

A PRESENTATION BY

ESCALATI⁶ON!

Skyfall

A LEVEL 2-3 ADVENTURE
FOR 4-6 PCs USING 13TH AGE GLORANTHA





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SKYFALL

Last night, a strange object was seen falling from the heavens. The impact was enough that the sky flashed bright as day for miles around. In the morning the smoke plume can still be seen up on the Starfire Ridges. It's not too far from where you are.

MAKE IT YOUR ADVENTURE!

As always in 13th Age, you should make this YOUR adventure. We present a framework, you fill in the blanks. Look at your players' runes, backgrounds, and "one unique things" and read our options below for inspiration. Pick what you like or come up with something even cooler. The important thing is that, in the end, the adventure should feel like it was written for YOUR players!

GET STARTED

To help you get started quickly, starting on page 18 there are five pre-generated characters.

STARFIRE RIDGES

Source | *Sartar: Kingdom of Heroes*

The Western part of the Orlmarth Clan tula is a craggy wasteland called the Starfire Ridges. These ridges are tall (3,500 feet at the highest peak), burnt, and covered in cinders. This area is shunned by all sensible folk, and the people in the area tend to take large detours around them if time and planning allows. It is said to be haunted in more than one story.

SYNOPSIS | STORY STRUCTURE

- Something **[item]** fell from the sky and crashed into the Starfire Ridges, the scorched wasteland in the hills of the western part of Orlmarth Clan territory.
- PCs are sent out to secure and, if possible, retrieve it. **[reason]**
- The **[item]** has crashed into an old ruin and there are old restless **[spirits]** there that the PCs need to deal with some how. (Encounter 1)
- Also nearby is an old hermit/shaman that seems quite mad but may (or may not) have a way to soothe the **[spirits]** in the ruins. (Encounter 2)
- After initial investigation, a small patrol of beaked dragonewts show up, claiming the **[item]** is theirs

and was dropped by a dragon flying by.

If the PCs refuse to stand down and hand over the **[item]**, skirmish ensues, but one dragonewt scout turns around and retreats to get reinforcements. (Encounter 3)

- Effectively, this puts the PCs on the clock. They have around 24 hours to find a **[solution]** and this may include a small heroquest. (Heroquesting)
- The finale is played out when a bigger dragonewt force shows up to claim the **[item]**. (Encounter 4)

[item]

As long as the item is something that is not easily moved or hidden by normal means it could be just about any artifact of great power. Some suggestions:

- A stone monolith of great power. The runes covering it seem to be affecting the land around it and agitating the spirits. Your rune glows brighter as you get closer.
- A true dragon scale, big as a farmhouse, radiating power for miles around.
- An "egg" as tall as a troll. It is warm to the touch and seems to have a heartbeat. It's also starting to crack. Given the reincarnation cycle of the dragonewts, this could be an already-named individual with their own background and history—a person of importance to dragonewt society and not someone they will just "ignore." Can the PCs hold it ransom?
- A dragonewt plinth. In the north of the Ridges there is a dragonewt monolith or plinth. Its exact purpose is not known, but scholars have theories that monoliths like this (found here and there throughout Dragon Pass) form a sort of communications network. What if a service crew of dragonewts were about to expand or repair this network and dropped one of their monoliths? (Flying by on a dream dragon.)
- A block of true elemental earth, 3 foot square, but so heavy all of you together haven't been able to lift it.

An earth priestess could use a ritual to move it, but needs time.

[reason]

Why are the PCs here? Are they sent out by their elders? Are they following a prophecy? Did they see the falling [item] and felt the tug of fate? Again, we give you some options. Just need to make sure that the need is strong enough not to give up and walk away too easily. This can be strongly tied into what [item] it is as well, of course.

- The Clan Ring reads the portents in the sky and wants this item secured and brought back. It did crash on YOUR tula (assuming PCs are Orlmarth Clan) by the way, so in a sense it *is* yours to deal with. The PCs need to send some message home when they realize the item is too big to move easily, or they can plan for a backup reinforcement party to show up later.
- The local earth temple (Clearwine Fort?) wants it brought to them. (Is there an earth priestess in the group?)
- A more personal connection: maybe one of the PCs have dreamt this and it is connected to their one unique thing. This could be the piece they've been looking for or are destined to find.
- Let's say the adventure takes place just before the chieftain (with retinue) is going over there to "renew the oath." That way the PCs will know backup is coming and they only need to hold out for so long. For example, the clan godspeakers have seen the [item] fall from the sky only days before the renewal of the oath. The clan can use every advantage they can get, and the godspeakers send the PCs as an advance scout party a few days ahead to check it out.

[spirits]

Who are the ancient spirits haunting the ruins, currently? Are they connected to the [item]? Are they human? They seem to be in agitated states and doesn't want to let the [item] go without a fight/deal. They seem to accept the presence of the old hermit... maybe he can help? They are, of course, connected to the ruins somehow as well.

- One story tells of the famous clan, Illavan, that during the God Wars only took wives from the Sky

World. But they were betrayed by the Sun Gods, and a fiery storm of burning meteors was cast down from the heavens and crushed every last shred of life below. A particular place on the Ridges where their town used to be is still covered in smoldering embers.

- When the founder of clan Orlmarth first encountered the ghosts of clan Illavan, he made a deal with them. He swore an oath that any enemy of the Illavan should also be an enemy of his. Today, this oath has influenced a prayer for safe passage over the Ridges, by which the Orlmarth remind the ghosts of Illavan of this oath. Once a year, the chief of Orlmarth Clan takes his priests up the Ridges to perform a minor heroquest to enforce this bond and renew the oath.
- The spirits are all former worshipers at an old Earth temple that used to be here.
- The spirits are ancient and Lost Sky/Fire Gods that are still trapped in a war, trying to bring retribution for the wrongs committed against their people (see Starfire Ridges history below).
- Another Story is sometimes told about the Volstang Clan that once lived on the Upper Starfire Ridges. But that clan no longer exists, as it was wiped out by a curse that brought Mallia to them (Mallia being one of the Unholy Trio, chaos god of disease, sickness, and all things unclean). Herders occasionally claim that ghosts of Volstang Clan haunt the area.

[solution]

Multiple options are presented here, but most focus on bringing help and evening the odds before the final battle.

Befriend the lunatic shaman and have him convince the spirits to help, somehow. The shaman could also help them enter the God Time to go heroquesting.

- When the going gets tough, the tough go heroquesting! (See Heroquest, below.)
- Other options? Bring the clan fyrd? Do they have time?





THE ADVENTURE STARTS

It's early morning and the PCs prepare for the journey up into the Ridges. Depending on their **[reason]** to go, you may start the adventure with the PCs being summoned from their homestead to go visit the Chieftain's hall, where they are briefed on what has happened during the night and tasked with the mission to go out and investigate. Perhaps they may break fast after sleeping out in the wild, and talk about the strange vision they had during the night. Or use an adventure hook that makes sense connected your your **[reason]**.

