

FACES

... OF THE SHADOWS



A COLLECTION OF VILLAINOUS NPCs



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TABLE OF CONTENTS

Introduction	2
About this book	2
A Word on Icons	2
Villains	3
Assassin	3
Bounty Hunter	3
Guild Magician	4
Guild Thief (mook)	4
Guild Thief Runner (mook)	4
Guild Thief Enforcer	5
Guild Thief Commander	5
Guild Thief Murderer	6
Guild Thief Roof Jumper	6
Guild Thief Sewer Troop	6
Guild Tipster	7
Guildhouse Guard	7
Guildhouse Guard Captain	7
Guildhouse Jailmaster	8
Guildmaster	9
Guildmaster's Bodyguard	9
Master Spy	10
Master Thief	11
Mutated Sewer Cultist	12
Mutated Sewer Scum (mook)	12
Mutated Giant Rat	12
Mutated Rat Swarm (mook)	12
Sewer Alchemist	13
Sniper	14
Sniper (master)	14
Spell Thief	15
The Sewer King	16
Trickster	17
Violent Gambler	18
Violent Gambler Bootlicker	18
Violent Gambling Scum (mook)	18
Dark Streets – Terrain Options	19
OGL	22

Villains by level

0	mutated rat swarm (mook)
1st	guild tipster, mutated giant rat
2nd	guild thief (mook), guild thief enforcer, guild thief murderer, guild thief roofjumper, guild thief runner (mook), guild thief sewer troop, guildhouse guard (mook), guildhouse jailmaster, mutated sewer cultist, mutated sewer scum (mook), sniper, violent gambler bootlicker, violent gambling scum (mook)
3rd	assassin, guild thief commander, guildhouse guard captain, guildmaster's bodyguard
4th	bounty hunter, guild magician, guild thief (mook), master spy, master thief, smoke tentacles (mook)
5th	spell thief
6th	guildmaster, sewer alchemist, sniper (master), violent gambler
7th	the sewer king, trickster

SIDEBAR REFERENCE

Famous Assassins	3
Reckless Bounty Hunters	3
Infamous Guild Magicians	4
Some Guilds are badder than Others	6
Famous Guild Masters	9
Famous Master Thieves	11
Forgotten Sewer Alchemists	13
The Most Dangerous Guilds of the Realm	14
Confessions of an Ex-Wizard	15
A Tale of Humanity Lost	16
Many Kind of Tricksters	17
Known Gamblers with Temper	18

INTRODUCTION

Every city has its dark corners and every dark corner has its inhabitants. For every person lighting a candle, there's another one hiding in the shadows. Maybe this beggar over there is one of them. The thieves' guild. Their eyes and ears are everywhere. Almost every city knows them: thieves and thugs, burglars and pickpockets. No matter how wealthy, rich or powerful the cities become, the criminal movements evolve just with them. Building a network of spies and tipsters, just loose enough to function, but thick enough to sense every movement in the streets, just like a spider in its web, sensing its victims. Most cities ruthlessly try to beat down the players and light the darkness to the most possible extent – just to learn they have created new shadows with every hollow victory. Others are helpless and have made arrangements and appeasements to keep the shadows at bay. Other rulers have fallen victim to the webs of intrigue and are now mere figureheads in a game of trickery and deception.

Most groups stumble upon one or more agents of a thieves' guild sooner or later. Your heroes may have slain horrible monsters, faced undead threats and fought bloody battles. But can they persist in a web of conspiracies? Are they ready to see the dark places where they are least presumed – in the heart of human civilization. Are your characters ready for the dark descend into human nature – a long journey into backstabbing, deceit, delusion and treason?

ABOUT THIS BOOK

These pages offer you a range of villains and their henchman that are likely to be encountered in the local underworld of human cities. The stat blocks might also be useful if you are looking for an NPC or foe of a certain level. We provided a selection of stat blocks for a wide range of levels, but the focus clearly lies on the lower half of the ladder. Most of the villains are more appropriate for a sword

and sorcery style of play, then for an epic campaign frame. This is by design. We wanted to fill the blank, dark spaces of your campaign. We wanted to provide stat blocks for NPCs you might not have prepared, but will most likely show up in your campaign sooner or later. Some of them are the standard "thieves' guild" tropes, some of them are of the creepier kind, dwelling in filthy holes and sewers alike. Every one of them got our equal love and attention, though and we tried to rig them with mechanics that are fresh and interesting to play. Some of the more important villains got additional notes, hooks and sample names to inspire you.

What first started as a simple collection of NPC stat blocks, grew to bit more bestiary style in the process. We hope it's fun.

Some of the featured villains have very special minions of their own. The latter are not listed in the table of contents, because they are unremarkable and faceless foes, mere canon fodder. They do, however, appear in the "Villains by level" chart.

A WORD ON ICONS

We didn't make any notes on icons in this product. The theme of these pages, though, should make clear to which Icon most of the villains have the strongest ties. But of course, agents of all other Icons also stick around in the shadows.

CONCERNING GRABS

We're embracing the "new grab rule" by Rob as written down in a *13th Sage* column. It doesn't matter what rules you use for grabs, but in case you missed it, here it is:

If you're still grabbed at the start of the enemy's turn (i.e. you did not disengage on your turn), you take automatic damage equal to half the base damage of the attack that caused the grab.

And that's pretty much it.

ASSASSIN

Don't mess with the shadows.

3rd level wrecker [HUMANOID]

Initiative: +8

Scary dagger +8 vs. AC – 8 damage and 3 ongoing poison damage

Natural hit above target's Constitution: The save against the ongoing damage is now a hard save (16+).

R: Deadly bow +8 vs. AC (one nearby or far away enemy) – 8 damage

Natural roll higher than the target's Initiative:

The assassin's crit range against the target increases by 2 (cumulative).

C: Neurotoxic madness +6 vs. PD (1d4 nearby enemies in a group) – 4 poison damage and the target is dazed (easy save ends, 6+)

Natural 18+: The target is stunned (easy save ends, 6+).

Nastier Special

Shadow glide: When in dim light or darkness, as a move action on each of his turns, the assassin can roll a normal save. On a success remove the assassin from play. He appears again in a nearby location on his next turn.

AC 20
PD 14 **HP 38**
MD 16

FAMOUS ASSASSINS

Alecks the Rope (lovely built gallows in private chambers are certainly his work), **Kliurza the Quick** (nobody lived long enough to find out if she is really that quick, but wait, that's proof already, isn't it?), **Bortarth Greenbeard** (what the heck?), **Shaheera** from the south is a slender woman with exotic, foreign robes, hiding not only her entire body but also her countless blades.

