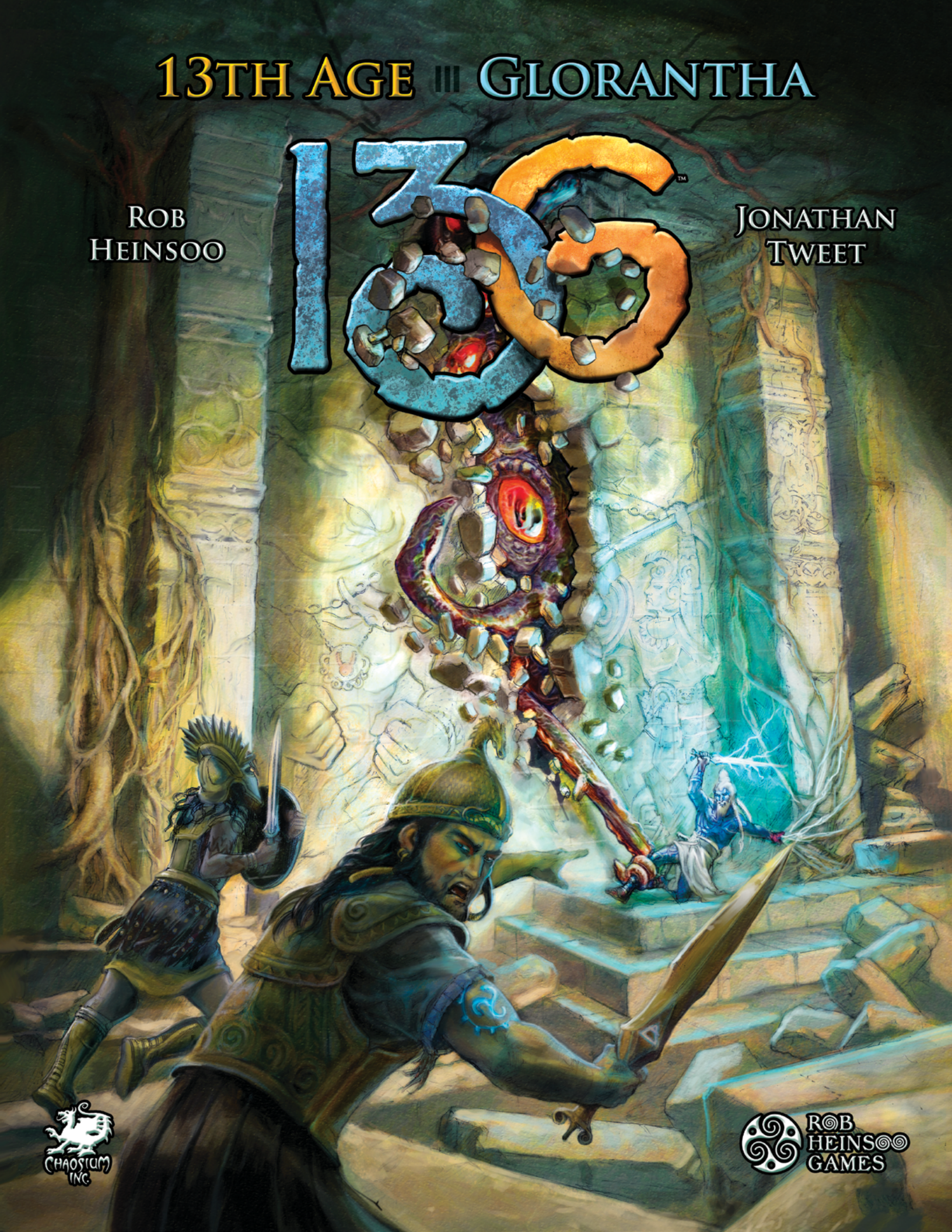
13th Age in Glorantha

13G

Rob Heinsoo

Jonathan Tweet



Chaosium Inc.

Rob Heinsoo Games

13TH AGE GLORANTHA

A fantasy roleplaying book by Rob Heinsoo & Jonathan Tweet, with Greg Stafford, Jeff Richard, Cal Moore and ASH LAW

13th Age is a fantasy roleplaying game by
Rob Heinsoo, Jonathan Tweet, Lee Moyer, & Aaron McConnell

Glorantha is the creation of Greg Stafford

13th Age Glorantha
A Chaosium Publication

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Playtesters

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CHAPTER 1
INITIATIONS

Welcome to the mythic world of Glorantha, a world that has intrigued us and shaped us since the mid-70s.