Either way, it's a sunny day, the sky is clear, birds are chirping, and the early Fire Season shows everything from its best side. Try to paint an idyllic picture of Ernalda showing off, with warm temperature and comfortable traveling. This will make the contrast more stark when they enter the Ridges and the devastated wasteland as they travel farther up.

A pillar of smoke from the crash site appears as a big blemish on the perfect sky. The location won't be hard

to find, and the PCs can estimate that it will take about half a day to reach it. If they are sent out by the Clan, they know they're going to have to hold their position there for a couple of days before the Chieftain and Priests can join them, and should pack accordingly.

You can make their journey to the crash site as easy or as hard as you like, but remember not to waste too many of their resources.

As the hours go by and they start their ascent, explain how the terrain changes, becomes more grim, and colours change from green and vibrant to grey and dreary. Vegetation changes and taller trees become less common. Soon the terrain is rocky, and only small bushes and weeds are trying to fight their way up through the greyness. Here and there smoke is rising from the ground between the rocks, as if a fire was still smoldering just below the surface. Clouds are gathering, and even if it doesn't look like it's going to rain, it blocks the sun and makes everything seem dull and muted.



Soon the PCs will see the end of their journey. The dust cloud that they have steered towards for half a day seems to come from a set of ruins on the Upper Ridges.

ENCOUNTER
ARRIVING AT THE RUINS

A set of low stone walls outline what was once a homestead. No roofs remain intact, but some of the walls stretch up to almost their original size, while the lowest ones are only knee-high. Depending on your [spirit] choices above, the flavor of this ruin will be different. For example, if you use the Illavan option, the stones still show scorch marks, and there is a faint smell of sulfur lingering in the area. If you chose the Volstang option, there are nasty looking blotches of mold and decay covering the ruins, and a repugnant smell of rot creeps in.

This close to the [item], the PCs can feel the air pregnant with power. There is almost an audible hum or note ringing in their ears, and they instinctively know that the set of walls on the far side of the ruins that once probably was a longhouse is where the [item] went down. As the PCs start making their way towards the longhouse, they realize they are not alone.

There are [spirits] moving about in the area. Half seen, half guessed shades that sweep around from shadow to shadow, whispering amongst themselves. At first they are easy to miss, but as the PCs get closer to the [item] they become more agitated and start making themselves known. The ghosts are feeding off of the energies coming from the [item], or they were perhaps awakened by the incident and are now in total confusion about what's going on. Perhaps the mad shaman living in the area has put them here to guard the [item]?

Whatever the reason for the shades to be here, they act suspiciously and are cautious at first. They become more aggressive when the PCs move closer to the [item]. They start moving closer and make threatening noises, some may even try to communicate and make warning gestures. They sweep around the PC group and in between them. Stones on the ground in the area start shaking and rolling about. Build this whole scene up to a crescendo that culminates when the PCs reach the remains of the longhouse. Remember to describe the ghostly shapes in a way that makes sense to the

[spirits] chosen above. Are they burn-victims still ember-glowing and giving off heat as they move closer? Are they sickly, moaning, leprous half-corpses that vomit and scream out their pain? Are they actually tiny stone golems?

Assuming the PCs don't go on the offense and preemptively attack the [spirits], they will get to the longhouse and are allowed to enter the ruin. Inside is a deep hole in the ground; light emanates from the crater caused by the impact. At the bottom, maybe 10 feet down, they see the [item] pulsating with mystical energies. The humming of power in their ears become almost unbearable, and the [spirits] go crazy at this point, screaming and howling. They start tearing at the PCs' clothes and trying to scare and push them away from the edge of the crater.

As soon as any PC ignores all this and starts to descend down to get closer to the [item], the [spirits] attack. If the PCs don't go any closer and instead back out to evaluate their options, the [spirits] will calm down again, and this fight can be avoided.

THE RUINS FIGHT

#/lvl of PCs	Phantasm	H.Pphantom	Spirits
4 x 2nd level	1	0	4
5 x 2nd level	1	1	6
6 x 2nd level*	1	1	8
4 x 3rd level	1	1	8
5 x 3rd level*	1	1	9
6 x 3rd level*	1	2	11

*nastier special



PHANTASM

3rd level spoiler [undead]

Initiative: +7

Phantom touch +8 vs. AC—7 negative energy damage and 7 ongoing [energy] damage

C: Poltergeist activity +8 vs. PD (1d6 nearby or far away enemies in a group)—7 damage

Immaterial: As a quick action the phantasm can become immaterial, phasing through solid objects, but not ending its turn inside a solid object. Its phantom touch attack takes a -2 attack penalty while it is immaterial, but all its defenses gain a +2 bonus against non-magical weapons and unarmed attacks. It is a quick action for it to become material again.

Face of death: The phantasm changes its appearance to become terrifying. All nearby and far away enemies with less than 60 hp must save or become affected by fear (dazed and unable to use the escalation die) until the end of their next turn. Humakti are immune to this effect. (Characters with active Death rune advantages might also be able to dodge it, depending on the story they tell . . .) Quick use: 1/battle, as a quick action

Flight: While immaterial the phantasm can fly.

Nastier Special

Personalized terror: Those affected by *face of death* must save to end their fear.

AC 19

PD 13

MD 17

HP 45

Choose One:

1. Spirits of Illavan (2nd rune: Fire/Sky)

Phantom touch does ongoing fire damage.

Heat exhaustion: When an enemy engaged with this creature heals using a recovery, it gains only half the normal healing.

2. Spirits of the Earth (2nd rune: Earth)

Phantom touch does ongoing poison.

Rockslide: When this creature moves before making an attack, it deals additional damage equal to twice its level on a hit.

3. Ghosts of Volstang (2nd rune: Chaos)

Phantom touch does ongoing psychic damage.

Diseased from Beyond the Grave: Roll on the Chaos disease table from 13G if the phantasm scores a critical hit this battle with *phantom touch*.

HUNGERING PHANTOM

3rd level blocker [undead]

Initiative: +6

Horrible fingernails +6 vs. AC—11 damage

Natural even hit: Target is stuck (save ends).

Distending jaw +6 vs. PD (stuck target)—15 damage

Natural even hit: 7 ongoing [energy] damage.

Ghostly: This creature has resist damage 14+ to all damage except [energy] damage. A hungry phantom can move through solid objects, but can't end its turn inside them.

Nastier Special

Fearsome jaws: After using its *distending jaw* attack, the hungry phantom has a fear ability against engaged enemies with fewer than 30 hit points.

AC 17

PD 14

MD 14

HP 32

Choose One:

1. Spirits of Illavan (2nd rune: Fire/Sky)

Even hit does ongoing fire damage

Ghostly: The hungry phantom does not resist cold damage.

Burning breath: This creature can make the following attack as a standard action once per battle.

C: Burning breath +6 vs. PD (1d3 nearby enemies in a group)— 10 fire damage

2. Spirits of the Earth (2nd rune: Earth)

Even hit does ongoing poison damage

Ghostly: The hungry phantom does not resist thunder damage.