Solotak Sveros lives in his mountain castle and is the founder of the first order of assassins, operating in the whole realm.

BOUNTY HUNTER

"Your detached scalp is a nice addition to my collection, scumbag!"

4th level Double-Strength spoiler [HUMANOID]

Initiative: +9

Numbing blow +9 vs. PD – 20 damage

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

Natural 18+: Save is now a hard save (16+).

Killing strike +8 vs AC (one stunned or stuck target) – 30 damage

R: Nailed to the wall + 9 vs. AC – 15 damage

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

Cruel arrow: Every time the target fails the saving throw with a natural odd roll, it takes 5 damage.

Fear: While engaged with this creature, enemies that have 20 hp or fewer are dazed (-4 attack) and do not add the escalation die to their attacks.

Nastier Special

Advanced combat tactics: When staggered, the bounty hunter adds the escalation die to disengage checks and to all attack rolls made for the *nailed to the wall* attack.

AC 19
PD 17 **HP 99**
MD 16

RECKLESS BOUNTY HUNTERS

Cian Rass has cursed trophies attached to her belt which magically resemble the rotting heads of persons the beholder holds dear (*increase fear threshold by 10*). **Narboo** is a small man with a stenchy aura, quick and deadly (*increase AC by 2, decrease PD by 2*). **Zangh Renaiz** is known for his massive fists he swings in melee (*he doesn't use killing strike*). **Thebraim Fedojk** is a rather fancy kind of man, but he knows his way around bounty hunting (+1 to all attacks, +2 MD, +1 AC, no fear ability). **Lafinja Dereii** is a delicate woman, but one with sharp mind and even sharper knives (-10 hp, +1 on all attacks, +1 AC, crit range expanded by 2).

GUILD MAGICIAN

"Let's see how you can handle THAT!"

4th level caster [HUMANOID]

Initiative: +6

Dark quarterstaff +8 vs. AC – 10 damage

Natural roll lower than the escalation die: The guild magician teleports to a nearby location.

R: Watch me create a magic trap +8 vs. MD (1d4 nearby enemies in a group) – 5 psychic damage

Natural roll higher than target's Dexterity: +10 damage as a magical trap crops up in the target's place.

Natural 20: The trap stays around until the end of the battle and does impromptu damage as appropriate.

Limited use: 1/battle but every time a nearby enemy fails a save the ability recharges.

C: Reeking fume +9 vs. PD (1d3 nearby enemies in a group) – 8 poison damage

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

Nastier Special

Quick teleportation: The teleportation of the *dark quarterstaff* attack now triggers on a natural odd miss.

AC 20
PD 14 HP 45
MD 17

INFAMOUS GUILD MAGICIANS

Thua Selebrim (is said to have survived half a decade of guildmasters of which she married half of them and killed the rest), **Ctero Xhavos** (the one-eyed witcher is dreaded even among the guild's highest members), **Boddlehock Biddlewhibb** (no living beeing ever witness this gnome wielding magic of any kind, but his influence is strikingly suspicious, it's charming sorcery, so they say), **Gavonn Finere** (this young lady could have been a rich noble daughter. If it wasn't for the horns and the hooves), **Evianeldus** (this arrogant elf looks on the mundane with despise. It's said, that his tongue got torn out for his insolence, but he hasn't changed for better).

GUILD THIEF RUNNER

"You're outnumbered, do not tempt fate!"

2nd level mook [HUMANOID]

Initiative: +5

Club or knife +6 vs. AC – 5 damage

Natural 18+: Another guild thief runner joins the battle.

R: Hand crossbow, sling or knife +6 vs. AC – 4 damage

Natural even hit: 2 ongoing poison damage.

AC 18
PD 15 HP 9 (mook)
MD 12

Mook: Kill one guild thief runner for every 9 damage you deal to the mob.

GUILD THIEF

"You're outnumbered, do not tempt fate!"

4th level mook [HUMANOID]

Initiative: +7

Club or knife +8 vs. AC – 7 damage

Natural 18+: Another guild thief joins the battle.

R: Hand crossbow, sling or knife +8 vs. AC – 6 damage

Natural even hit: 3 ongoing poison damage.

Evasive: The guild thief takes no damage from missed attacks.

AC 20
PD 17 HP 14 (mook)
MD 14

Mook: Kill one guild thief for every 14 damage you deal to the mob.

GUILD THIEF ENFORCER

"Let's see how much you can take, wimp!"

2nd level blocker [HUMANOID]

Initiative: +3

Heavy club or fist +7 vs. AC – 6 damage

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

Crit: The guild thief enforcer makes one *knockout* attack as a free action.

[*Special trigger*] **Knockout +7 vs. PD** – The target falls unconscious (save ends).

Charger: When the guild thief enforcer moves before an attack, the crit range of the attack is expanded by 2 (usually 18+).

Skilled brawler: Any disengaged check takes an additional -1 penalty for every thief enforcer the enemy is engaged with.

Nastier Special

Sheer brutality: The crit range of the guild thief enforcers is expanded by the number of guild thief enforcers engaged to the same target (max +4, so 4 guild thief enforcers engaged to the same target have a crit range of 16+).

AC 17
PD 16 HP 33
MD 10

They were upon us with clubs and fists as iron. We soon were surrounded and they kept coming and coming. We killed a lot of them but they didn't even notice. I saw Jake and Sorka going down like puppets. I saw them dragged and shouldered as I fought for my life ... or for my freedom as I now would say, sitting in this dark and damp hole, starving and freezing ...

GUILD THIEF COMMANDER

"You will regret your intervention soon enough!"

3rd level leader [HUMANOID]

Initiative: +7

Sneaky dagger +8 vs. AC – 10 damage

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

R: Skillfully thrown knife +8 vs. AC – 10 damage

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

Crit: The target is also weakened until the end of its next turn.

Limited use: 2/battle.

C: Pull-out! +7 vs. MD (the nearby enemy with the highest MD) – no damage but 1d6 nearby engaged allies of a lower level than the commander can pop free from their enemies

Natural 16+: 1d3 nearby allies can do an opportunity attack before popping free.

Crit: All nearby allies can do one opportunity attack before popping free.

Grim visage: An enemy that misses the thief commander with a natural odd roll can't target the thief commander again until the end of their next turn.

Nastier Special

Imperious shouts: As a standard action, the guild thief commander can let 1d4 nearby allies of a lower level roll a save against a save ends effect.

AC 19
PD 13 HP 45
MD 16

Pull-Out! is a neat maneuver to make the gang flee or to rearrange their position on the battlefield.

GUILD THIEF MURDERER

"I've killed smarter guys than you!"

2nd level wrecker [HUMANOID]

Initiative: +5

Knife +7 vs. AC – 10 damage if the target is engaged with an ally, 6 if it isn't.

