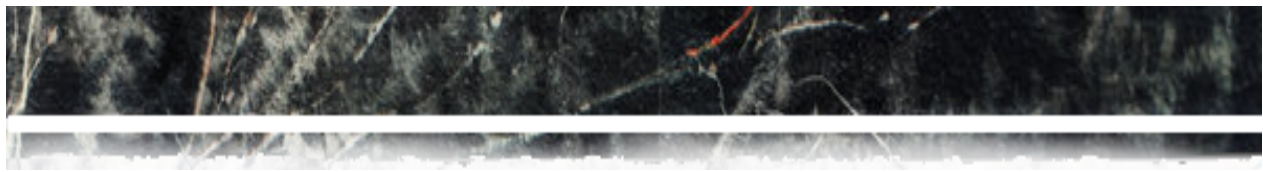
AC 20

PD 12

HP 54

MD 20





4.5 The crystal spiders.

Eventually the party passes through the ossuary and into a vast natural cavern deep under the Necropolis. This was long ago a province of a long-ago destroyed realm. The only reminders of the lost country are the glass-like spiders that haunt this cavern. The multi-floored web that they have constructed is draped with the remains of their past victims, a shrine of bones. From somewhere a breeze blows through the structure - creating a sound almost like crying.

If you are running short on time and the players have already had a satisfying fight then let the adventurers pass through the palace-like web without undue fuss. Otherwise when the adventurers are half-way across the web the spiders descend upon them to feast. Once they are past the spiders, the characters will be out of the maze and finally will be within sight of the city of the dead; at the centre of the city is the fabled palace of the Lich King.



Spider Fight Chart

Number of PCs	Giant Web Spider	Hunting spider	Spider Hatchling
3	1	1	5
4	1	2	5
5	1	2	10
6	1	3	10
7	1	4	10

Spider Hatchling

Urgh! They are coming out of the eggs!

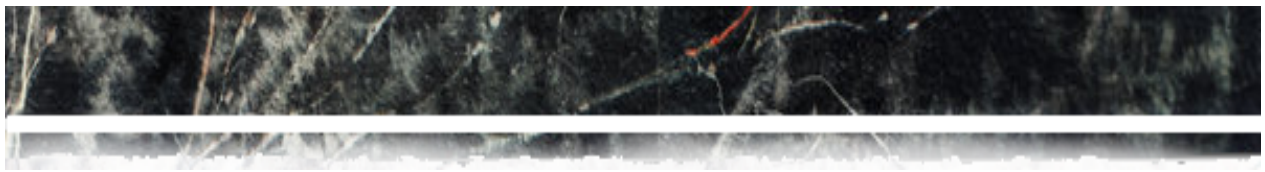
0 level mook [beast]

Initiative: +0

Needle-like fangs +5 vs. AC—3 damage

Wall-crawler: A spider hatchling can climb on ceilings and walls as easily as it moves on the





ground.

AC 14

PD 13 **HP 5 (mook)**

MD 11

Mook: Kill one spider hatchling mook for every 5 damage you deal to the mob.

Hunting Spider

Your face is reflected in the many eyes of this hairy scuttling horror. It is as big as a cat!

2nd level wrecker [beast]

Initiative: +6

Bite +6 vs. AC—8 damage

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

Scuttle: A hunting spider can turn its own failed disengage check into a success by taking 1d4 damage.

Wall-crawler: A hunting spider can climb on ceilings and walls as easily as it moves on the ground.

AC 17

PD 14 **HP 34**

MD 11

Giant Web Spider

The vile thing stalks slowly across the web-covered cave towards you. You can see its innards pulse through its transparent chitin.

Large 2nd level blocker [beast]

Initiative: +4

Bite +7 vs. AC—5 damage, and 5 ongoing poison damage

Natural even hit: The target also takes 2d6 ongoing poison damage if it's dazed or stuck.

C: Web +7 vs. PD (1 or 2 nearby enemies in a group)—3 damage, and the target is dazed until the end of the spider's next turn

Natural 18+: The target is also stuck until the end of the spider's next turn.

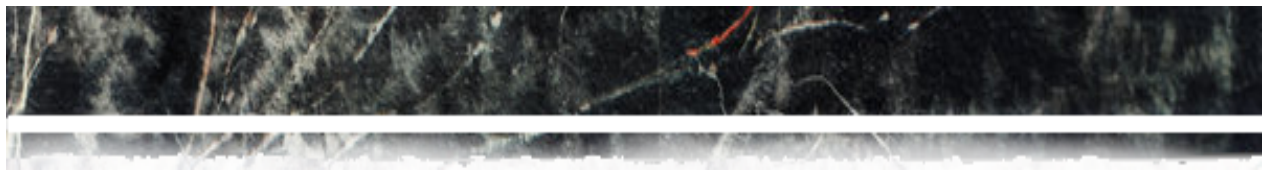
Wall-crawler: A giant spider can climb on ceilings and walls as easily as it moves on the ground.

AC 17

PD 16 **HP 68**

MD 12





Session 5: The city of the dead.

5.0 Recap and regroup

Now in the city of the dead the adventurers are within sight of the fabled Skull Palace. The adventurers must pass through the city of the dead in order to reach the palace and steal the Lich King's crown.

Session Start	Session End
The party is on the outskirts of the city of the dead.	The party breaks into the Lich King's palace.

If you have no new members of the group this is the point at which you should recap the adventure from last week, pointing out instances where characters were awesome. Have everyone recap their One Unique Things and Backgrounds and Icon Relationships (and write these down so you can cross them off as they come into play). Recap the things that are true (see 'statements that are true').

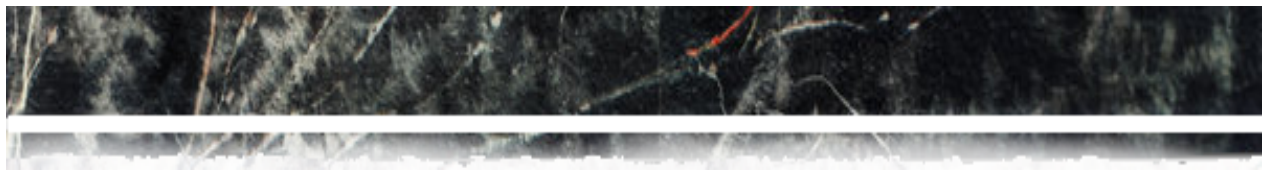
If you have a new player joining you then this is the point where you help them create their One Unique Thing, Backgrounds, and Icon Relationships. If you have a player joining you who played in a Tales of the 13th Age game elsewhere then now is the time to introduce their character into the game.

Session 5 is a bit more freeform than other sessions. We've provided some NPCs, and a tavern, and the need to get unimpeded to the center of the city. How the party gets from the session start to session end is up to you and the players.



Don't forget to roll icon relationship dice at the start of every session and have any 6s give a positive benefit and any 5s give a benefit with a story complication.





5.1 Sneak and hide.

As the characters exit the spider cavern they find themselves emerging from a crack at the base of a wall in an alleyway. Around them they hear the sounds of a city, though not of any ordinary city. This is the city of the dead.

Overhead the sky is permanently overcast, the underside of the clouds lit purplish-red from the strange fires that burn in the many street lanterns and braziers that line the streets. On the street the adventurers can see many types of undead. Skeletal horses draw funeral carriages full of ghosts on their way to work. Vampires promenade down the street with their ghouls on leashes. Flesh golems carry heavy loads at the direction of their black skull masters. Floating skulls hover above empty clothes, looking in storefronts.

It is just like a regular city, only everybody is an undead monster!

It is obvious that just walking down the street will get the party killed almost instantly. The party needs to sneak through the city. *If they do something dumb it might trigger a combat encounter.*

This is an ideal situation in which to bring into play the backgrounds of the adventurers. Narrate a series of challenges that are suited to the backgrounds possessed by the party. If a party member has a background “Wine Connoisseur” then put in a situation where knowledge of fine wines allows the party to avoid the city guard by pretending to be wine merchants from far away who of course have legitimate business here. If the party contains an adventurer with “Meticulous Researcher” allow them a roll to remember a vital fact about the city of the dead that allows them to navigate the back alleys without attracting attention. If an adventurer has “Former Sea Captain” have one of the buildings in the city be made out of a ship, and let them roll to duck into it and get to the street on the other side unseen.

PURCHASING POTIONS

This is the last opportunity for characters to purchase magic potions, runes, and oils. See page 283 and 284 of the core rulebook for the costs and effects of these. If you need some NPCs here are a few ...