Pummeler: Increase all damage done by a hungry phantom by 3 points.

3. Ghosts of Volstang (2nd rune: Chaos)

Even hit does ongoing psychic damage

Ghostly: The hungering phantom does not resist lightning damage.

Disease is a gift from the soul: At the end of the battle, anyone staggered or dropped to 0 by the hungering phantom must roll a saving throw. On a failure, that enemy suffers the following disease curse. It lasts until you next level up.

Sickly: You gain a 4-point negative background called “sickly.” Once per session, the GM can force you to use this background in place of one of your regular backgrounds (subtracting 4 from the skill check result).

LESSER SPIRIT ✂

3rd level mook [undead]

Initiative: +6

Terrible touch +7 vs. PD—4 negative energy damage

Mob-based: For every separate mob of lesser spirits in the battle (mobs start with at least four mooks), add a +1 bonus to the lesser spirit’s attacks and damage.

Ghostly: The lesser spirit has resist damage 14+ to all damage except [energy] damage. A ghost can move through solid objects, but can’t end its turn inside them.

AC 18

PD 16

MD 13

HP 9 (mook)

Mook: Kill one lesser spirit mook for every 9 damage you deal to the mob.

Choose One:

1. Spirits of Illavan (2nd rune: Fire/Sky)

Replace *terrible touch* with:

Scorching hands +7 vs. PD—5 fire damage

Ghostly: The lesser spirit does not resist cold damage.

2. Spirits of the Earth (2nd rune: earth)

Replace *terrible touch* with:

Rocky fist +7 vs. AC—10 damage

Ghostly: The lesser spirit does not resist thunder damage.

3. Ghosts of Volstang (2nd rune: chaos)

Add to *terrible touch*:

Phantom Funk: Add an additional 3 ongoing poison damage, and for every failed save add 3 to the ongoing damage (max 12 ongoing).

Ghostly: The lesser spirit does not resist lightning damage.

Aftermath

At any point in the battle the PCs can retreat, but now that they have agitated the spirits to the point of frenzy, they will have to leave the ruined area all together for the spirits to stop their pursuit.

If they are victorious, make it clear to them that they have only fended off the first wave and that the area is still very much haunted. Other shades lurk in the shadows around the ruins and could strike at any time.

One way to end the encounter and to seamlessly move into Encounter 2 is to have Orvar show up and calm the situation down. This can be used as a failsafe if the PCs are doing poorly in the fight, or as a story technique where the PCs have technically already won, but you frame it so that it feels like he is giving them a break.

Anyway, the PCs deserve a short rest.





ENCOUNTER 2 ORVAR "THE MAD SHAMAN"

Near the well just off to the side of the ruins is a small ramshackle hut with a well-used fire pit that shows there is still a living resident in this haunted land. His name is Orvar, a hermit and recluse that prefers the company of spirits over that of living beings.

Orvar was never lonely as a child. In fact, there was always a crowd of people around him, taking care of him, helping him, and playing games with him. Some of those people called him blessed and looked at him with love and worry, sometimes pity or fear. It took Orvar years before he figured out that those people were real and all the others around him were...also real, but different. The others were spirits of all kinds that seemed to take a natural liking to the boy and wanted to talk to him and be around him. Since none of the other people in the homestead could see these spirits, they quickly realized he was different. He kept a lot to himself, they noticed, and talked to people that were not there, or so they thought.

As he grew older, Orvar started to realize that he would do everyone a favor if he removed himself from the rest of his family. And besides, the spirits never pitied him. Quite the opposite, they came to him for help, respected, and even revered him. So one day, he picked up his things and left. He has been living on the Ridges ever since. The Clan knows of him of course, and sometimes they come to visit or ask for his guidance in spirit-related matters, but everyone seems happy that he moved out. The spirit world is something kept at arm's length.

When the PCs encounter Orvar, he will constantly talk to himself or others the PCs cannot see. His version of these haunted ruins seems to be a crowded market full of people from near and far. And he knows almost all of them. He calls out and waves, he makes small talk to the thin air, and shoos away young pranksters who play tricks on him or try to steal his staff. Play him as quite mad. Maybe he is? Maybe he's not? He doesn't know

exactly when he lost interest in the living to the point where he almost stopped seeing them. He will forget that the PCs are there. He will act as if he had trouble seeing them. And he will act, overall, insane.

It is important to present Orvar as a potential ally here since a lot of solutions could hinge on him still being alive. If approached without hostility, Orvar could tell the PCs about the crash last night. He can give hints to what the [item] is, he could recruit the help of [spirits] to fight the dragonewts, or he could send the PCs off on a heroquest to accomplish any other plan they may have. However, he does not suffer fools lightly and is not without defence should the PCs decide to pick a fight.

THE HERMIT FIGHT

#/lvl of PCs	Hermit	Phantasm	H. Phantom	L. Spirits
4 x 2nd level	1	1	0	4 (1 mob)
5 x 2nd level	1	1	1	2 (1 mob)
6 x 2nd level	1	1	1	5 (1 mob)
4 x 3rd level	1	1	1	5 (1 mob)
5 x 3rd level	1	1	1	11 (2 mobs)
6 x 3rd level*	1	1	2	10 (2 mobs)

*nastier special.

HERMIT WARLOCK

“ORVAR THE MAD” † Y X

Living alone in this blasted land, this hermit has more magic at his disposal than most folk. And might be a little insane from the spirits around him.

Triple-strength 3rd level caster [humanoid]

Initiative: +8

Spell-breath +8 vs. AC (1d4 enemies engaged with the warlock)—25 force damage

Natural even hit or miss: The target is teleported to the far side of the battlefield and hampered (save ends).

Natural 16+ hit: Make a violent dispelling attack as a quick action against the target. If it hits, it does no damage, but does dispel spells and spell-like effects.

C: Violent dispelling +6 vs. MD (one nearby or far away enemy)—15 damage, and any spell-like effects on the target or caused by the target end.

R: Hexplosion +8 vs. the lowest PD in the group of targets (1d3 nearby or far away enemies in a group)—50 damage, split evenly (rounded down) between all targets hit.

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

Natural 16+ hit: Make a violent dispelling attack as a quick action against the target, if it hits it does no damage but does dispel spells and spell-like effects.

Nastier Specials

Spell absorption: Once per battle when a spell not granted by a talent hits the warlock, it has no effect. Later in the battle as a quick action, the warlock can cast the spell that hit him, using the original caster's attack and damage bonuses.

Warlock's warp: When one of the warlock's attacks misses all targets, he teleports as a free action.

Violent undoing: The warlock's violent dispelling attack “dispels” all manner of useful conditions, such as a rogue having momentum or a fighter having a higher crit range. In particular, this higher-strength version of the attack shuts down that really irritating effect that's always being used by that one character.