R: Thrown knife +7 vs. AC (one nearby enemy) – 6 damage

Natural hit above the target's Dexterity: +4 damage.

AC 18

PD 15 HP 30

MD 13

GUILD THIEF SEWER TROOP

"Smell this!"

2nd level troop [HUMANOID]

Initiative: +5

Surprise from below +7 vs. AC – 8 damage

Natural roll above the target's Dexterity: The target is grabbed.

Limited use: Once per battle, when emerging from below (usually as the first action).

R: Thrown muck +7 vs. AC (1d3 nearby enemies) – 2 poison damage and the target is dazed until the end of its next turn

Limited use: Usable as soon the sewer troop is emerged with its *surprise from below* attack.

Knife +7 vs. AC – 6 damage

Narrow escape: Every time an enemy misses a guild thief sewer troop with a natural roll below the value of the escalation die, remove one unengaged sewer troop from play. It can reappear with a *surprise from below* attack anywhere nearby on the start of its next turn.

AC 19

PD 16 HP 30

MD 11

GUILD THIEF ROOF JUMPER

"I'm right here, above you."

2nd level troop [HUMANOID]

Initiative: +5

Surprise from above +7 vs. AC – 8 damage

Natural roll above the target's Strength: +4 damage and the target is grabbed.

Limited use: Once per battle as long the roof jumper is aloft.

Climber: When unengaged, the roof jumper can use its actions to climb a near wall and thus recharge this attack.

R: Thrown dirt and bricks +7 vs. AC (1d3 nearby enemies) – 2 damage and the target is dazed until the end of its next turn

Limited use: As long as the roof jumper has not yet used its *surprise from above* attack.

Knife +7 vs. AC – 6 damage

AC 19

PD 16 HP 30

MD 11

SOME GUILDS ARE BADDER THAN OTHERS

The Hand of Karroosh is a circle of five elder half-orc chieftains descending from the outer jungles to the urban one. Their druidic and shamanic powers enabled them to grow a network of the so called **Wild Rascals**, a group of rogues using local parcs, trees and wild life to expand their pagan influence.

The Council of Five is a consortium of rich and influential merchants, secretly scheming to control all of the cities wealth and economy.

The Path of Uura is said to be a loose formation of villains with sinister initiating rituals, promising wealth and treasure for walking the Path of Uura, whatever this may mean.

In the eyes of **The Lowborn Princes** each nobleman is a wrongfulness that has to be robbed or killed – or better both.

The Rich Sister is an all-female guild with a hazy agenda in which males certainly have no space or rights (others than serve).

GUILD TIPSTER

"Hey, noble hero, looks like you're in need of a good drink or two!"

1st level spoiler [HUMANOID]

Initiative: +4

Jackknife +6 vs. AC – 5 damage

Natural even roll: The guild tipster pops free.

Natural odd roll: The tipster can make a *sweet talk* attack as a free action.

C: Sweet talk +6 vs. MD (one nearby enemy) – the target can't attack the tipster (save ends).

Natural 16+: The target can't also attack any allies of the tipster (save ends).

Limited use: As soon as the tipster makes an attack other than this the effect ends. When one of the tipster's allies makes an attack against an ally of the target, the save becomes an easy save (6+).

C: Smoke bomb +6 vs. PD (all nearby enemies) – 2 poison damage and the tipster and all nearby allies gain a +2 bonus on all defenses against ranged attacks until the end of the battle

Natural even hit: The bonus increases to +4.

Natural 18+: As above but the bonus also applies to melee attacks.

Limited use: Once per battle but the ability recharges as soon as the tipster becomes staggered.

Coaxing: Keep track of every *sweet talk* attack that hits an enemy. For every hit the tipster can force an enemy to reroll an attack that targets MD.

AC 17
PD 11 HP 25
MD 15

Looking for a few extra coins? Meet me at the Plotting Wench tavern at dawn. Look for a woman with a green gown. Axs her if her name is Marra. She will instruct you further. Come alone.

GUILDHOUSE GUARD

"You came to the wrong place!"

2nd level mook [HUMANOID]

Initiative: +6

Knife +7 vs. AC – 5 damage

Defender: Disengaging from a guildhouse guard takes an additional -1 penalty (cumulative).

AC 18
PD 15 HP 10 (mook)
MD 11

Mook: Kill one guildhouse guard for every 10 damage you deal to the mob.

GUILDHOUSE GUARD CAPTAIN

"Guards, keep off these intruders!"

3rd level leader [HUMANOID]

Initiative: +7

Heavy scimitar +8 vs. AC – 10 damage

Natural 16+: One nearby ally (of a lower level than the guard captain) per point of the escalation die can make a basic attack against an engaged enemy.

Commanding shouts: As a standard action, the guildhouse guard captain can let 1d6 nearby mook allies take a free standard action on its turn.

Nastier Special

Authority: The allies for *Commanding shouts* now don't have to be mooks anymore, but must be of a lower level than the captain.

AC 19
PD 16 HP 44
MD 14

Last week I bribed this guard captain Horas Pelk. The fool didn't even notice the coins weren't real ones. I opened a door of the Thilias estate from inside. The rest should be easy ...
A.L.

GUILDHOUSE JAILMASTER

"I have the keys to your cells, so I have the keys to your life."

2nd level troop [HUMANOID]

Initiative: +4

Large fist +7 vs. AC – 7 damage

Natural hit above the target's PD: The target is hampered (easy save ends, 6+).

R: Dart trap +7 vs. PD – 7 damage

Natural even hit: 4 ongoing poison damage.

Limited use: 1d3 times per battle.

R: Pit trap +7 vs. MD (1d3 nearby enemies in a group) – 5 damage

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

Limited use: Once per battle or when the escalation die is 4+.

R: Spiked thorns +7 vs. PD (up to two nearby enemies in a group) – 6 damage

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

Limited use: Once per battle.

Master of doors: The low levels of the thieves' guild building are likely a maze of doors. The Jailmaster has the keys to all of them and he will use them once he knows there are enemies around. He will prefer to flee and lock the door behind him to call the guards. It's pretty sure a hard task to unlock or destroy these doors.

Secret doors: The jailmaster knows every corner of his domain. He knows to come and go unheard and unseen. Roll a normal save for each room the jailmaster passes. On a success there's a secret door he can use to disappear with a quick action. The natural roll of the save is also the DC to find and open the secret door for the PCs. If no PC has seen the jailmaster disappear, add +5 to the DC.

Traps: The jailmaster has set some traps to defend himself, prevent intruders to enter and hinder prisoners to flee. Treat the traps

like ranged attacks. Triggering them is a standard action that provokes an opportunity attack.