Dravin The Abominator.

A former undead knight, he is selling his own blood on a street corner. His blood acts like a healing potion and heals a recovery +d12 (max 30 HP gained), but 10% of the time the potion only heals half the HP that it otherwise would.

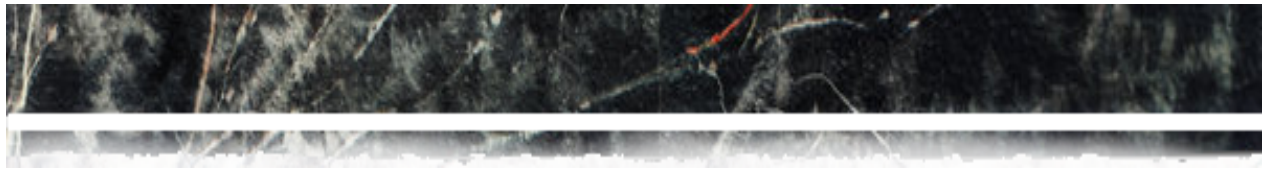
Janril the Nethermancer.

Her potions cost 5 GP less but have a 10% chance of causing weakness if used in battle (easy save ends).

The Corpse in the Alleyway.

A talking corpse, it has stuff to sell. It has a healing potion, a potion of resistance, an oil, and a rune. The corpse looks familiar for some reason...





5.2 Tavern of the dead

Eventually the adventurers wind up near the skull palace. It is obvious that they need more information about the palace so they can plan out how to break in and get back out with the crown. Thankfully nearby is a tavern - The Bloody Hart. The Bloody Hart caters to the undead. Barrels of magically fresh blood line the wall behind the bar, and ectoplasmic drinks are served to ghosts. No mindless or dull undead are inside, the clientele are all intelligent undead. When the adventurers walk in the place goes deathly silent for a moment before conversation resumes. The place might even be called lively, if that were not a contradiction.

The adventurers know that if they take a misstep here they could be in big trouble, but this close to the palace the undead are not bothered by the adventurers ... if they are here then the Lich King must want them to be here. Unless and until the adventurers do something stupid they are able to move around the place and talk to the undead here.



Notable patrons include:

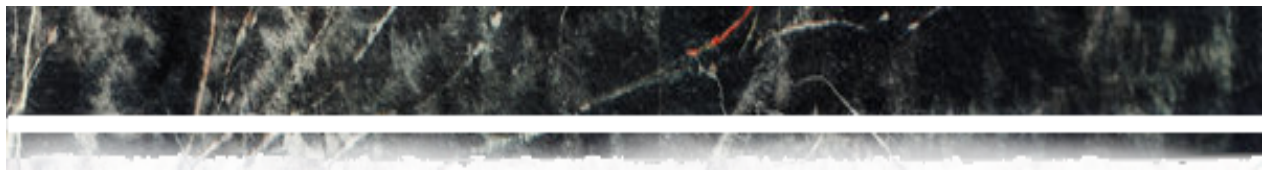
- Vesperus** - A half wasp-demon undead human. She sits at the bar drinking dark mead. *“Don’t get many breathers in this part of the city. You don’t look like escaped prisoners from the pits under the palace. What are you doing here? Are you something to do with what the Lich King is doing on the south side of the island?”*
- Shiraz** - An elven lich. She is playing darts. *“I saw you earlier sneaking a peek at the palace. What do you want with His Majesty?”*
- Andros** - A wolf-headed skeleton. *“Yes, I own this bar. What can I get you? Waters of lethe? Fresh blood? Ectoplasm?”*
- Ellie** - An intelligent flesh golem, dressed as a maid. *“I work at the palace. Most of the cleaning is done with magic, but His Majesty still keeps some real servants around. Are you new in town? The Lich King is away in another part of the Necropolis overseeing some ritual - so I have the day off”*
- Kordell Thayco** - A lich necromancer. *“Lots of work around the city if you are a necromancer. What are your skills? Do you want to sell some of your blood?”* (selling him blood gains you 50 GP per recovery lost).

Getting useful information out of the patrons is a DC15 check. Each success here will reduce the overall difficulty of getting into the palace. A failure means that the patrons get suspicious and another adventurer must make a DC 20 check to defuse the situation.

Bloody Hart Tavern Fight Chart

Number of PCs	Named Patron	Bloody Hart Patron
3	1	10
4	2	5
5	2	10
6	3	5
7	3	10





Bloody Hart Patron

2nd level mook [undead]

Initiative: +8

Vulnerability: holy

Drinking mugs and broken bottles +7 vs. AC—4 damage

AC 16

PD 14 HP 9 (mook)

MD 11

Mook: Kill one bloody hart patron mook for every 6 damage you deal to the mob.

Named Patron

4th level troop [undead]

Initiative: +10

Vulnerability: holy

Broken bottles and barstools +10 vs. AC—10 damage

Natural 16+: The target moves down 1d3 points in initiative order, to a minimum of 1.

Natural even miss: 5 damage.

R: Barstool +8 vs. AC—10 damage

Named NPC Specials

Vesperus' death sting +10 vs. PD—14 damage and 5 ongoing poison damage (*limited use, one successful hit per battle*)

C: Shiraz's darts +10 vs. AC (1d3 nearby enemies)—10 damage

Andros' bite +10 vs. AC—14 damage

C: Ellie's whirling broom +10 vs. AC—12 damage

R: Thayco's exsanguinating storm +10 vs. MD—14 negative energy damage

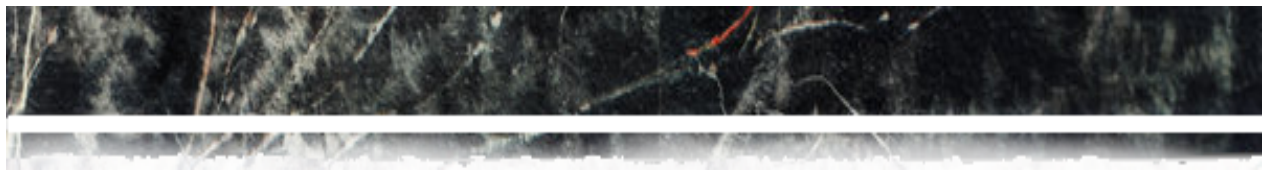
First natural even hit or miss each battle: Target becomes confused (save ends)

AC 21

PD 15 HP 48

MD 17





5.3 Tomb guards!

Eventually the characters will try sneaking into the Lich King's palace. Sneaking in is a difficult task. Each character must succeed on a DC 20 check. Success on all checks means that they have found an unguarded side entrance, picked the lock, slipped inside, and passed unseen into the palace of the Lich King. If there is a failure let the party fail forwards - they find the door but are seen by suspicious guards, or they break the lock, or they get inside but are hilariously and poorly disguised as servants and their disguises are fooling nobody! If the party fails three times bring in the Tomb Guards.

Tomb Guard Fight Chart

Number of PCs	Tomb Guards
3	1
4	1
5	2
6	2
7	2

Note well - These guards are tough! however, if they beat the party they will not kill them but will throw them into the prison pits which leads directly into the start of the final adventure (6.1: Through the Prison Pits). If the adventurers lose just skip 5.5 and make this the final encounter of this session.

Tomb Guards

Not true vampire masters, these guards are unlucky enough to meet the adventurers... or maybe the adventurers will be the unlucky ones.

6th level spoiler [undead]

Initiative: +10

Vulnerability: holy

Claw +10 vs. AC—18 damage

Natural even hit: The tomb guard can make a fangs attack against the target as a free action.

[Special trigger] **Fangs +14 vs. AC—7** damage, and a humanoid target is weakened (–4 attack and defenses) until the end of the tomb guard's next turn

Capture not kill: A tomb guard that reduces an enemy to 0 HP or less may as a quick action give the enemy blood. This will stop the enemy dying but will also keep the enemy unconscious for the rest of the fight unless a nearby ally of the enemy uses a standard action to grant the unconscious enemy a save - in which case an easy save (6+) ends the effect.