AC 18

PD 16

MD 18

HP 170

Aftermath

If the PCs kill Orvar, the [spirits] flee and the area is now clear, but, knowingly or not, they have also eliminated their best bet for support in the final encounter (Encounter 4). Let the PCs take a short rest and think about what they have done.



completely irrational at the time but that turns out to be brilliant the next round. Make it so that it almost seems like they could see into the future, or maybe have done this exact combat before at some point and therefore know what will happen. Environmental effects can be a good use for this. A Stalker might take a side-step instead of exploiting an opening in a PCs defence, and a second later one of the ruin walls come crumbling down on the exact spot that he just vacated. Things like that. The point is not to give them an unfair combat advantage but to make them seem alien, strange and scary.

THE STALKER FIGHT

#/lvl of PCs	Stalker+	Soldier	Crested dragonewts
4 x 2nd level	1	1	6
5 x 2nd level	1	2	6
6 x 2nd level	2	2**	8
4 x 3rd level	2	2	8
5 x 3rd level	2**	2**	9
6 x 3rd level	2**	2**	11

** Increase by one level: +1 initiative, attacks, and all defences, add 5 to all damage and 20 to HP
+ The Stalker is the one riding off to get reinforcements. Unless the players make a point of involving it in the combat you should reduce this number by one.

DRAGONEWT STALKER

3rd level archer [humanoid]

Initiative: +7

Short Sword +7 vs. AC (2 attacks)—6 damage

R: Pinning shot +7 vs. AC (one nearby or far away enemy)—10 damage

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

Natural 2–4: Reroll the attack against a random nearby creature.

Superior camouflage: The stalker's scales naturally change to blend with its surroundings, allowing it to hide in plain sight and making checks to detect it take a –5 penalty. When it attacks from concealment without being seen first, the target is vulnerable to its attack. It can regain its camouflage by moving out of direct sight and hiding (hard DC to spot).

AC 20
PD 19
MD 15
HP 70

DRAGONEWT SOLDIER

3rd level wrecker [humanoid]

Initiative: +7

Heavy axe +8 vs. AC—18 damage

Natural even miss: Tail whip: The Soldier deals 10 extra damage to a target it misses with a melee attack.

Red rage: When the escalation die is odd, the soldier can roll two d20s for its heavy axe attack and use the best result.

AC 18
PD 17
MD 13
HP 98

CRESTED DRAGONEWT

3rd level mook [humanoid]

Initiative: +5

Barbed spear +7 vs. AC—6 damage

Natural 16+: 3 ongoing poison damage.

AC 17
PD 14
MD 13
HP 15 (mook)

Mook: Kill one warrior mook for every 15 damage you deal to the mob.

Aftermath

Victorious from the battle, certain things disturb the PCs. If they have never fought dragonewts before, they are a little shaken by how little they seemed to care for their own lives. One of them may even have said (with a heavy lizard-accent) something along the lines of “I’ll be back,” or “See you soon,” or “I’ll get you next time.” This will likely give the PCs something to think about.

Give the PCs a short rest and from this point onward you should stress the time things take. Try to build tension here. They have the night and most of next day to prepare for an epic last defense.

HEROQUESTING

We present a few options for heroquesting here. Each of these could be fleshed out into its own little adventure, but that is outside the scope of what is presented here. Instead, we give you inspiration and suggestions and hope you can build on this to make it more alive.

- Eurmál teaches Orlanth how to hide Death in order to bring it into the celestial court. This might teach the PCs how to hide the **[item]** from the dragonewt patrol. Perfect if there is a trickster in the group. That PC will be Eurmál in the story teaching one of the fighter type PCs (representing Orlanth) how to hide a sword.
 - Station 1 - Eurmál finds death (a sword) and teaches Orlanth how to hide it.
 - Station 2 - The PCs smuggle the sword into a palace without the guards noticing.
 - Station 3 - The 294 judges gather, and the Contest begins, but our heroquest can end here. Unless the Orlanth PC really wants to kill the Sun Emperor?
 - Suggested Reward - The PCs learn how to hide the **[item]**, both physically and magically (the Protagonist gets a bonus attunement of the Illusion Rune). They also gain a +2 bonus to any negotiation or bluffing required when the dragonewt Priest shows up in Encounter 4.
- The Heroes try to win over the loyalty of the spirits by performing the renewal of the oath heroquest that their chieftain would do when he arrives anyway. This would work if the spirits are Illavan and they befriend them through this quest.
 - Station 1 - Make their way up the Starfire Ridges in God Time, in a time before the Illavan Clan were punished by the sky gods, and when the Starfile Ridges are full of life and green. Meet up with the Illavan Clan and gain their trust and hospitality.
 - Station 2 - There is a wedding going on, and the PCs get the chance to expose a traitor during the evening celebration, effectively preventing the disaster that would have followed. Earn the gratitude of the Illavan Clan.
 - Suggested Rewards - The Illavan **[spirits]** will take possession of the PCs during the final fight, boosting their skill against the dragonewts. The PCs glow with the extra strength added to them and are inspired to act in a heroic manner. Use the "Fight in Spirit" rules in 13 Age (page 166), granting this bonus to each PC in the party.
- Lift Mallia's Curse from the Ghosts of Vostang Clan. Mallia, being one of the unholy trio, is the goddess of disease and illness. This might be a good option if there is a strong healer in the group or a PC with a connection to Chalana Arroy or a strong active Life Rune.
 - Station 1 - Meet up with a leprous, old Volstang hag on the Ridges and learn about the enemy ritual that cursed them. She will help the characters shift in time and magically move them into the enemies' heroquest.
 - Station 2 - Enter the enemies' heroquest instead (a dark place on the moors close to The Upland Marsh) and mess up their mojo so that the curse fails.
 - Station 3 - They come out of the enemies' heroquest and talk to the old hag again, but now she is transformed into a beautiful woman who thanks them and proclaims the eternal gratitude of the Volstang Clan.
 - Suggested Rewards - The Volstang **[spirits]** will surge onto the battle fields in Encounter 4 and hack away at the dragonewts. There is an ebb and flow to this, where they are there one minute and gone the next. Starting when the escalation die is 0 and every time it's EVEN thereafter, you stack a smaller die (or other marker) showing 2 pips on top of the escalation die. You remove this marker when the escalation die is ODD, and add it back again when it becomes EVEN. Abilities trigger on the number on the escalation die, but attacks receive the +2 bonus during the first round and every other round after that.



We are deviating a little bit here from the standard heroquest format, in that these heroquests require the PCs to work against the established Myth to change them in some capacity. Remember that this is not time travel. We are simply planting a seed for possible “lost myths” and other ways it could have happened. But the outcome is up to you as GM. Also note that we do not provide a Protagonist God in two of the options. Try to come up with some minor deity that would fit your PCs, possibly some ancestral demigod of the Orlmarth Clan that tried to intervene here but failed.