Nastier Special

Deadly terrain: When the escalation die is even, ignore all limited use tags.

AC	18	
PD	15	HP 35
MD	13	

ADVENTURE HOOKS

Good riddance! – The PCs have been caught by a thieves' guild and been put to jail. While they wait for the head of the guild to decide their fate, they try to break free. Jailmaster Gervon is no bad guy and maybe they can sweet talk him or try to bribe him. Most likely the PCs will use some roguish tricks to elude the iron bars of the prison. While Gervon is no person to confront foes or enjoys hurting them, he will for sure try to stop them. It's his jail and his reputation after all. But chances are, he came to like the PCs or at least thought about some things they told him while prisoned. He's a lonely person, after all and no one in the guild has real respect for him. At least that may be what he feels like – or what the PCs make him feel like. If the adventure goes this way, it is possible that once the guards sprawl into the prison, Gervon will switch some levers to stop them. They've disrespected him long enough, didn't they?

Liberation – The PCs search for valuable information. Unfortunately Lacilia, the person who can provide it, is locked up in the prison of the Red Sickle, the local thieves' guild. After intruding the guildhouse by one way or another, there is only one problem left. The ragged figure of Jaela, the Jailmistress. The sadistic woman isn't a particular strong foe, but she uses tricks, secret doors and deadly traps to fool the PCs.

GUILDMASTER

*"Kneel before the lord of the dark side of the city.
I am the eyes and ears in the shadows."*

6th level leader [HUMANOID]

Initiative: +10

Twirling short swords +11 vs. AC (2 attacks) – 10 damage

Natural odd miss: If engaged with the same enemy, one guildmaster bodyguard makes an opportunity attack against the missed enemy.

Natural 18+: The attack is a critical hit and the guildmaster makes a *this is the day you die!* attack as a free action against the target.

[*Special trigger:*] **C: This is the day you die! +10 vs. MD** – 5 ongoing psychic damage

Natural 16+: Lower the escalation die by 1.

Reinforcement: As soon as the guildmaster becomes staggered, roll a d6 and consult the following table to see what kind of ally rushes to her protection.

1–2: 1d10 guildhouse guards mooks

3: 1d10 guild thieves mooks

4: 1d3 guildmaster's bodyguards

5: 1d6 snipers

6: 1 guild magician

7: 1 assassin

8: 1 guild magician and roll again

Nastier Specials

All the might: Add the escalation die to all reinforcement rolls.

This is hell: If the escalation die is 6 and the natural roll of a reinforcement roll is also a 6, something really horrible happens. Maybe there's a monster in service of the guild that the PCs haven't anticipated or a guild magician accidentally opens a portal to another plane. The sky is the limit.

AC 22

PD 17 HP 80

MD 17

FAMOUS GUILD MASTERS

Churak with-the-wooden-fist, Dwaera

(Mistress of Dreams), **Ioruth** (reported to have killed a dozen enemies with his two

sabres), **The Unknown Master** (there's a dark mysterious one in every piece of good

fiction, right?), **Fgerop Turkeywaddle** (as massive as he is cunning), **Rumond The**

Decent (gives you a fair chance before he sentences you to death), **Ferok the Child**

King (Could a child of ten be behind all

this?), **The Lady of Puppets** (pulls strings, literally).

GUILDMASTER'S BODYGUARD

"Not one step further!"

3rd level blocker [HUMANOID]

Initiative: +6

Nasty whip +8 vs. AC – 8 damage

Natural even hit: The target takes a (cumulative) -2 penalty to disengage checks until the end of its next turn.

C: Disarming whiplash +8 vs. PD (one nearby enemy) – 6 damage and the target drops its weapon

Natural 16+: The weapon lands considerably out of reach of the target, but still anywhere nearby.

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

Over my dead body!: Any natural odd hit against an ally the bodyguard is next to targets the bodyguard instead of the original target.

AC 19

PD 17 HP 55

MD 13

MASTER SPY

"Dear Sir, rest assured, I am a good friend of many influential people in all parts of this town."

4th level spoiler [HUMANOID]

Initiative: +8

Consider this a warning +9 vs. AC – 10 damage

Natural 17+: The target is marked. In the next battle, all allies of the spy use the escalation die against the target.

Natural 19+: The master spy makes one *behold my influence!* attack as a free action.

[*Special trigger:*] **C: Behold my influence! +9 vs. MD (one nearby enemy) – 5 psychic damage** and the next 6 the target rolls on an icon roll becomes a 5 instead.

Natural 16+: Let the target tell an anecdote about the icon it has the least positive relationship to. There's something about to happen with that.

Lasting consequences: In case the spy is killed, choose one lasting consequence (see below).

Quick craven: The spy is a master of disengaging. He needs to roll only 6+ to succeed but takes the normal penalty for every additional enemy she is engaged with. The spy also takes no damage from missed attacks. When the spy rolls 18+ on a disengage check, he escapes the scene, no matter what.

Nastier Special

Hard to hit: A foe who attacks the spy from range must roll a natural 16+ or the attack only deals half damage.

AC 20
PD 12 HP 40
MD 17

THE SPY IN PLAY

The spy may well be just another tavern drunk talking to the PCs a little too interested (hard task to notice). It's not unlikely the encounter can be solved through roleplaying. In case it's going crazy, the stats offer some crunchy bits you can throw in to make life more interesting for players in the days to come.

POSSIBLE LASTING CONSEQUENCES

- The spy has hired an **assassin** or a **bounty hunter**, to revenge him in case he is killed.
- The next time, the PC who killed the spy rolls a 5 on an icon roll, the complication hits hard.
- Pick an important NPC the spy could possibly be aware of. The PCs will find this NPC killed or abducted the next time they're about to meet with it.
- The faction hiring the spy is conspicuous about its whereabouts. They will step up efforts of finding out about this.
- The spy turned out to be a spy for several factions, including one person or organisation the PCs are connected to. Those people are not amused to find out the spy is killed.

Lasting consequences are nothing the PCs can't change or elude. Given a good explanation, proper roleplaying, a wisely used icon advantage or simply a great plan, the PCs might well avert the danger.

The spy is not a fighter. He will not die, just to trigger the lasting consequences for you! Threatened with violence, he is likely to try to save his life. In those situation, the PCs might get a glimpse of the lasting consequences, making them possible hooks, even if the spy is eventually spared.

MASTER THIEF

Lock your door. Not that it would help.

4th level troop [HUMANOID]

Initiative: +12

Looks like she has a dagg...aHHH!
+9 vs. AC (2 attacks) – 12 damage

Natural roll above the target's Dexterity: The master thief makes a *steal* attack as a free action against the same target.