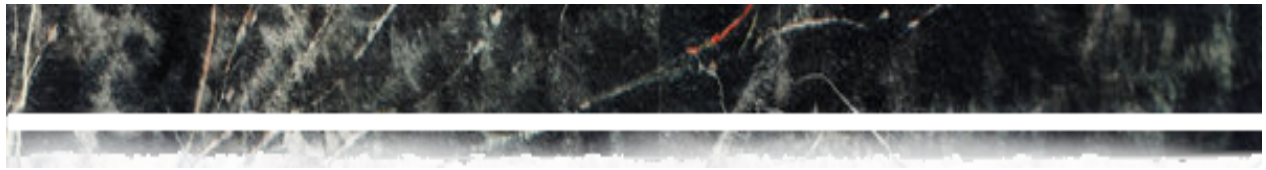
Reinforcements: If the escalation die reaches 6 another tomb guard will arrive.

AC 20

PD 17 HP 90

MD 15





5.4 Into the prison pits

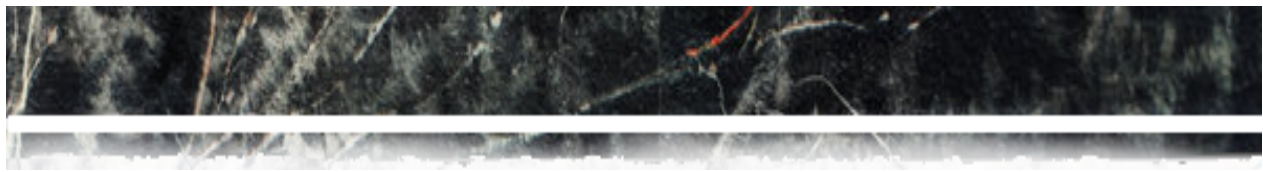
The adventurers have finally reached the skull-shaped palace of the Lich King. All entrances lead to stairs that wind ever lower into the structure, past locked cells and torture chambers.

Much Loot!

As the party skulks from shadow to shadow have the party make icon relationship rolls. The player who gets the highest result spots a magic item in an open chest in one of the rooms. The item was taken from a representative of the icon who the player succeeded on rolling for. Whoever it was is no longer around, and this chest contains their confiscated gear. If you wish you may hand out two or three items.

If the party has snuck around the city and snuck past the guards and totally avoided combat then as they loot the room some undead show up. Use the undead monsters in the appendix to build a battle.





Session 6: The Lich King’s vault.

6.0 Recap and regroup.

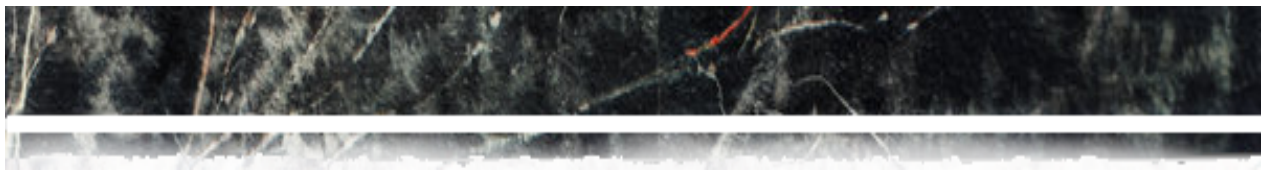
The adventurers are finally in the palace, the place where the Lich King’s crown rests.

Session Start	Session End
The party is inside the Lich King’s palace, looking for the crown.	The party wins or loses, big time.

If you have no new members of the group this is the point at which you should recap the adventure from last week, pointing out instances where characters were awesome. Have everyone recap their One Unique Things and Backgrounds and Icon Relationships (and write these down so you can cross them off as they come into play). Recap the things that are true (see ‘statements that are true’).

If you have a new player joining you then this is the point where you help them create their One Unique Thing, Backgrounds, and Icon Relationships. If you have a player joining you who played in a Tales of the 13th Age game elsewhere then now is the time to introduce their character into the game.





6.1 Through the prison pits.

If the party were captured by the tomb guards then run this section as a montage of how they break out of the prison pits and get their stuff back. If the characters came here of their own volition run this as a montage of sneaking through the prison pits.

6.2 The Abomination.

At the end of the prison pits before the entrance to the palace proper is a huge undead abomination, a hulking humanoid flesh golem stitched together out of horses and wolves and host to undead parasites. The mindless thing blocks their progress, literally blocking the doorway to the palace. It shuffles slowly, just barely held together by dark magics. The Lich King must be away if it is falling apart.

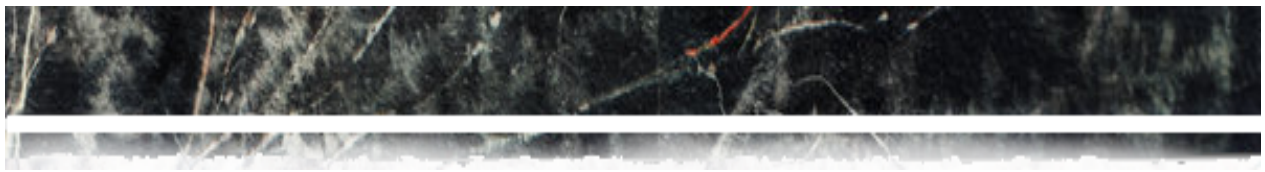
Every time the players score a critical hit one character can maneuver through the doorway into the palace itself, and they can all fit through once the abomination is dead. If the players run away from the fight deeper into the palace the necrotic parasites will not follow them and the undead abomination can not fit through the door into the inner palace.



Abomination Fight Chart

Number of PCs	Undead Abomination	Necrotic Parasites
3	1	0
4	1	5
5	1	10
6	1	15
7	1	20





Undead Abomination

This thing is huge, with fists the size of carts. It is obviously a temporary construct, not designed to last. It is leaking putrefying fluids and is host to undead insectile parasites.

Huge 4th level blocker [construct]

Initiative: +5

Sweeping fists +9 vs. AC (2 attacks)—23 damage

Maddened battlefield repairs +11 vs. AC (one staggered living enemy)—30 damage, and the flesh golem heals 3d10 hit points

Miss: 15 damage, and the flesh golem heals 2d8 hit points.

Limited use: The flesh golem can only use this attack while it's staggered.

Energy magnet: Whenever a spell that causes cold, fire, force, lightning, or negative energy damage targets one of the flesh golem's nearby allies, the flesh golem has a 50% chance of becoming the main target instead. Therefore, spells that affect groups would spread out from the flesh golem.

Weakness of the flesh: Unlike other golems, flesh golems are not immune to effects. Being constructed from the flesh of many, sometimes bloodily stitched together in the heat of battle, allows the golems to be affected by the fears and madness of mortals.

AC 18

PD 16 HP 150

MD 14

Necrotic Parasites

It looks like a bone-plated stag beetle. It's as big as a cat!

2nd level mook [undead]

Initiative: +5

Vulnerability: holy

Enervating jaws +7 vs. AC—3 negative energy damage

Natural 16+: The parasite implants eggs in the target, and the target is vulnerable (attacks vs. it have crit range expanded by 2) to all attacks (save ends).

Hatching eggs: When the target saves against vulnerable a new parasite joins the fight.

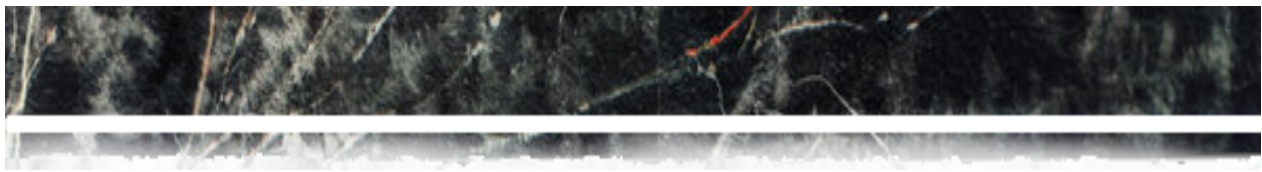
AC 17

PD 15 HP 9 (mook)

MD 11

Mook: Kill one necrotic parasite for every 9 damage you deal to the mob.





6.3 Into the vault

Having snuck past guards and located the chamber that leads to the Lich King's vault they find it full of undead royalty. The royals recognize instantly that the adventuring party are going to break into the vault and rush to stop the adventurers getting in. They themselves are unable to enter the vault - only the Lich King and the living can access the vault!

Number of PCs	Lich Baroness	Lich Princeling
3	1	1
4	1	2
5	1	3
6	2	1
7	2	2



Is Baron Voth present? It is his crown being stolen, his phylactery. If present, does he beg, bribe, or plead? Does he join the other undead royalty in attacking the party, or hold back?