Make a point of describing what the **[spirits]** look like now that they have been “saved”. They should be less monstrous now, less ghoulish, more like brave and furious fighters of old. Their armor and equipment are also restored, and they are ready for battle. If you want to keep the players on edge, you can let the **[spirits]** be completely gone when they step out of God Time, and don’t tell them exactly what bonus they’ll get until the fighting starts. Then surprise them with a charge of specters coming from all around.

My players did something else!

Clearly, not everything is covered here. The PCs might start building fortifications, or they might send a runner to bring the Clan Fyrd to the inevitable battle. They might come up with a different proposal for a heroquest where they learn how to mess with the orientation of the dragonewts so they never reach the Ridges. Just make it yours! Roll with it.





ENCOUNTER 4

On the evening of the second day, a dragonewt warparty arrives. They don't mess around, bringing a full Priest riding a triceratops with a retinue of fighters. If the PCs keep a lookout, they can see this party approaching some distance away and still have about an hour to make final preparations.

If the PCs give them the opportunity, the Priest will dismount and parley with them. He tries to explain (his human speech is actually quite good) that under no circumstances will the PCs be allowed to keep the [item] because it rightfully belongs to them. If you want to add an oddity here you can also have him stop and greet the corpses of the dragonewts that were slain the day before, if they are still lying about in plain sight. "Hello, Zrathwar, how are you this evening? No? Hahaha, good, good. So you have moved on now, have you? Okay, see you when I get back."

Depending on how the PCs intend to solve this, multiple things can play out. There might be some

negotiations followed by an agreement, or break down and combat, or there may be no talking at all and just a straight up fight. You must play this one by ear.

THE DRAGONEWT PRIEST FIGHT

#/lvl of PCs	Priest	Soldier	Triceratops	C. Dragonewt
4 x 2nd level	1	1	0	6 (1 mob)
5 x 2nd level	1	1	1	4 (1 mob)
6 x 2nd level	1	2	1	5 (1 mob)
4 x 3rd level	1	2	1	5 (1 mob)
5 x 3rd level	1	2	2	11 (2 mobs)
6 x 3rd level*	1	3	2	10 (2 mobs)

*nastier special

DRAGONEWT PRIEST ▲

This dragonewt has a crystal orb implanted in the center of its chest, and smaller gemstones inserted throughout its body.

3rd level double strength caster [humanoid]

Initiative: +6

clubstaff +7 vs. AC—12 damage

C: Sibilant curse +8 vs. MD (one nearby enemy)—10 psychic damage, and the target is vulnerable to all attacks by dragonewts

R: Force barbs +6 vs. PD (up to 3 nearby or far away enemies in a group)—15 force damage

Absorb magic: The first time this battle that the dragonewt priest is hit by a magic spell or spell-like power, it has no effect—the attack hits but does no damage, imposes no conditions, etc. Each time it's hit by this spell thereafter, the priest takes no damage and can make the following attack as a free action:

C: Arcane discharge +7 vs. PD (one nearby or far away enemy)—15 damage and 7 ongoing damage, both of the same damage type of the spell that it absorbed.

Primeval grudge: Until the dragonewt priest drops to 0 hp, the melee attacks of each dragonewt nearby by the priest deals 4 extra damage to non-dragonewts.

Limited flight: At the start of each turn, roll a d6. If the result is less than or equal to the escalation die, the priest gains flight as a move action during its turn thanks to a pair of wings it unfurls from its back. The flight tends to be more power-flapping or gliding from one place to another rather than hovering.

Nastier Specials

Esoteric expulsion: When the priest dies having absorbed a spell but not having released the energy via arcane discharge, roll a d6:

1: Spatial bend—Whoever made the attack that finished the priest swaps places with the ally or enemy furthest from them.

2: Time twist—The last character to act disappears and then reappears in the same place at the end of their next turn.

3: Esoteric detonation—The 1d3 + 1 closest creatures take 10 force damage and 10 ongoing force damage.

4: Weird expulsion—Something harmlessly odd happens, centered on the area around the body: a rain of frogs, colored lights start to dance, a glowing cloud appears, etc.

5: Bizarre expulsion—Something distractingly odd happens that causes one random enemy and one random ally to be dazed until the end of their next turns: their local gravity becomes warped, they blaze with coruscating light, they briefly turn inside out, etc.

6: Stranger expulsion—Something dangerously odd happens, dealing 20 ongoing damage to the nearest enemy to the priest and perhaps having a lingering effect after the battle: target ages or becomes younger rapidly, target enveloped in ice, target's skin catches fire, etc.

AC 18

PD 15

HP 121

MD 18

TRICERATOPS ▼

Large 3rd level troop [beast]

Initiative: +7

Three-pronged attack +7 vs. AC—15 damage, or 22 damage if the target is large or bigger

Furious charge: The three-pronged attack instead deals +10 damage on a hit if the Triceratops first moves before attacking an enemy it was not engaged with at the start of its turn.

Nastier Special

Knocked flying: Not only does the furious charge cause damage, but on a natural even hit, the target is knocked to one side and dazed until the end of its next turn. On a natural odd hit, the target is thrown backward and dazed (save ends). The triceratops ends the round unengaged and ready to make a new furious charge attack.

AC 21

PD 17

HP 80

MD 13

Aftermath

Whether or not the ground is now littered with dead dragonewts will depend on the way the PCs chose to handle this. Hopefully, they still have control of the area around the [item], but maybe they lost it and are now sore and moping about that. If the dragonewts get the [item], they manage to load it onto their triceratops, if it's still alive. If not a dragon will show up to carry the priest and his prize home. The PCs can finally take a long rest.

EPILOGUE

The next morning, the Chieftain and his priests will arrive. They will be awestruck by the tales of heroism and bravery the PCs tell, regardless of whether the [item] is still here or not. He thanks the PCs for their heroic effort and commends them on their good job. If the [item] is still here, he will join his priests in investigating what this really is, and how it can benefit the clan in the future.

Further adventure ideas: How does the new [item] shift the balance of power in the area? What will the enemies of their clan think and do about it? What sort of mystical trouble will it attract, and exactly what can it be used for? All this will have to be answered through further play.

Rewards

The rewards for this adventure will be fluid, based on the runes the group has as well as the long-term goals of the GM. Here are some suggestions:

1. The clans of the area recognize your valor, and you are treated as a local hero. Food, shelter, training, and advice are easy to come by.
2. The dragon's scale could provide armor for many warriors. The PCs that can use heavy armor each receive a set in the near future. The armor is non-magical, but the elders recall stories of techniques that can inscribe runic gifts permanently on the surface. Perhaps this serves as a hook for a future adventure.
3. The egg or plinth belongs to the dragonewts. If it is returned to them, they give a strange talisman to the most magical PC. All dragonewts recognize it and offer parley before battles.
4. You gain a phantom friend. Once per day, it aids you in battle, fighting in spirit with you (+2 for the first round in battle, +1 thereafter, and it could be used for offense or defence). This lasts until your next level up.
5. The stone monolith empowers your rune.
6. The earth temple grants you a blessing: the Earth rune.
7. Orvar isn't as mad as he seems. He can provide aid in future adventures, including new trips to the Hero Plane.