[*Special trigger*] **Steal +9 vs. MD** – the master thief takes one item out of the target's possession.

Natural roll above the target's Wisdom: The target does not notice the theft (the player should).

Crit: The target is also stuck (save ends).

Limited use: 1/round. The item can't be one the target holds in its hands or wears (like armor, rings or gloves).

R: How fast can a knife be thrown? +10 vs. AC – 10 damage

Natural 16+: 1d6 ongoing damage.

Natural 20: The poisoned dagger hits hard (story complication), but the master thief loses this attack afterwards.

C: A dance of daggers +8 vs. AC (1d3 nearby enemies) – 7 damage and the master thief pops free from the target after the attack

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

Limited use: The master thief must not be engaged at the start of his turn.

Stunning acrobat: The master thief is quick as hell, disengages with an easy save (6+), can run along walls and climb them incredibly fast. He is nimble and swift, gaining a +4 bonus on opportunity attacks while moving.

AC 20
PD 13 HP 48
MD 15

PLAYING THE MASTER THIEF

The master thief suits a game, where players and villains face each other in a brutal race of getting their hands on a handful of mac guffins. The master thief is the perfect tool to make the players less confident that something that's in their bags is safe.

In a combat focussed game, the master thief is still a fierce opponent, bringing death quickly and quiet.

POSSIBLE STORY COMPLICATIONS

- The knife had a poison on it that can only be cured by a rare antidote provided by special person.
- The PC can only be rescued if the group voluntarily takes a campaign loss. Most likely this means a key villain escapes (for now) or the quest changes drastically.
- A piece of the knife's blade stays hidden in the target. In the following days it starts to feed from the target and speaks to it.
- A part of the essence of the master thief goes over to the target who becomes obsessed with stealing items (normal or hard task skill check to resist, depends on the item).

FAMOUS MASTER THIEVES

Thurwek "Neverseen", Awlkwa the Strange, Pwerok One-Arm (handicapped yet deadly), **"Third-eye" Marika, Froojk from Beyond** (picks locks to whatever plane you can imagine), **Varessa Zsuro** (the silk-booted beauty), **Red-faced old Rhonn** (a legend), **The X** (named for an X he or she leaves on places where no one could possibly have entered, though nothing seems to be amiss), **Makred the Marked** (common belief is that his name is mere wordplay, but there could be more behind it), **Shrxia Kzaof** (can someone with a name like that be human? – common people think not!), **The Art Collector** (yes, he steals art), **Dark Ju** (it's said he's not alive anymore, though it's said he's not really dead either – what's that about to mean?)

MUTATED SEWER CULTIST

"The master demands."

2nd level troop [HUMANOID]

Initiative: +5

Filthy bite or grasp +7 vs. AC – 7 damage

Natural roll above the target's Constitution: The target is dazed until the end of its next turn.

Hive mind: Record the number of every natural attack roll that misses the sewer cultist. Until the end of the battle, every enemies natural attack roll equal to this number automatically misses without any miss damage.

Nastier Special

Songmaster: As a standard action on its turn, the mutated sewer cultist can support the mutated sewer scums *brain song* attacks (double the damage).

AC 17
PD 15 HP 26
MD 13

MUTATED RAT (SWARM)

They're tiny, but there are lots of'em.

0 level mook [BEAST]

Initiative: +3

Swarm of filthy bites: The rats don't make attacks individually. Instead, enemies automatically take 2 poison damage for every rat they are engaged with at the end of their turn.

Lost opportunity: This creature doesn't make opportunity attacks, but disengaging from one or more of them with a natural odd roll results in 1 poison damage for each rat.

AC 16
PD 13 HP 4 (mook)
MD 10

Mook: Kill one mutated rat for every 4 damage you deal to the mob.

MUTATED SEWER SCUM

"Yorrrrruaaaäääärgb!"

2nd level mook [HUMANOID]

Initiative: +5

Filthy bite or grasp +7 vs. AC – 5 damage

[Group ability] **Brain song +7 vs. MD (1d4 nearby enemies)** – ongoing psychic damage equal to the number of mutant sewer cultists in the battle

Group ability: The brain song only functions when all of the mutated sewer scum mooks participate in the singing (i.e. using a standard action on their turn)

Limited use: One song at a time. The song continues each round until the last target saves against the effect, at which point the sewer scum mooks can start another song.

AC 17
PD 15 HP 8 (mook)
MD 11

Mook: Kill one mutated sewer scum for every 8 damage you deal to the mob.

MUTATED GIANT RAT

This rat is of unusual large size and exceptionally aggressive.

1st level archer [ABERRATION]

Initiative: +4

R: Thrown brick +6 vs. PD – 4 damage

R: Leap out of the dark +6 vs. AC (one nearby enemy) – 6 damage and the mutated rat ends its turn engaged with the target

Natural even hit: The target is dazed as long as it is engaged with the rat.

Miss: The mutant rat takes 5 damage as it lands on the floor.

Limited use: Only when unengaged.

Nasty claws +6 vs. AC – 4 damage

Natural even hit: 2 ongoing poison damage.

AC 17
PD 15 HP 20
MD 12

SEWER ALCHEMIST

"Now I will reveal the truth to you. Listen carefully for it will change your life forever."

6th level caster [HUMANOID]

Initiative: +9

Ratbone sceptre +8 vs. AC – 16 damage

Miss: One nearby ally per point of the escalation die can make a melee attack as a free action.

R: Mysterious green flask +8 vs. PD – 20 poison damage

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

Miss: 6 poison damage.

Natural 1: The alchemist takes 10 damage.

Limited use: 1/battle. When unengaged and next to his chemical laboratory, the alchemist can use a standard action to recharge the attack.

C: Deadly nightshade vial +8 vs. MD (1d3 nearby enemies in a group) – 10 poison damage

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

Natural odd hit: The target is stunned until the end of its next turn.

Miss: 2 poison damage.

Natural 1: The alchemist is dazed (save ends).

Limited use: 1/battle. When unengaged and next to his chemical laboratory, the alchemist can use a standard action to recharge the attack.

Sick mind: The alchemist is deranged and mad and cannot be charmed by any means, mundane or magical.

Nastier Special

Poisoning breath: Enemies engaged with the alchemist take 4 poison damage at the start of their turn.

AC 20
PD 20 HP 80
MD 11

SMOKE TENTACLE

Strange black smoke emerges from the many alchemical flacons that surround the alchemist. The smoke is so thick it almost seems to be able to grab you ... wait, that's what it does!

4th level mook [CONSTRUCT]

Initiative: +5

Smoky grab +9 vs. PD – 6 poison damage and the target is stuck (easy save ends, 6+)

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

Alchemical oddness: The tentacles move very slowly and they always stay nearby (in the area of their origin). Nonetheless, they do intercept enemies that want to reach their master.