Lich Baroness

Her skin is like cracked porcelain. Her dress is covered in cobwebs and grave dirt. She moves with a lovely grace that would be mesmerizing, except her laugh makes it clear that she is ready to kill you.

4th level spoiler [UNDEAD]

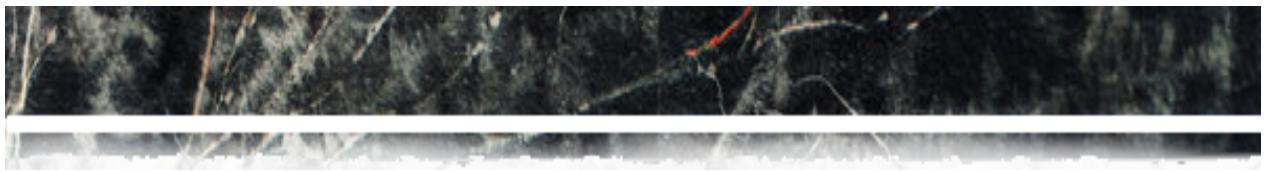
Initiative: +6

Crystal scepter +9 vs. AC—12 damage

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

R: Soul blast +9 vs. PD—10 damage, and 5 ongoing psychic damage (hard save ends, 16+)





C: Shroud of souls +9 vs. MD (each enemy engaged with the baroness)—5 psychic damage, and the target takes 10 psychic damage each time it attacks the baroness (save ends)

I drink your death save: When the lich baroness scores a critical hit, the target loses a death save until the end of the battle (effectively, it now dies after failing three death saves, and the effect is cumulative). In addition, the crit range of attacks by the lich against the target expands by the escalation die.

Immortality: When the lich drops to 0 hit points, it crumbles to dust but does not die. It begins to reform near its phylactery, taking a number of days to regain its full strength equal to its level. If the phylactery has been destroyed, the lich dies when it drops to 0 hit points.

AC 20

PD 14

HP 54

MD 18

Lich Princeling

They move in stuttering little steps, the long-faded color of their cloaks a sad reminder of what they once were. They drink in the light from around them, their teeth are black as midnight.

2nd level spoiler [UNDEAD]

Initiative: +4

Darklight Fangs +7 vs. AC—7 negative energy damage

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

R: Bonestorm +7 vs. PD—7 damage and the princeling teleports into engagement with the target.

Natural even hit or miss: Anybody who makes an opportunity attack against the princeling due to this attack takes 10 negative energy damage.

Immortality: When the lich drops to 0 hit points, it crumbles to dust but does not die. It begins to reform near its phylactery, taking a number of days to regain its full strength equal to its level. If the phylactery has been destroyed, the lich dies when it drops to 0 hit points.

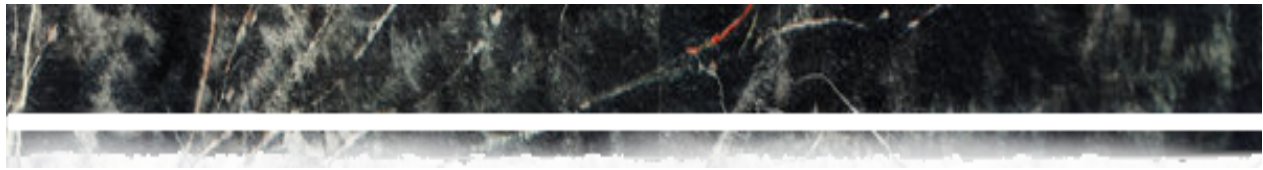
AC 18

PD 12

HP 36

MD 16





6.4 At last the crown!

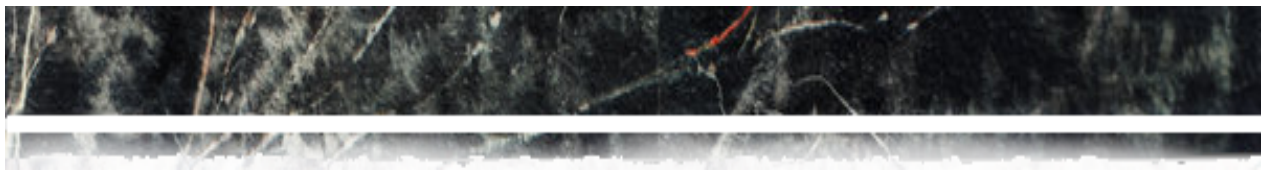
The adventurers reach the vault, and the wards prevent all undead from entering without the Lich King present. Now all they have to do is get past the traps that the lich king has put in place. Narrate how the characters sneak through the outer vaults, dodging traps and magic as they penetrate ever deeper.

Needle Trap in Lock	Spring-Loaded Scythe Blades	Runes of Rot	Animated Pile of Fake Gold
<i>DC to spot/avoid/disarm: 15</i> <i>Attack: +5 vs PD</i> <i>Effect: 2d6 poison damage</i>	<i>DC to spot/avoid/disarm: 20</i> <i>Attack: +10 vs AC</i> <i>Effect: 3d6 damage</i>	<i>DC to spot/avoid/disarm: 15</i> <i>Attack: +10 vs AC</i> <i>against 1d3 party members</i> <i>Effect: 1d10 negative energy damage</i>	<i>DC to spot/avoid/disarm: 25</i> <i>Attack: +15 vs AC</i> <i>Effect: 4d6 damage</i>
Rune of Reversed Gravity	Rune of Possession	Acid Jets	Giant Rolling Boulder
<i>DC to spot/avoid/disarm: 20</i> <i>Attack: +10 vs PD</i> <i>Effect: 3d6 damage and target is stuck (save ends but target takes another 1d6 damage if nobody is there to catch them or break their fall)</i>	<i>DC to spot/avoid/disarm: 20</i> <i>Attack: +15 vs MD</i> <i>Effect: 4d6 damage and target is confused (save ends)</i>	<i>DC to spot/avoid/disarm: 20</i> <i>Attack: +10 vs PD</i> <i>against all nearby party members</i> <i>Effect: 1d12 acid damage</i>	<i>DC to spot/avoid/disarm: 25</i> <i>Attack: +15 vs AC</i> <i>against every party member</i> <i>Effect: 2d8 damage</i>

Eventually the party makes it into the inner vaults where there are treasures uncounted. Coins sit in neat bags on shelves or piled up on counting tables. Bars of silver as large as a dog sit on oak palates. Magically locked rooms contain relics of past ages.

Most impressively hundreds of phylacteries of various shapes and sizes are stored here. The one the party seeks, the crown, is in a place of honor...





Trapped Fake Crown

DC to spot/avoid/disarm: 30
Attack: +20 vs MD vs every living creature in the vault
Effect: Target is confused (hard save ends)

The crown is a fake! Near the trapped fake crown is a hidden door (DC 25 to spot) that is magically sealed. An indentation nearby looks like it will fit the fake crown - the fake crown is a key! Behind the hidden door is the real crown.

This is the end of the adventure. How they escape, or even if they escape, is down to what the players decide should logically happen next.

6.5 Wrap up

This is the player's chance to give these characters a narrative send off for the time being...

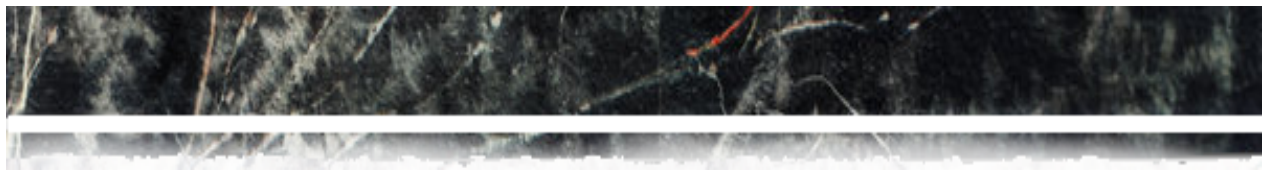
- Do the characters escape the palace, and if so how? Let the players tell you their stories.
- Baron Voth was out of favor with the Lich King, which is why the adventurers were 'allowed' to steal the crown. *Wheels within wheels*. Do the players think that their characters will be hunted down by the Lich King, allowed to go on their way, or some third thing? Does the party now 'owe' the Lich King? What of the other icons - how might they react?
- What does the party do with the crown now? Will Baron Voth come after it? Will they attempt to bargain with Voth? Do they give the crown to an icon? Do they take the crown somewhere to destroy it?
- Ask each player what happens to their character next, then narrate back what happened next to their character adding details that tie it into their one unique thing and backgrounds.