Player Name:

GM:

1 (1)

Name _____

Culture and Folk _____

Human, Heortling, Sartarite of Colymar Tribe,
Orlmarth Clan.

Level & Class _____

Humakti - Death Warrior lvl2

God _____

Humakt Devotee

	STR	CON	DEX	INT	WIS	CHA
Score	17	14	12	13	17	10
Mod	+3	+2	+1	+1	+3	+0
+Lvl	+5	+4	+3	+3	+5	+2
			Init			

Defences

AC	20
PD	14
MD	13

Health

Hit Points	40 /
Recoveries	8 /
Recovery Die	2d8+2

One Unique Thing _____

Lost son from the big city (Nochet) returning home.

Runes _____

† Y Y

Backgrounds _____

Pain Master +5

Professional Duelist +3

Combat

Roll Initiative: Roll 2d20 and pick one. Add +3 to get your Initiative Score.

If the d20 you select is ODD and 11+ or EVEN you may trigger a *Battle Cry*. (2, 4, 6, 8, 10+)

Basic Melee Attack

Longsword: 1d20+5 vs. AC.

- Hit: 2d8+5 damage

- Miss: 2 damage

Powers

○ **Battle Drill** - Melee Attack, Once per Battle

Effect: Make a basic melee attack.

Hit: You can make a bonus basic melee attack. If you hit you can make a second bonus melee attack, and so on. You can make a maximum of 3 (WIS MOD) bonus attacks as long as you continue to hit.

○ **Hefty Blow** - Melee Attack, Once per Battle

Effect: Make a basic melee attack.

Hit or Miss: You gain a +2 (CON MOD) bonus to damage with that attack

○ **Lesson Learned** - Swordform, Once per Battle, Free action

Trigger: You miss an enemy with a melee attack

Effect: +2 bonus to hit with melee attacks against that enemy and all identical enemies (same name) until the end of battle.

Battle Cries: (Each Battle Crye can only be used once per day)

○ *They are dead already:* You and all allies gain a +1 bonus to all defenses against undead.

○ *We have no fear:* You and all allies take only a -1 penalty from fear, dazed and weakened conditions.

○ *We shall not fall:* Once when an ally is going to rally using a standard action. The rally only requires a quick action.

○ *We fight together:* Once this battle when an ally fails a save, you can turn it into a success.

Sword Master

Attack penalties never apply when you are attacking with a sword.

○ **Inescapable Sword** - Once per battle, Free Action

When you hit a target that has some form of resistance, you can negate all of the target's resistance until the end of battle.

Undead Foe - Undead creatures are *vulnerable* to your attacks.

(Your crit-range is expanded to 18-20)

Armour Geas (Roll 1d8 effect last for one day until next prayer)

○ +1 attack bonus with swords and -1 penalty to PD.

○ +1 attack bonus with swords today.

○ +2 attack bonus with swords but can't use shields.

○ Your critical hits while using a sword deal triple damage.

○ Attacks with swords deal an extra WEAPON damage die.

○ You gain an additional Humakti power.

○ +1 attack bonus with swords and your recovery dice become d10s

○ +1 attack bonus with swords and +1 WEAPON damage die

Gear

Heavy Armour, Longsword, Shield

Incremental Advances

○ Ability Score

○ Attune Rune

○ Extra HQ Gift

○ Power/Spell

○ Feat

○ Hit Points

○ Skills

Player Name:

GM:

1 (2)

Name _____

Culture and Folk _____

Human, Heortling, Sartarite of Colymar Tribe,
Orlmarch Clan.

Level & Class _____

Storm Bull - Berserker lvl2

God _____

Storm Bull Devotee

	STR	CON	DEX	INT	WIS	CHA	Defences	Health
Score	19	17	14	10	13	12	AC 13	Hit Points 44 /
Mod	+4	+3	+2	+0	+1	+1	PD 16	Recoveries 9 /
+Lvl	+6	+5	+4	+2	+3	+3	MD 14	Recovery Die 2d10+3
Init								

One Unique Thing _____

You were born with tiny horns and a tail.

Runes _____



Backgrounds _____

Farmwife's Bastard +3
Bull Scion +5

Combat

Roll Initiative: Roll 2d20 and pick one.

Add +6 (STR MOD + LVL) to get your Initiative Score

Bull's Rush: Go first once per day.**Storm Bull Devotee:** For you, ♡ Chaos rune results are instead ♣ Eternal Battle runes.

Basic Melee Attack

Greataxe: Roll 1d20+6 vs. AC to hit

- Hit: 2d10+4 damage

- Miss: 2 damage

Great Weapons: Once per battle, re-rolled a missed attack and choose a different target.**Roaring Return:** Daily, Quick Action, If your Berserker Die is less than the Escalation Die, heal using a Recovery

The Storm Bull Berserker Die

Instead of using the Escalation Die you add a Berserker Die (d6) and trigger a Berserker Die Power according to the result.

Final Blow: Daily, Die-Triggered,
Make a Basic Melee Attack against a staggered enemy as a quick action.

d6	Berserker Die Power	Effect A	or	Effect B
1	Pure Fury	Your next berserker melee attack that misses deal half damage instead of regular miss damage.	/	○ Your crit-range with berserker attacks expands by 1 (cumulative) until the end of battle.
2	Bring it On!	○ Until the End of Battle when you take damage while Berserker Die is even, reduce that damage by an amount equal to your Berserker die	/	Gain 3 (CON MOD) temporary hit points.
3	Horns and Hide	○ Until the End of Battle, when you engage one or more enemies, each of those enemies takes 4 (STR MOD) damage	/	You gain a Bonus to AC equal to your Berserker Roll until the start of your next turn.
4	This is Eternal Battle	○ Until the End of Battle, you gain a Bonus to AC equal to the number of enemies engaged with you	/	Roll a d6. If you roll less than or equal to the number of enemies engaged with you, you gain an extra standard action this turn.
5	Thrash the Devil	○ Until the End of Battle you gain resist damage 12+ against attacks by ♡ Chaos	/	Use <i>Final Blow</i> this turn. If you don't instead deal damage equal to 4 (STR MOD) + Escalation Die to one enemy engaged with you.
6	The Bull is Strong	Use <i>Final Blow</i> this turn.	/	The next time you hit with a Berserker Melee Attack this turn, add an extra WEAPON die to your damage.

Gear _____

Hide Armour with bronze pieces, Great Axe, 4 Javelins

Incremental Advances _____

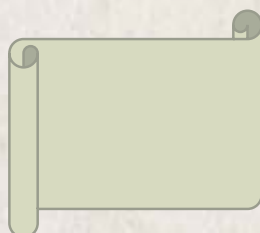
- Ability Score
- Attune Rune
- Extra HQ Gift
- Power/Spell
- Feat
- Hit Points
- Skills

○ **Blood Frenzy:** Daily Interrupt Action, Lasts until end of battle; Once per round when you become staggered, or are hit by an attack while staggered, roll a save. If successful, heal using a recovery, and if the natural roll is even, the recovery is free. In addition, whether the save fails or succeeds, add +1 to blood frenzy count.