AC 19
PD 15 HP 14 (mook)
MD 11

Mook: Kill one smoke tentacle for every 14 damage you deal to the mob.

FORGOTTEN SEWER ALCHEMISTS

Voraz the Rat King (the harbinger of death, poisoning the grain of cities through filthy rat plagues), **Samatha Vtera** (Shunned from even the bravest wizards, this tiny crooked halfling wench crawled even below the deepest canals to prepare her unpredictable potions), **Thuab Zhagul** (master of blackish arts of doing dark things in even darker corners, with black robe, of course, you know this kind of peeps), **The Lizard** (got his name from obviously having scales instead of skin, details are unknown, but rumors exist he can breath acid upon the too-curious), **The Golden Heart** (said to have found the recipe to make gold out of lead, but pieces of him turned to gold, too, in the process), **Father Dust** (inventor of the first potion that turns you to dust without killing you outright), **The Chief Mechanic** (his magic oil works astonishingly well on machines, they're said to be his best and only friends these days. Others say, he himself is build half of screws and cogwheels, broken most of the time, but always able to fix himself and become less human more and more)

SNIPER

"My arrow has your name on it."

2nd level archer [HUMANOID]

Initiative: +7

Knife +7 vs. AC – 5 damage

Natural even roll: The sniper pops free from the target.

R: Accurate arrow +9 vs. AC – 8 damage

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

Ambusher: The sniper deals +5 damage against targets with a lower Initiative and the crit range against those targets is expanded by 2 (usually 18+).

AC 18
PD 11 **HP 30**
MD 15

SNIPER (MASTER)

[] (*it's what you hear before you die*)

6th level archer [HUMANOID]

Initiative: +12

No use for a knife +11 vs. PD – 16 damage

Natural roll above the target's Strength: The target is stunned until the end of its next turn.

R: Arrow of misfortune +9 vs. AC – 2d12 damage and let the target's player roll in person

Damage die is a natural 12: Roll it again.

Both damage dice are natural 10+: The target becomes staggered (including the hit point loss necessary). If already staggered, the target's remaining hit points are halved.

Both damage dice are natural 12s: Something really horrible happens. Let the story cut deep. For example, the rescue of the target (montage!) could cost a campaign loss – or several icon advantages. Be nasty, if you wish, but do it for the story.

AC 22
PD 16 **HP 80**
MD 18

THE MOST DANGEROUS GUILDS OF THE REALM

As you commanded, my lord, here is the list of the most suspicious guilds and organizations you demanded from me. If you need more detailed informations, I await for further instructions. I risked my life observing some of the members, I think I'll have to be more careful.

Dark Dagger Council

Green Hand of Fate (goal: "justice")

Four of a Thousand (frankly rebellious)

Another Way (more a cult than a guild)

Treeborn (no contacts founds, maybe a red herring)

Northwestern Brotherhood

Potatoe People (I think they fooled me with this one)

Free Singers of Eth

The Hook

Codeword Longbow

Fishnet Consortium ("simple" fishermen? I doubt it.)

The Wooden Key (goal: freeing prisoners)

Path of Sura

Order of the Last Hope (goal: vigilant executions)

Brothers of Nee

The Khaturai

Your loyal servant K.

SPELL THIEF

"I can feel your power, wizard. Would you mind, if I take it?"

5th level spoiler [HUMANOID*]

Initiative: +9

Anti magic knife* +10 vs. AC – 11 damage

Natural 14+: The target is hampered (save ends).

Natural 16+: Pick one magic item the target has. The item temporarily ceases to function (save ends).

C: Power drain +10 vs. MD (one nearby hampered enemy) – 8 psychic damage

Natural even hit: The spell thief steals a spell from the target. If the target has no spells, the spell thief steals a recovery instead.

Natural 18 or 20: The save to shake off the hampered condition is now a hard save (16+).

Power drain: Pick a spell the target has prepared. The spell thief can use this spell in subsequent turns, as long as the target is hampered, with all modifiers from the target. If it is a daily or recharge spell, it is usable only once.

In case of a stolen recovery, the spell thief can use it as a standard action with all the dice and modifiers from the target.

In both cases, the target must make a save after the battle. If it fails the save, the spell or recovery is lost, as if it had been cast or used normally.

Nastier Special

Spell turning: If an attacker makes a magical attack against the spell thief and rolls a natural roll equal to or less than the escalation die, they must reroll the attack against themselves. If the attack roll is a natural 1, the attacker becomes hampered and the spell thief makes a free *power drain* attack against the attacker as an interrupt action.

AC 19

PD 14

HP 60

MD 18

CONFESSIONS OF AN EX-WIZARD

All went well until this one day. We had studied the whole week and the plan was perfect. Our incantations over the last month were precise and flawless. We had nothing to fear – so we thought.

As the sun set that very day, I had a bad feeling. But I casted it aside, what should go wrong? We were prepared as one could be prepared, so we went on. We unlocked the seals that locked the door, disabled the magic traps, killed the warden of the vault and dispelled the magic wards, too.

Too late we realized we were not alone. Movements in the shadows foreshadowed our demise, but we wouldn't look.

Then they were upon us. Humans, or at least human like, with daggers that seemed mundane at first, but were highly magical, as we soon came to know. Our spells didn't help us. Something sucked the power out of us, our own power, our might and magic! I never felt so helpless in my whole life before. They even took our spells from us, throwing them back at us! What sorcery was this? Before this day, we had laughed at the warriors, with their swords and armor. Wish we had one of 'em with us this night!

I survived through luck. I ran for my life. But I still feel it, gnawing on my soul, eating my arcane power. I will never touch a spell book again.

* HUMAN OR CREATURE?

The spell thief was written as an arcane scholar with highly manipulative magic. Later I realized that I like to think of it as a *thing*. Now, I like it to imagine it as a roughly human creature with claws and dark flesh, lurking in magic lairs. It doesn't fit the theme of this file very much, with a strong focus on humanoids. But if you like the idea of the creature, just reskin it by changing the words marked with an asterisk (*). Change creature type to aberration and replace the knife with a claw. Here you are.

THE SEWER KING

This one speaks inside your head.

7th level spoiler [ABERRATION]

Initiative: +10

Ragged whip +10 vs. PD – damage equal to the natural roll

Natural 16+: The beggar king makes a *the stare behind the mask* attack against the same target as a free action.

Miss: 7 psychic damage.

C: The stare behind the mask +10 vs. MD – 10 psychic damage and the target is dazed (save ends)

Natural even bit: The target has horror visions until the end of the battle.