Thank the players for being great. If you enjoyed GMing for the group (and we hope you did) then let them know.

Ask for feedback on the adventure, and on 13th Age in general. We want to hear what you think.

... and finally THANK YOU.





Appendix 1: Temporary Magic: Potions, Oils, and Runes.

Players can purchase or find temporary magic items during the adventure...

Item	Cost	Effect
Healing potion	50 gp	Recovery +1d8 hp (max 30 hp of healing)
Resistance potion	100 gp	Resist 16+ against one damage type
Oil	100 gp	+1 (see oil chart in the core book)
Rune	150 gp	+1 (see the rune chart below or in the core book)

Random Rune Effect on Armor

01–20 The bonus also applies to PD

21–40 The bonus also applies to MD

41–60 The bonus also applies to both PD and MD

61–80 As 41–60, and you can reroll one failed save while the rune is active

81–100 You can take your first rally this battle with a quick action (if you can already rally with a quick action, the action is free)

Random Rune Effect on Weapon

01–20 +4 bonus to opportunity attacks

21–40 Weapon gains an energy damage type such as fire, cold, etc., and deals +1d4 damage (champion: +2d6; epic: +5d6)

41–60 +4 attack bonus on first round of combat

61–80 Weapon deals +1d10 damage while escalation die is 3+ (champion: +4d6; epic: +3d20)

81–100 Reroll one missed attack roll with weapon

Random Rune Effect on Spellcasting Implement

01–20 +1 additional attack bonus if spell has only one target

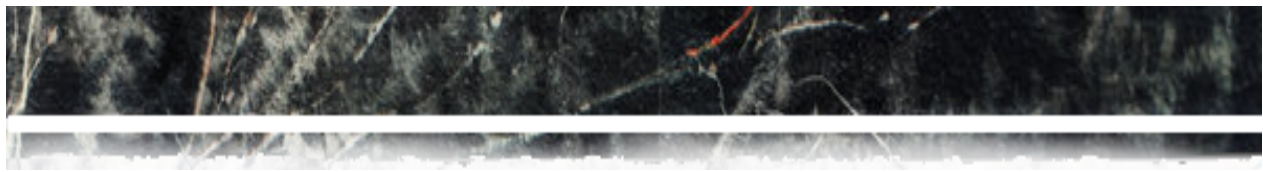
21–40 Implement gains an energy damage type such as fire, negative energy, etc., and deals +1d4 damage (champion: +2d6; epic: +5d6)

41–60 +1 additional attack bonus with daily spells

61–80 +1 additional attack bonus if spell has more than one target

81–100 Reroll one missed attack roll with implement





Appendix 2: Cheat sheet.

Conditions

13th Age uses the following conditions. You can only be affected by the same condition once at a time; for example, if two effects would daze you, the worst one affects you and you ignore the daze portion of the lesser effect. Similarly, penalties from these conditions don't stack. If you're both weakened and stunned you only take a -4 penalty to your defenses (plus other different effects).

Confused: You can't make opportunity attacks or use your limited powers. Your next attack action will be a basic or at-will attack against at least one of your nearby allies, usually determined randomly. If you don't have any nearby allies, you either do nothing much or, at the GM's option, act in a strange confused manner that suits the story.

Dazed: You take a -4 penalty to attacks.

Fear: Fear dazes you and prevents you from using the escalation die.

Hampered: You can only make basic attacks, no frills. You can still move normally. (Fighters and bards, that also means no flexible attacks. Monsters, that means no triggering special abilities for specific attack rolls.)

Helpless: If you're unconscious or asleep, you're helpless and a lot easier to hit. While helpless, you take a -4 penalty to all defenses and you can be the target of a coup de grace.

Stuck: You can't move, disengage, pop free, change your position, or let anyone else move you without teleporting. You're not otherwise penalized, necessarily.

Stunned: You take a -4 penalty to defenses and can't take any actions.

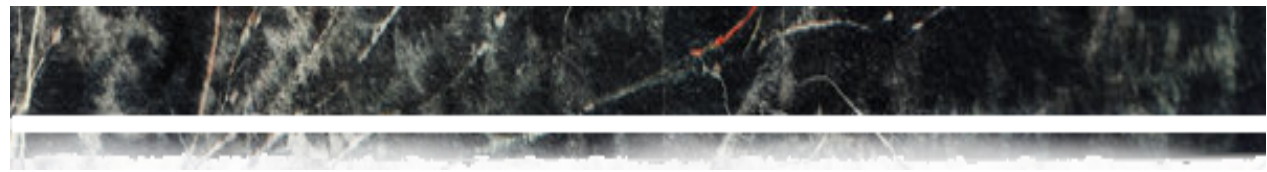
Vulnerable: Attacks against you have their crit range expanded by 2 (normally 18+).

Weakened: You take a -4 penalty to attacks and to defenses.

Skill Check DCs, Trap/Obstacle Attack Bonuses & Impromptu Damage for 2nd Level Characters

Degree of Challenge	Skill Check DC	Trap or Obstacle Attack Roll vs. AC/PD/MD	Impromptu Damage (Single Target)	Impromptu Damage (Multiple Targets)
Normal task	15	+5	2d6 or 3d6	1d10 or 1d12
Hard task	20	+10	3d6	1d12
Ridiculously hard task	25	+15	4d6	1d12 or 2d8





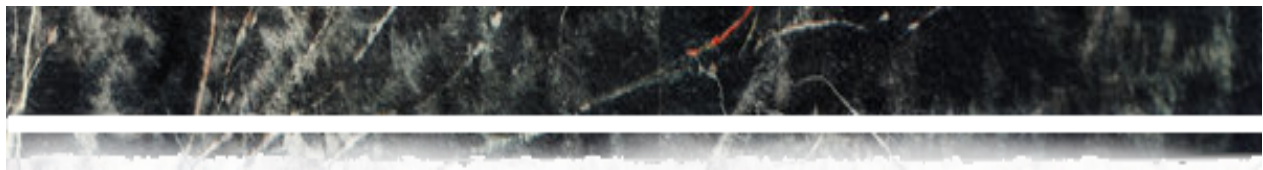
Appendix 3: Magic Items.

Remember to mention that items are alive and have personalities, so that characters using magic items can have personality quirks if they wish. If you have more items than your level, your items take over and you become a vehicle for their personalities!

Chain Armor of Iron Will	Supple Boots of the Slippery Eel	Elven Cloak
The steel links of this heavy chain armor have an opalescent quality that reflects light around the wielder in a splay of muted colors, which some claim represent the gods' dominions. Whatever the case, the armor does bolster the mental defenses of its wearer.	These soft boots are made from the skin of the giant black eels that live among the Wake Islands in the Midland Sea. The eel skin soles are surprisingly resilient and surprisingly slick.	Each elven cloak, often called a "forestfold cloak," is said to be sewn by the handmaidens of the Elf Queen and holds the memory of her forest court within its threads.
+1 AC and MD.	+1 to disengage checks. Add your Dexterity modifier to your disengage checks.	+1 to PD. Add +10 to checks to remain hidden in natural surroundings.
Quirk: Prone to abstract speculation.	Quirk: Loves puns.	Quirk: Prefers the finest things in life; of course, they are elven.

Helm of the Undaunted Hero	Shield of Protection	Symbol of Gathered Power
Those who have the will to follow the Crusader can do anything, many of their helms become imbued with their endless courage. Many of them also don't have owners anymore.	This stout kite shield bearing the likeness of the Great Gold Wyrms once belonged a paladin who fought beside the Gold in a past age.	This odd symbol has a different precious gemstone forming each of its three prongs.
+1 to MD. Recharge 6+ (after save roll): At the start of your turn, you can roll a save against one ongoing save ends effect as a free action. Make the recharge roll immediately after you use the power instead of during your next short rest.	Enemies engaged with you take a –1 attack penalty against your allies.	Recharge with full heal-up: During a short rest, you can regain an expended daily adventurer level spell.
Quirk: Favors traditional battle hymns.	Quirk: Tends to others with too much familiarity.	Quirk: One-track mind.