○ You can re-roll the first failed Blood Frenzy save each battle.

Keep track of your blood frenzy count during battle. If your berserker die result is ever less than your blood frenzy count, you go out of control. At the end of the battle your blood frenzy count goes back to zero.

Blood Frenzy Count



Out of Control: While you are out of control, you must make a melee attack against an enemy during each of your turns. If you don't, at the end of your turn you become confused until the end of your next turn.

While you are out of control, when you make a melee attack against an enemy, hit or miss, you also deal half damage to one of your allies engaged with that enemy.

There are two normal ways to end being out of control. First, it ends the next time your berserker die roll is less than your blood frenzy count, though coming out of being out of control doesn't save you from the confusion effect suffered earlier. Second, being out of control ends at the end of a battle when all your true enemies have dropped to 0 hp or are unconscious. When being out of control you don't accept surrenders and you tend to chase fleeing enemies.

Yes in a long battle in which you have used blood frenzy often it is possible to swing in and out of control round-after-round. Your allies need to learn to stay out of your way...

Player Name:

GM:

1 (2)

Name _____

Culture and Folk _____

Human, Heortling, Sartarite of Colymar Tribe,
Orlmarth Clan.

Level & Class _____

Orlanthi Storm Voice - lvl2

God _____

Orlanth with a side of Yinkin...

	STR	CON	DEX	INT	WIS	CHA
Score	10	17	12	14	13	19
Mod	+0	+3	+1	+2	+1	+4
+Lvl	+2	+5	+3	+4	+3	+6
			Init			

Defences

AC	13
PD	14
MD	14

Health

Hit Points	36 /
Recoveries	8 /
Recovery Die	2d6+3

One Unique Thing _____

Expelled from Old Wind Temple after a
romantic affair turned scandal

Runes _____



Backgrounds _____

Old Wind Temple Scholar/Exile +5
Yinkin at heart +3

Combat

Roll Initiative: Roll 2d20 and pick one. Add +3 (DEX MOD) to get your Initiative.

Basic Melee Attack

Quarterstaff: 1d20+2 (STR MOD + Lvl) vs. AC.

- Hit: 2d6 damage - Miss: 2 damage

Basic Ranged Attack

Javelin: 1d20+3 vs. AC

- Hit: 2d6+1 (DEX MOD) damage - Miss:

Magic

Gather Storm

Spend a standard action to gather magical power, preparing yourselves for casting a doublestrength spell with your next standard action. You generate a small magical benefit. The first time each battle that you gather storm roll a d6. The next time in that battle you move on to the next step in the cycle wind → lightning → thunder etc.

Gather Storm Bonus Effect

1-2: Wind

You gain flight as a move action until the end of turn. This isn't a stately hovering movement; you're being thrown ahead of blasting storm winds. If you don't land at the end of your turn, you fall from the air and take 2d6 damage. You automatically succeed Disengage Checks without needing to roll. Once during your turn, you can heal using a recovery as a quick action.

3-4: Lightning

One nearby enemy takes 2 (Lvl) lightning damage. If no one is engaged with your target, it takes 1d6 extra lightning damage.

5-6: Thunder

Roll a hard save (16+). If you succeed, increase the escalation die by 1. If the save fails, you gain 5 temporary hit points.

Spells

Wild Bolt

Ranged spell, At-Will

Special: This spell deals daily random energy**Target:** One nearby enemy OR one far away enemy with a -2 attack penalty**Attack:** 1d20+6 (CHA MOD + Lvl) vs. PD**Hit:** 1d8 + 3 (CON MOD) daily random energy damage, and the first time the natural attack roll is even in a battle, roll a random cyclic benefit as if you had gathered storm. (This doesn't affect your place in the gathering storm cycle; it's a random benefit that's separate from actual progression through the storm cycle.)**Miss:** 2 (Lvl), +4 (CHA MOD) if engaged with target

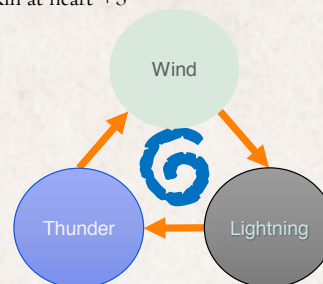
Storm Voice Random Energy Type (d6)

1: Cold

2-3: Thunder

4-6: Lightning

Roll once for Wind Bolt after every full heal-up. Damage Type lasts until next heal-up / roll.



Gear

Light armor, staff, javelins

Incremental Advances

- | | |
|-------------------------------------|----------------------------------|
| <input type="radio"/> Ability Score | <input type="radio"/> Feat |
| <input type="radio"/> Attune Rune | <input type="radio"/> Hit Points |
| <input type="radio"/> Extra HQ Gift | <input type="radio"/> Skills |
| <input type="radio"/> Power/Spell | |

Spells

O *Wind from Valind's Glacier*

Close-quarters spell, Daily

Target: 1d2 nearby enemies in a group; *breath weapon*

Attack: 1d20+6 (CHA MOD + Lvl) vs. PD

Hit: 3d6 + 3 (CON MOD) cold damage.

Miss: Half damage, +4 (CHA MOD) if engaged with target

Breath Weapon: For the rest of the battle, roll a d20 at the start of each of your turns; on a 14+, you can use *Wind from Valind's Glacier* that turn if you wish.

O *Lightning Spear*

Ranged spell, Recharge 16 - Escalation Die "at Use" + after battle.

Target: One nearby or far away enemy

Attack: 1d20+6 (CHA MOD + Lvl) vs. PD

Hit: 3d8 + 3 (CON MOD) lightning damage.

Miss: Make the attack again against a random enemy that's nearby the target, but that attack deals only half damage and has no miss effect. *+4 damage (CHA MOD) if engaged with that target.*

O *Strike the Highest*

Ranged spell. Recharge 11+ after battle

Target: One nearby or far away enemy

Special: If any enemy in the battle has more hit points than the target, this attack takes a -5 attack penalty.

Attack: 1d20+6 (CHA MOD + Lvl) vs. PD

Natural Even Hit: 2d10 + 3 (CON MOD) lightning damage, and you don't expend the spell.

Natural Odd Hit: 1d10 + 3 (CON MOD) lightning damage, and you don't expend the spell.

Miss: 2 (Lvl), +4 (CHA MOD) if engaged with target

Player Name:

GM:

1 (1)

Name _____

Culture and Folk _____

Human, Heortling, Sartarite of Colymar Tribe,
Orlmarth Clan.