Horror visions: A target that has horror visions must roll a d6 each round. If the roll is lower than the current value of the escalation die, the target has a dread vision and a crooked perception of reality this round, depending on the roll:

- 1: The target is stuck this round.
- 2: The target is stunned and screams of fear. Pick two nearby allies. They take 5 psychic damage.
- 3: The target's next action is a basic attack against a nearby ally.
- 4: The target's next action is a basic attack against itself.
- 5: The target is dazed this round.
- 6: The visions end.

Nastier Special

Cosmic horror: Once a target is struck with horror visions, all allies of the target are vulnerable to the sewer king's attacks until the end of the battle.

AC 22
PD 22 HP 100
MD 18

A TALE OF HUMANITY LOST

DAY 17

I observed this mutants now for weeks. Hiding from them most of the time, but I had to run for my life at several occasions. I was lucky. And maybe a fool. But I have to find out what it's all about, this singing and burking down there in the sewers. I will write my progress down into this diary as often as I can.

DAY 21

Once human, now corrupted by forces unknown, this being called the Sewer King has long lost what once made it human. Hidden behind a strange, horrifying mask, it chants and screams and curses at its enemies. Hard to imagine it has anything but enemies.

DAY 23

Its minions* follow its commands in trance. They're a dull mass of bodies, mindless and willing to die. But it's their chanting that is really horrifying. It's like hearing a bad song right in your head, you can't get rid of it, unless you kill those creepy bastards and the damn singing doesn't make this an easy task!

DAY 25

The king is the worst of them. There is this stare, behind this mask, this crooked, living mask. Any sane being testifying this ... gaze, is likely to go down the road to insanity pretty damn fast!

DAY 27

I am now pretty close to finish my research of this mutants. I am sure to be very close to some major breakthroughs.

DAY 31

It's the eyes! And the singing ...

DAY 32

The king has a vision. I am unable to describe it, as it is horrible and beautiful at once. I now understand ... finally! You have to sing it. Down there, in the cellars and pools. I have to follow. I have to follow ...

... MY KING!

*see **Mutant Sewer Cultist/Scum** on p. 12

TRICKSTER

You like surprises? Well, certainly not all kind of surprises!

7th level spoiler [HUMANOID]

Initiative: +10

R: Thrashing whip +10 vs. AC (one nearby enemy) – 24 damage

Natural 14, 16 or 18: The trickster pulls the target into engagement.

Natural 15, 17 or 19: The trickster throws the target far away.

Natural odd miss: The target is dazed until the end of its next turn.

Natural even miss: The target is stunned until the end of its next turn.

Limited use: The trickster can only use this attack while unengaged.

Blade you saw too late +10 vs. AC – 20 damage and 1d6 ongoing poison damage

Natural roll above the target's Wisdom: The trickster can make a *shadow plunge* attack as a free action.

[*Special trigger*] **C: Shadow plunge +8 vs. MD (all nearby enemies) – 5 ongoing psychic damage and the target is weakened (save ends both)**

Natural even hit: The target is vulnerable to the trickster's attacks until the end of its next turn.

Counterattack: When an enemy targets the trickster with an melee attack and the attack roll is below the value of the escalation die, the trickster makes a *blade you saw too late* attack against the target as a free action. This attack doesn't trigger any additional effects.

I'll teach you better: When the trickster takes miss damage, keep track of the damage and the enemy inflicting it. The trickster gets a bonus equal to the damage dealt on its next attack against this enemy, but it has to be on its next turn (not in later rounds).

Whether or not the players should know this is hotly debated amongst GMs. If they do, it's their decision to deal miss damage or not.

Nastier Special

Distance: Once per battle, when the trickster is the target of an attack that targets him as a nearby creature, the trickster can choose to be far away instead.

AC 22

PD 22

MD 18

HP 100

MANY KIND OF TRICKSTERS

Vargoulias, also called The Tempest, is a person of the strong and silent type. It is said he worships some old gods, long dead and forgotten (*he adds the escalation die on attack rolls against clerics or other pious folks*).

To **Stigg Wenderok**, law and order is a serious pain in the ass (*he adds the escalation die on attack rolls against paladins or other righteous characters*).

Thangmar Manyscars knows where his scars came from (*he adds the escalation die on attack rolls against magic users*).

Rashta V'thok is an urban legend but she rarely speaks about her bad childhood memories in the wilderness before she escaped to civilized lands (*she adds the escalation die on attack rolls against druids, ranger and other nature loving scum*).

Honour among thieves is unknown to **Moheron Quor**, who hates all other thieves for seeing himself in them (*he adds the escalation die on attack rolls against rogues or other stealthy bastards*).

Seros Valosian is as arrogant as tall. He hates to soil his fine clothes with the blood of savages, but it's living savages he hates even more (*he adds the escalation die on attack rolls against barbarians or likewise uncivilized creatures*).

Sasha Pondera lost her family to the sell-swords (*she adds the escalation die on attack rolls against fighters, commander and other warrior-like people*).

Kturagh Wyrmfoil is a love-sick feller who's wife went away with an oh-so lovely singer and he surely hates these kind of noisemakers (*he adds the escalation die on attack rolls against bards*).

VIOLENT GAMBLER

The better the gambler, the worse the man.

6th level wrecker [HUMANOID]

Initiative: +8

C: Table flip +10 vs. AC (each target next to the table) – 13 damage

Natural roll above the target's Dexterity: The target is stunned (save ends).

Miss: 6 damage.

Limited use: First round of battle only, normally as the action starting the very battle.

Big Cutlass +10 vs. AC – 20 damage

Natural even hit: The gambler makes a *grog spit* attack against the same enemy as a free action.

Crit: A number of allies equal to the escalation die can make an attack as a free action, yelling and cheering.

[*Special trigger*] **Grog spit +10 vs. PD – 5 poison damage** and the target is vulnerable until the end of the battle

Limited use: 1/battle, unless the gambler uses a move action to take another sip.

Stubborn: An attacker targeting the gambler's MD must roll a natural 16+ on the attack roll or the attack only deals half damage.

Nastier Special

Untamable brawler: There are more tables to flip than one. You bet.

AC 20
PD 22 HP 100
MD 16

VIOLENT GAMBLER BOOTLICKER

"I'd say, he'll punch him in a moment!"

2nd level troop [HUMANOID]

Initiative: +4

R: Thrown mug or chair +7 vs. PD – 7 damage

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

Daggers, chairs and bottles +7 vs. AC – 7 damage

Cowardly tactics: The bootlicker prefers to attack weak foes. If it attacks foes that are not dazed, weakened, stuck or vulnerable, it is dazed.