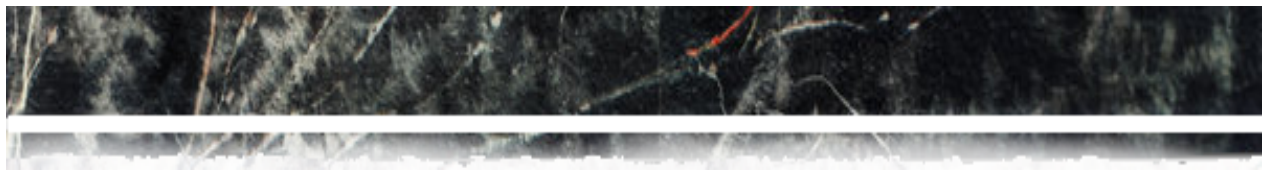


Weapon of Vengeance	Haughty Weapon	Potions and Oils
This brutal-looking weapon oozes emotional violence and anger, and it's obvious that its sole design is to harm others. The simple but effective styling is a common element among the barbarian weaponsmiths who create such weapons to fight for or against the Orc Lord.	Two types of these weapons are known to have been created: those designed for the imperial soldiers against the creatures of the Wild, and those designed for the servants of the Wild against the agents of the Empire. In either case, these weapons are highly effective at taking down enemy leaders.	Not as permanent as a true magic item, but also less likely to possess you or get you killed by others who seek your precious treasure.
[Melee Weapon] +1 bonus to attacks and damage. While you are staggered, you deal +1d6 damage with attacks that hit using this weapon.	[Ranged Weapon] +1 bonus to attack and damage. When you hit an enemy with this weapon, if it's the most dangerous foe in the battle (or tied for most dangerous, GM's assessment), you deal +1d3 per tier damage to it.	(standard action to use): • Healing potions (2): Heal using a recovery + 1d8 hp • Potion of Fire Resistance: Gain fire resistance for rest of battle. Attacker must roll natural 16+ or fire attack deals only half damage. • Magic Oil +1: Until end of battle, an item oil is applied to gains a +1 bonus. For armor: +1 AC. For weapon or implement: +1 to attack and damage.
Quirk: Quick to take offense.	Quirk: Challenges others to improvised contests.	



Appendix 4: Bonus monster groups.





BANDITS

Use these monsters if the PCs run across bandits or if they end up fighting soldiers. With a -1 to hit and damage they work well as rowdy tavern patrons.

Bandit Fight Chart

Number of PCs	Human Bandit
3	6
4	7
5	9
6	10
7	12

Bandits

Fugitives from the imperial law, these humans are desperate and dangerous.

1st level troop [humanoid]

Initiative: +3

Spiked club +5 vs. AC—4 damage

Natural even hit or miss: The thug deals +6 damage with its next attack this battle.
(GM, be sure to let the PCs know this is coming, it's not a secret.)

AC 17

PD 14 **HP 27**

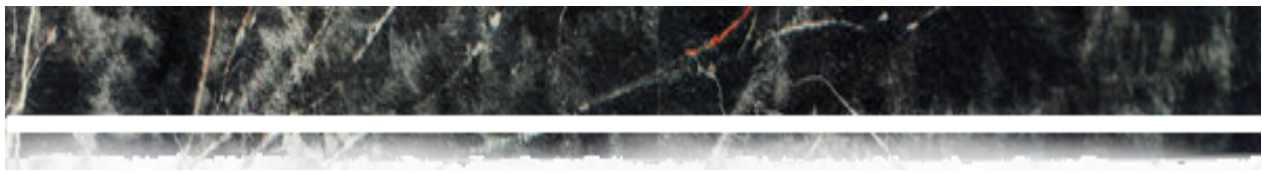
MD 12



SPIDERS

Use these monsters if the PCs need to fight a natural enemy, if they are enemies of the Elf





Queen, or just because 'spiders'.

Spider Fight Chart

Number of PCs	Giant Web Spider	Hunting spider	Spider Hatchling
3	1	1	5
4	1	2	5
5	1	2	10
6	1	3	10
7	1	4	10

Spider Hatchling

Urgh! They are coming out of the eggs!

0 level mook [beast]

Initiative: +0

Needle-like fangs +5 vs. AC—3 damage

Wall-crawler: A spider hatchling can climb on ceilings and walls as easily as it moves on the ground.

AC 14

PD 13 **HP 5 (mook)**

MD 11

Mook: Kill one spider hatchling mook for every 5 damage you deal to the mob.

Hunting Spider

Your face is reflected in the many eyes of this hairy scuttling horror. It is as big as a cat!

2nd level wrecker [beast]

Initiative: +6

Bite +6 vs. AC—8 damage

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

Scuttle: A hunting spider can turn its own failed disengage check into a success by taking 1d4 damage.

Wall-crawler: A hunting spider can climb on ceilings and walls as easily as it moves on the ground.

AC 17

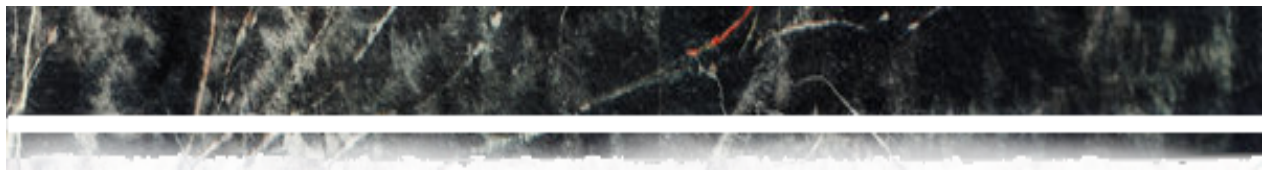
PD 14 **HP 34**

MD 11

Giant Web Spider

The vile thing stalks slowly across the web-covered cave towards you. You can see its





innards pulse through its transparent chitin.

Large 2nd level blocker [beast]

Initiative: +4

Bite +7 vs. AC—5 damage, and 5 ongoing poison damage

Natural even hit: The target also takes 2d6 ongoing poison damage if it's dazed or stuck.

C: Web +7 vs. PD (1 or 2 nearby enemies in a group)—3 damage, and the target is dazed until the end of the spider's next turn

Natural 18+: The target is also stuck until the end of the spider's next turn.

Wall-crawler: A giant spider can climb on ceilings and walls as easily as it moves on the ground.

AC 17

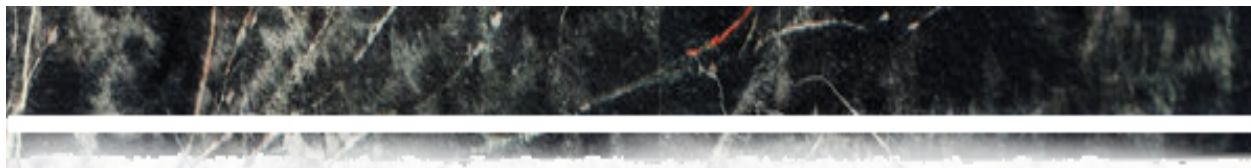
PD 16 **HP 68**

MD 12



GNOLLS AND DEMONS





Use these monsters if the PCs seem to be enemies of the Diabolist, or if they're on the side of the High Druid or even the Crusader, or if you want them fighting demon cultists. This is a tough little fight; if you get the feeling that the PCs are gonna have trouble or you are short on time, subtract a gnoll savage.

Gnolls and Demons Fight Chart

Number of PCs	Gnoll Savage	Gnoll Ranger	Gnoll War Chief	Imp
3	1	2	0	0
4	2	2	0	0
5	2	2	1	0
6	1	2	1	1
7	2	2	1	1

Gnoll Savage

3rd level troop [humanoid]

Initiative: +7

Spear +7 vs. AC—10 damage

Pack ferocity: If more than one gnoll is engaged with the target, each gnoll melee attack that misses that target deals half damage.

R: Thrown spear +6 vs. AC—8 damage

AC 19

PD 16 **HP 42**

MD 13

Gnoll Ranger

3rd level archer [humanoid]

Initiative: +9

Hand axes +6 vs. AC (2 attacks)—6 damage

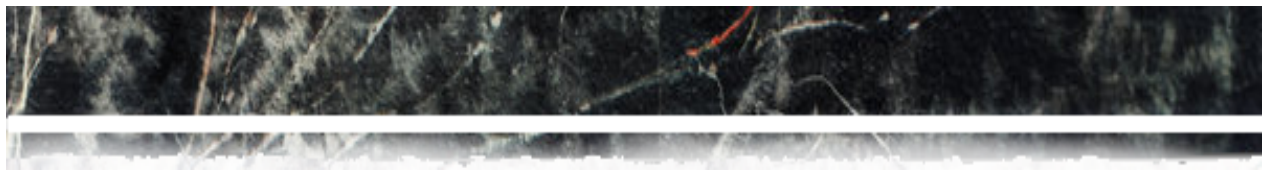
Pack ferocity: If more than one gnoll is engaged with the target, each gnoll melee attack that misses that target deals half damage.