Level & Class _____

Eurmal Trickster - lvl2

God _____

Eurmal Devotee



	STR	CON	DEX	INT	WIS	CHA	Defences	Health
Score	10	17	14	13	12	19	AC 12	Hit Points 36 /
Mod	+0	+3	+2	+1	+1	+4	PD 16	Recoveries 8 /
+Lvl	+2	+5	+4	+3	+3	+6	MD 17	Recovery Die 2d10+3
			Init (-1)					

One Unique Thing

You "failed" as a Herder when the Puppeteer Troupe kidnapped you. You served with them as an "extra" for a few years before returning.

RunesOne Unique Thing

Jester/advisor to the Chieftain +5
Traveling Performer +3

Combat

Roll Initiative: Roll 2d20 and pick one. Add -1 (DEX MOD -5) to get your Initiative.

Basic Melee Attack

Fireplace Poker: 1d20+0 (STR MOD+Lvl-2) vs. AC

- Hit: 2d6 - Miss: -1HP to you

Basic Ranged Attack

Thing: 1d20+2 (DEX MOD+Lvl-2) vs. AC

- Hit: 2d4 - Miss: -1HP to an Ally

Feckless Struggle - When cornered, you might bash an enemy with a broken doll, a wooden toy sword, or a handheld implement popular at certain fertility rites. Your attacks have no visible effect, but you are loading the enemy up with bad fortune, one pathetic swing at a time. With any luck, this bad karma will come due when one of your allies attacks the same target.

Feckless Strike - At-Will, Melee Attack (can be used as Interrupt)

Target: One enemy

Attack: 1d20+6 (CHA MOD + Lvl) vs. MD

Hit: Apply **feckless points** to the target equal to 2 (Lvl) d6/lvl + 4 (CHA MOD). Feckless points last until the end of the battle or until used up, but they don't stack.

When an ally hits that target with an attack that deals something other than feckless damage, that ally gains a damage bonus equal to the feckless points assigned to the target. That damage bonus is the same type dealt by the ally's attack, making your ally look awesome. Feckless points apply to a mook mob's total hit points, not to individual members of the mob.

○ **Fuster Attack** - Melee Attack, Once per Battle

Attack: 1d20+6 (CHA MOD + Lvl) vs. PD

Hit: 24 (10 x Lvl + CHA MOD) damage

Miss: 4 (CHA MOD) damage

Gear

No armor, generally you're lucky if you're still wearing clothes
Fireplace Poker, Some things in a bag you found. Whose purse is this?

○ **Bad Luck Magnet** - Once Per Battle, when an ally rolls a natural 1-3 on an attack, save or skill, you can "take it" to allow them a re-roll. You must use the result on your own next action or suffer damage equal to the Lvl of the Ally. (If used outside battle it cannot be used in next battle)

Erratic at best - You randomly loose one Talent and gain a new one after each Full Heal-up.

Scapegoat - When you save against an effect that also applies to an ally roll 2d20, give the higher roll to your ally, and take the lower for yourself. This is not optional!

○ **Floow me! No Her! No Me!** - Once per day, as a quick action, reroll the Escalation Die every turn until you roll a 1.

○ **Taunt** - Ranged Attack, Once per battle

Target: One nearby enemy

Attack: 1d20+6 (CHA MOD + Lvl) vs. MD

Hit: You serve up a ripe insult that unhinges your foe. The enemy is **vulnerable** (save ends). Until the target saves, it will move to attack you if it can. It won't take opportunity attacks to get at you, and it won't move if it can't get to you, but it will attempt to disengage, move out of position, stop guarding a doorway, or otherwise let you lead it where it shouldn't go.

○ **Fuster Cluck** - Close-quarters power, Once per battle

Effect: One enemy you are engaged with is vulnerable until your next turn and makes a melee attack against itself as a free action. Choose one option before the enemy attacks: it gains +1 bonus to the attack against itself, OR it takes a -2 penalty to attack against you.

If it hits it damages itself and is **weakened** until the start of your next turn. If it misses, it makes a melee attack against you as a free action instead, but the attack misses automatically on an ODD attack roll. If the enemy misses you with this attack, you make a **fuster attack** against it.

Incremental Advances

- | | |
|-----------------|--------------|
| ○ Ability Score | ○ Feat |
| ○ Attune Rune | ○ Hit Points |
| ○ Extra HQ Gift | ○ Skills |
| ○ Power/Spell | |

Player Name:

GM:

1 (1)

Name

Culture and Folk

Human, Heortling, Sartarite of Colymar Tribe,
Orlmarth Clan.

Level & Class

Orlanthi Warrior lvl 2

God

Daughter of Vinga



STR CON DEX INT WIS CHA

Defences

Health

Score	17	17	14	10	14	13
Mod	+3	+3	+2	+0	+2	+1
+Lvl	+5	+5	+4	+2	+4	+3

AC	16
PD	16
MD	13

Hit Points	44 /
Recoveries	9 /
Recovery Die	2d12+3

Init

One Unique Thing

I am the child of a Vingan "Red Woman"

Runes



Backgrounds

Farmer turned Resistance Fighter +5
Weapon Thane +3

Combat

Roll Initiative: Roll 2d20 and pick one. Add +4 to get your Initiative Score

Basic Melee Attack

Iron Battleaxe: 1d20+5 (STR MOD+Lvl) vs. AC.

- Hit: 2d8+3 (STR MOD) damage

- Miss: 2 (Lvl) damage

Powers

Inspired Strike

Inspired action, Quick action, Melee attack, At-Will (once per round)

Special: You must be inspired.

Target: One enemy not engaged with you at the start of your turn

Attack: 1d20+5 (STR MOD+Lvl) vs. AC

Hit: 2d8+3 (STR MOD) damage

Miss: 2 (Lvl) damage

O Vingan Cleave

Once per battle, free action,

Effect: make another melee attack after you have dropped a non-mook foe to 0 hp with a melee attack. (Dropping the last mook of a mook mob also qualifies.) You gain a +2 attack bonus with the Cleave attack and if the cleave attack hits, you can heal using a recovery.

O Excellence

Once per day, you can reroll a failed **skill check**. You gain a +5 bonus to the reroll as Vinga inspires you to greatness.

Inspired Battler (Replaces Barbarian Rage)

At the start of each round, roll a d6. If the roll \leq Escalation Die, you become inspired until the end of battle.

While inspired, once during your turn as a quick action, you can take an "inspired action". Your primary inspired action is **Inspired Strike** (to the left).

Slayer

During your turn, when you attack a **staggered enemy** you were not engaged with at the start of your turn, gain a +2 bonus to the Attack roll and deal +2(Lvl)d6 damage hit.

Strongheart

Your recovery dice are d12s and you get +1 Recoveries.

Gear

Leather kilt, breastplate, helmet, Iron battleaxe & shield

Incremental Advances

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|-------------------------------------|----------------------------------|
| <input type="radio"/> Ability Score | <input type="radio"/> Feat |
| <input type="radio"/> Attune Rune | <input type="radio"/> Hit Points |
| <input type="radio"/> Extra HQ Gift | <input type="radio"/> Skills |
| <input type="radio"/> Power/Spell | |