AC 18
PD 15 HP 34
MD 11

VIOLENT GAMBLING SCUM

"Woohoo, it's a brawl and we're outnumbering them!"

2nd level mook [HUMANOID]

Initiative: +4

R: Thrown mug +7 vs. PD – 4 damage

Chair legs and bottles +7 vs. AC – 5 damage

Craven bastard: As soon as the ally with the highest hit points becomes staggered, the gambling scum tries to flee or surrender.

AC 17
PD 15 HP 8 (mook)
MD 11

Mook: Kill one violent gambling scum for every 8 damage you deal to the mob.

KNOWN GAMBLERS WITH TEMPER

Borof Blackbeard won't let you win (alive).
Qualoth Veraz is known to have a forehead harder than his peg leg.

Lady Headcracker has a name for a reason.

Klarok the Yellow is a pirate captain and patron of the Crying Maid Tavern. His games are known to end in massive brawls quite frequently.

Obzvata Sciolota and her crew are among the most feared guests for most of the riverside drinking holes and gambling dens.

DARK STREETS – TERRAIN OPTIONS

THE RULES

Fighting mysterious foes in the darkest corners of the streets is never easy. PCs not only have to deal with backstabbing scoundrels of all sorts, they often have to deal with them in the terrain they prefer – shady alleyways, seedy abandoned warehouses and such.

We designed this experimental optional rule (the so-called "Terrain Challenges") for any kind of terrain, but here are some suggestions for your urban encounters.

WHY?

Because terrain is an interesting feature in a lot of battles. The 13th Age Roleplaying Game system does not focus on precise movement, using vague distances instead. This is great, but this makes it difficult to rule what difficult terrain actually means. If you like your game with a bit more struggle for the PCs, some unpredictable stuff or if you just like the idea of skill checks being a part of battle more often (without rolling too often!) – terrain checks are something you should try.

HOW DOES IT WORK?

The fight takes place in an area that is dominated by a specific kind of terrain, set by the GM. Players have to make an appropriate skill check (terrain check) at the start of the battle to see how the character can deal with the difficult terrain throughout the battle. The DC depends on the tier of play and the general difficulty as normal. On a success, the PCs in question can act normally, on a failure they must deal with a consequence, determined by the GM or chosen randomly by rolling d6 or drawing a card. The actual consequence thus is determined at the start of the battle. While the battle unfolds, there is always a chance that the failed terrain check is triggered with an certain d20 roll.

IT'S NARRATIVE!

Terrain checks are meant to add variation to your battle, determined at the start of the battle, without pesky die rolls each round. The fun part should be the flavour. Flesh out what happens exactly. It is lame to say "you rolled an odd roll, so your attack misses". Instead consider something like "you push your blade forward to kill the thief, but you've forgotten how tricky these slippery rocks are ... you lose balance and your attack misses".

Consider the following tables examples. Mix them up as you like or go write your own!



SHADY ALLEYWAY DARK WAREHOUSE SUNLESS CELLAR

usually normal or hard task (Wisdom)

1. When you roll an attack roll and the roll is a natural odd miss, you are vulnerable until the end of your next turn.
2. When you miss an enemy, you don't deal but take miss damage equal to the level of the enemy (Champion tier: double, Epic tier: triple).
3. When you take a hit with a natural roll above your Wisdom score, you are confused until the end of your next turn.
4. When you roll a natural 1 on an attack roll this battle, you are dazed (save ends).
5. When you attack and miss with a natural roll below the value of the escalation die, you take damage equal to this value (Champion tier: double damage, Epic tier: triple damage).
6. This battle, as soon as the escalation die is higher than your Wisdom modifier, you are hampered (save ends).

SLIPPERY DOCKSIDE SWAYING RIVER BOAT

usually normal or hard task (Dexterity)

1. When the escalation die is equal to your Dexterity modifier, you are stuck this round.
2. Pick the background most appropriate to face this threat. For you, the escalation die can't go higher than that number.
3. This battle, every time you roll a natural odd miss, you take 2d6 damage (Champion tier: double the damage, Epic tier: triple the damage).
4. This battle, as soon as the escalation die is higher than your Dexterity modifier, you are stunned (save ends).
5. When you rally this battle, pick out all

recovery dice that come up lower than the value of the escalation die. They're lost.

6. This battle, when the escalation die is equal to your Dexterity modifier and one of your d20 rolls also comes up with that number, something terrible happens (you drop of the quay or over board, get stuck in some mooring ropes, caught in a barrel, whatever fits into the scene).

ROOFTOP NARROW CANAL BRIDGE

usually hard task (Dexterity)

1. This battle, ignore every damage die that shows up with a number below the escalation die.
2. This battle, roll Initiative twice and take the lower result. If you already roll twice (as a human) you lose your bonus die and roll only once.
3. When you roll an natural 1–4 on an attack roll this battle, you are stuck until the end of your next turn.
4. This battle, as soon as the escalation die is higher than your Dexterity modifier, you are stunned (save ends).
5. When you roll an natural 1 on an attack roll this battle, you take miss damage equal to double the level of the enemy you missed.

6. This battle, when the escalation die is equal to your Dexterity modifier and one of your d20 rolls also comes up with that number, something terrible happens (you drop of the roof or bridge or burst through the roof tiles into the building, whatever fits into the scene).

FETID SEWERS

usually normal or hard task (Constitution)

1. This battle, as soon as the escalation die is higher than your Constitution modifier, you are dazed (save ends).
2. This battle, the first time you roll a natural

odd miss, you lose a recovery.

3. This battle, you are vulnerable to all attacks that target your PD (crit range expanded by 2).

4. When you take a hit with a natural roll above your Constitution score, you are dazed (save ends).

5. Subtract the escalation die from every odd save you roll this battle.

6. This battle, every time you fail a save, you take 2d6 poison damage (Champion tier: double the damage, Epic tier: triple the damage).

SEEDY TAVERN ILLEGAL ARENA CROWDY BLACK MARKET

usually normal or hard task (Charisma)

1. This battle, as soon as the escalation die is higher than your Charisma modifier, the crowd turns against you and you are dazed (save ends).

2. This battle, when you take the first melee hit with a natural roll higher than your Strength score, you pop free from the enemy inflicting it and you are stunned until the end of your next turn.

3. This battle, you are vulnerable to attacks that target your MD (crit range expanded by 2).

4. When you attack and miss with a natural roll below the value of the escalation die, you take 1d8 psychic damage (Champion tier: double the damage, Epic tier: triple the damage).

5. For every time you miss an enemy this battle, your Initiative is reduced by 1d3 points.

6. When you take a hit with a natural roll above your Intelligence score, you fail to stay on top of things and you are confused until the end of your next turn.



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