R: Longbow +8 vs. AC—8 damage

Natural even hit or miss: The gnoll can make a second longbow attack (no more) as a free action.

Quick shot: When the gnoll ranger is unengaged and an enemy moves to engage it, roll a d20.





On a 11+, the gnoll ranger can make a longbow attack against that enemy as a free action just before being engaged.

Nastier Specials{{Use this if the fight seems too easy!}}

Blood fury: +1d10 melee damage if the gnoll or its target is staggered.

AC 18

PD 17 HP 46

MD 14

Gnoll War Chief

4th level leader [humanoid]

Initiative: +8

Heavy flail +9 vs. AC—14 damage

Natural even hit or miss: The target is marked for death; until the end of the battle, all gnoll attacks against the target gain an attack bonus equal to the escalation die.

Pack ferocity: If more than one gnoll is engaged with the target, each gnoll melee attack that misses that target deals half damage.

AC 20

PD 17 HP 56

MD 14

Imp

A batwinged ball of chaos with a taste for torture where other demons would choose to slay.

3rd level spoiler [demon]

Initiative: +8

Festering claws +7 vs. AC—3 damage, and 5 ongoing damage

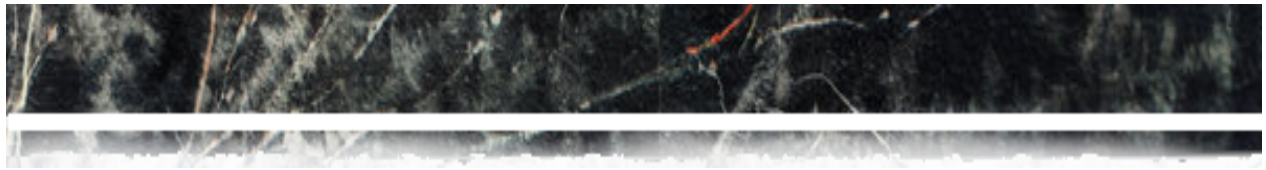
R: Blight jet +7 vs. PD—7 damage, and the target is dazed (save ends)

First natural 16+ each turn: The imp can choose one: the target is weakened instead of dazed; OR the imp can make a blight jet attack against a different target as a free action.

Curse aura: Whenever a creature attacks the imp and rolls a natural 1–5, that creature takes 1d10 psychic damage.

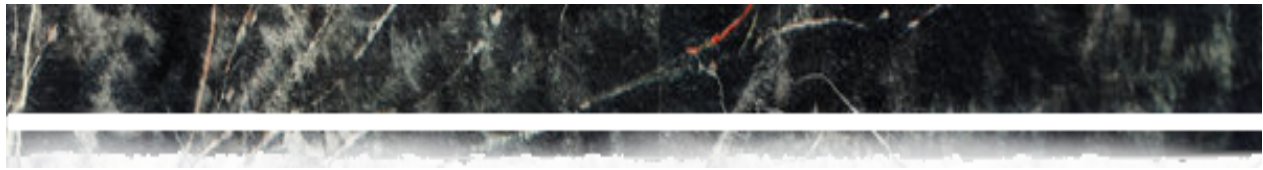
Flight: Imps are hard to pin down because they fly. Not that fast or well, but you don't have to fly well to fly better than humans and elves.





AC 20
PD 13 HP 40
MD 16





LIZARDMEN WORKING FOR THE THREE

Use these lizardmen as the monsters if the PCs could be enemies of the Three, or enemies of the High Druid in a place that civilization is violently unwelcome.

Lizardmen Fight Chart

Number of PCs	Giant Dragonman	Lizardman Savage
3	1	1
4	1	2
5	1	3
6	1	4
7	1	5

Giant Dragonman

Large 3rd level troop [humanoid]

Initiative: +5

Big honkin' club +7 vs. AC—18 damage

Miss: Half damage.

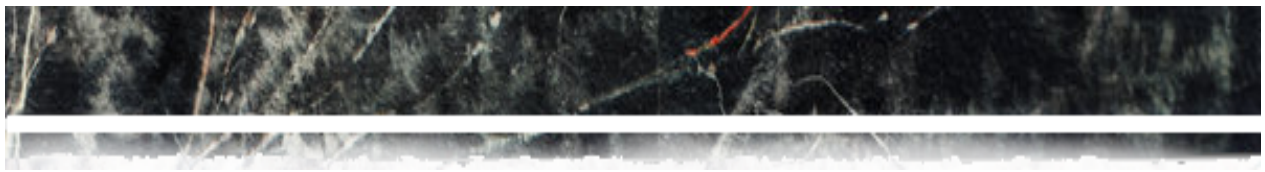
Breathin' fire: Instead of disengaging, the dragonman can breathe as a quick action; **+9 vs. PD (each enemy engaged with the dragonman)**—1d6 fire damage, and the dragonman pops free from the target.

AC 19

PD 16 HP 90

MD 12





Lizardman Savage

You might think that they stick with the traditional stone weapons of their ancestors as a form of conscious ancestor worship. But actually they just like the way stone sounds when it's going through bone.

2nd level wrecker [humanoid]

Initiative: +6

Stone-tip spear (or club) +7 vs. AC—7 damage

Natural 16+: The lizardman savage can make a bite attack against the target or another creature engaged with it as a free action.

[Special trigger] **Bite +7 vs. AC—5 damage**, and the lizardman savage can make a ripping frenzy attack against the target as a standard action during its next turn if it's engaged with that target.

[Special trigger] **Ripping frenzy +9 vs. AC (3 attacks)—5 damage**

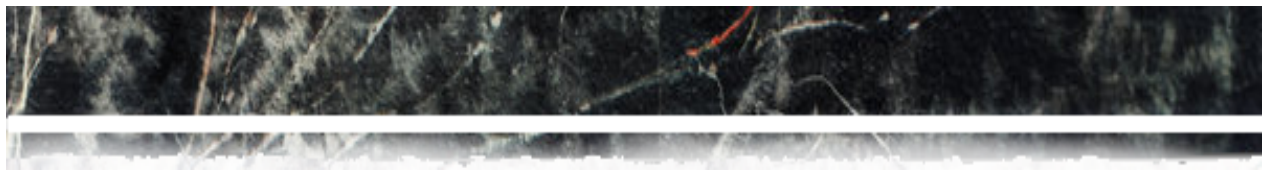
R: Thrown spear +6 vs. AC—5 damage

AC 17

PD 16 HP 32

MD 12





ORCS

Fight orcs if the PCs seem to be enemies of the Orc Lord; or if the PCs are allied with the Emperor or Dwarf Lord; or if you want monsters who could be trying to wreck most anything. This is an easy fight at the 4 PC and 5 PC thresholds; to make it tough like the other fights, add another berserker or throw in a lizardman or whatever makes you happy.



Orc Fight Chart

Number of PCs	Orc Berserker	Orc Shaman	Orc Warrior
3	1	1	2
4	1	1	3
5	2	1	3
6	2	2	4
7	3	2	4

Orc Berserker

2nd level troop [humanoid]

Initiative: +5

Greataxe +7 vs. AC—8 damage

Dangerous: The crit range of attacks by orcs expands by 3 unless they are staggered.

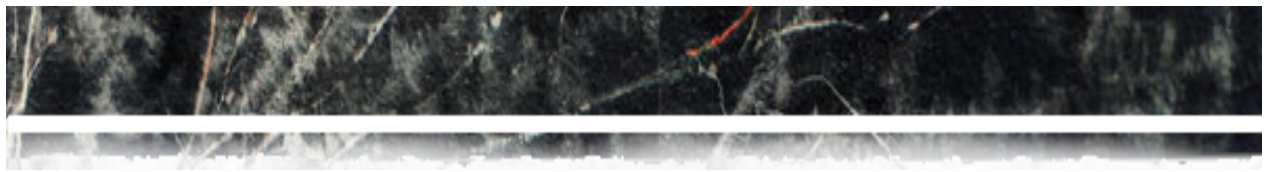
Unstoppable: When an orc berserker drops to 0 hp, it does not immediately die. Ignore any damage in excess of 0 hp, roll 2d6, and give the berserker that many temporary hit points. No other healing can affect the berserker or give it more temporary hit points: when the temporary hp are gone, the berserker dies.

AC 16

PD 15 HP 40

MD 13





Orc Shaman

2nd level leader[humanoid]

Initiative: +5

Spear +6 vs. AC—6 damage

Dangerous: The crit range of attacks by orcs expands by 3 unless they are staggered.

R: Battle curse +7 vs. MD (1d3 nearby enemies)—4 psychic damage, and for the rest of the battle, melee attacks by orcs deal +1d4 damage against the target (non-cumulative)

AC 18

PD 12 HP 36

MD 16

Orc Warrior

1st level troop [humanoid]

Initiative: +3

Jagged sword +6 vs. AC—6 damage

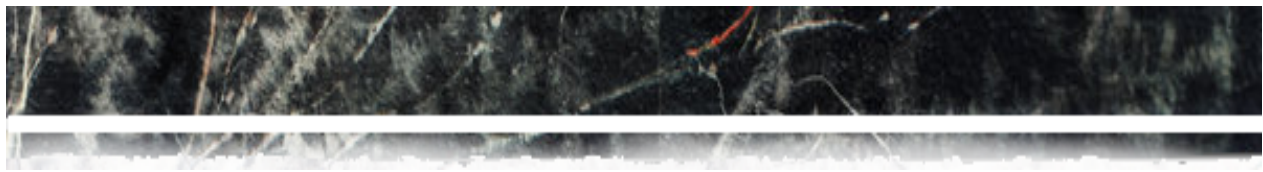
Dangerous: The crit range of attacks by orcs expands by 3 unless they are staggered.

AC 16

PD 14 **HP 30**

MD 10





UNDEAD

Use the Undead if the players seem like enemies of the Lich King or if you just feel like watching them fight undead. As the adventure involves the Lich King these are perfect monsters.

Undead Fight Chart

Number of PCs	Ghoul	Newly Risen Ghoul	Zombie
3	1	8	1
4	1	5	2
5	2	3	2
6	3	3	2
7	3	12	2

Ghoul

They hunger only for what they used to be.

3rd level spoiler[undead]

Initiative: +8

Vulnerability: holy

Claws and bite +8 vs. AC—8 damage

Natural even hit: The target is vulnerable (attacks vs. it have crit range expanded by 2) to attacks by undead until the end of the ghoul's next turn.

Pound of flesh: The ghoul's claws and bite attack deals +4 damage against vulnerable targets.

Infected bite: Any creature that is slain by a ghoul and not consumed will rise as a ghoul the next night.

AC 18

PD 16 HP 36

MD 12

Newly-risen Ghoul

Newly slain, barely conscious, terribly hungry.

2nd level mook [undead]

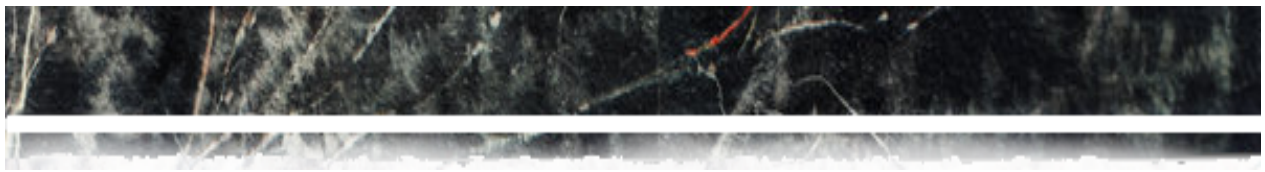
Initiative: +5

Vulnerability: holy

Scrabbling claws +7 vs. AC—3 damage

Natural 16+ The target is vulnerable (attacks vs. it have crit range expanded by 2) to attacks by undead until the end of the ghoul's next turn.





Pound of flesh: The newly-risen ghoul's scrabbling claws attack deals +2 damage against vulnerable targets.

AC 17

PD 15 **HP 9 (mook)**

MD 11

Mook: Kill one newly-risen ghoul mook for every 9 damage you deal to the mob.

Zombie

"Brains . . ."

2nd level troop [undead]

Initiative: +1

Vulnerability: holy

Rotting fist +7 vs. AC—6 damage

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

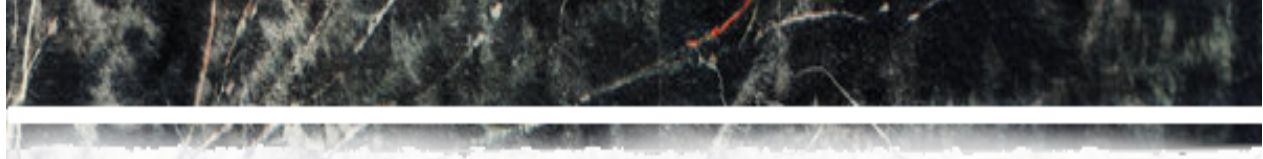
Headshot: A critical hit against a zombie drops it to 0 hp.

AC 15

PD 13 **HP 60**

MD 9





Appendix 5: Character Creation

If it is published then it is permitted

If it appears in a 13th Age rulebook you can play it, and we are allowing anything the designers have released for current playtest too. So yes, *you can play the monk class (13 True Ways playtest version) and the Tywyzog race (Bestiary playtest version)*. You can find these at <http://www.pelgranepress.com>

If you play something still in playtest send your playtest notes to 13thAgePlaytest@gmail.com. Note that we're not making you sign an NDA but we do have a request: If you'd seriously like to help the playtest process for unpublished classes and races, don't post your playtest feedback publicly or discuss it on the internet. In our experience, publicly discussed playtests generate less useful data because people start agreeing and echoing each other (or getting concerned about disagreeing with other people) rather than testing things for themselves.

Once 13 True Ways and the Bestiary are out you can play with the full options from those. Players and GMs should be guided by the advice on page 3 of this adventure when creating One Unique Things.

Incremental advances

Each week every character that participated should receive an incremental advance... unless somehow the party fouled up beyond belief, or chose to flee a battle. Details on incremental advances are on page 189 of the core rules. This adventure is designed for level 2 characters from beginning to end. 13th Age has 10 levels, so playing through 2nd level with incremental advances is roughly equivalent to playing through levels 4-6 of a 30-level game or levels 3-4 of a 20-level game. You are actually covering a lot of ground. *Aim for a full heal-up at the end of every session.*

Barbarian vs Wizards - character complexity

The classes in order of complexity to play from most-simple to most-complex are:

Barbarian - Ranger - Paladin - Fighter - Cleric - Sorcerer - Rogue - Bard - Wizard

Some character classes like the barbarian are very simple and self-contained and don't benefit as much from multiple incremental advances as more complex classes do. The wizard is the most complex class to play offering intricate choices both during play and during incremental advances. The classes are balanced against each other power-wise, some are simply more complex than the other.

Remember Barbarian, don't whine - you get most of your power up-front in a nice easy foe-slaying package. Whining is for wizards with their spell lists and pointy hats.

Mighty Wizard, don't grumble - for yours to wield is the ever-building arcane power of the cosmos. Grumbling is for tiny-brained barbarians who can't cast Charm Person.

What next for these characters?

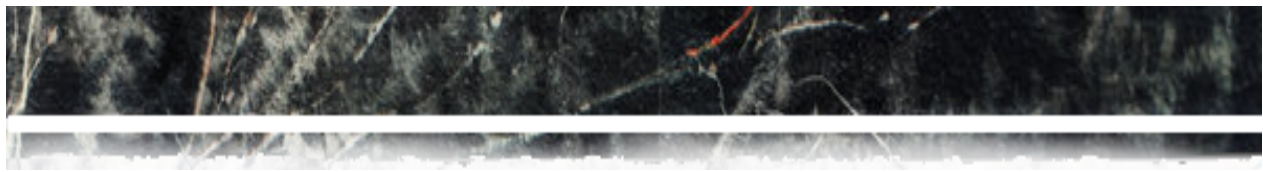
We'd like players to get a chance to play many character concepts and classes, so at least for the first few adventures we are encouraging everybody to start over with a new 2nd level character. That isn't to say that these characters won't have a chance make a return in a later adventure set at a higher level. The various adventures might seem unconnected at first, but observant GMs might start to notice a big picture building...

Useful resources

General resource page, including pre-generated characters: <http://www.pelgranepress.com/?p=8764>

Character sheet: <http://www.pelgranepress.com/site/wp-content/uploads/2012/08/13th-age-character-sheet-fillable.pdf>

Harassment policy: <http://www.pelgranepress.com/site/wp-content/uploads/2013/07/13th-Age-OP-Harassment-Policy.pdf>



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