Glorantha is a fully realized fantasy world with a unique perspective on the web that binds mortals and gods in ongoing creation of the cosmos. Greg Stafford's visionary world is unique. It shaped our lives and we are both thrilled to be able to share with you our take on it.

If you're picking this book up without knowing the *13th Age* system, you may be able to enjoy pieces of it, but you won't be able to play it as it's meant to be played. We assume that the reader has the *13th Age* core rulebook. We don't necessarily assume that you own other *13th Age* books, but as you'll see in Chapter 5: Enemies, you'll probably want to get ahold of the *13th Age Bestiary* and *13 True Ways* if you're running an extended *13th Age Glorantha* campaign.

We want to give a special thank you to our *13th Age* editor and developer, Cal Moore. He worked in tandem with our on-rolling design, an extremely difficult workflow stunt. Another salute to Michael Abbot and Paul Fanning, two playtesters who distinguished themselves as *de facto* developers.

In the end, and in the beginning, this project was made possible by 1,249 Kickstarter backers. Thanks to all 1,249 of you we've ended up with a big and sprawling book. Twice as big as we expected, but not half as big and sprawling and wondrous as Glorantha.

—Rob Heinsoo & Jonathan Tweet,
February 2018

Runes Rule

Life in Glorantha is defined fundamentally by runes, the basic cosmic forces that undergird the universe and empower the gods. Not just life is defined by the runes, but death, truth, right, wrong, food and folly. Humans relate primarily to gods and goddesses, but these deities are themselves aligned with runes.

In the Dragon Empire of core *13th Age*, player characters are associated with the icons. In Glorantha, player characters are associated with runes. These runes provide you with the open-ended creative freedom that icon relationships provide in the Dragon Empire.

We'll explain the twenty most important runes as they relate to player character creation on page 31. You'll find details on how to use them in play in Chapter 3: Running the Game. Chapter 5: Enemies is organized rune-by-rune, and so is the Runic Geography section in Chapter 6: Campaign World.

For now, here's the list of the twenty runes we're doing the most with in *13th Age Glorantha*.

Our Twenty Primary Runes

Air	Disorder	Illusion	Plant
Beast	Dragonewt	Life	Spirit
Chaos	Earth	Man	Stasis
Darkness	Fire/Sky	Moon	Truth
Death	Harmony	Movement	Water

The Gods are Real

The gods, their myths, and the relationships between gods and mortals is what drew us to Glorantha and keeps us coming back.

The gods of Glorantha exist in a metaphysical way that goes beyond what's typical for a fantasy RPG. Orlanth, for example, owns the Air rune and in some way he is present in wind and storms. Humakt isn't just a powerful NPC with super-epic death powers; he embodies Death itself.

Here's a linguistic trick that GMs and players can use to help you see things more like the way your PCs see them. Substitute the names of the gods for the terms of the powers they embody. For example, call Orlanth "Storm," as in "Storm has blessed my spear!" To carry it further, call a storm "orlanth," as in "there's a mighty orlanth building up to the north."

As with many pieces of Glorantha, this is how it worked in many historical cultures where people took their gods seriously. "Thor" meant thunder, and his wife was named "Bride" (Siv). The Spartans worshiped Victory ("Nike"), not "the goddess of victory." When Spartans celebrated "victory" in battle, it was their goddess they exulted in.

There are innumerable gods in Glorantha. We introduce the main actors and lesser players in our Dragon Pass-centered book on page 28.

This Isn't Medieval Europe

Glorantha is a Bronze Age world. This general statement is meant to illustrate the social development and cultural level of most of the people of the world. Bronze is common, and can be mined directly from the bones of the gods who died in the Gods War. These bones provide a ready source of the metal. Bronze is used throughout the rules to refer to the terrestrial metal to which it is most similar, but it also has some properties that are dissimilar from our earthly metal.

Essential Realities and Upper Case

The real world might be a hodge-podge of forces and trends that defy strict categorization, but Glorantha is a universe of essential Truth. Humans and deities interpret reality in various ways, usually self-serving, but everyday reality in Glorantha is a flawed expression of cosmic reality. In this text, there are a lot of capitalized terms. In the Dragon Empire of the *13th Age* core rulebook, villains might be "evil," but in Glorantha the worst villains are aligned with "Chaos," with a capital C. The runes are all capitalized. We don't use a lot of capitalization in our core *13th Age* writing, but Glorantha is a different place, and you'll find plenty of upper case letters.

Heroes are the real deal: As in a core *13th Age* campaign, the PCs are heroes in the generic sense. In Glorantha, however, there are also capital-H Heroes! These individuals embody great forces, especially the collective will of their people or the attributes of their gods. Heroes of this caliber would probably be icon-level in the Dragon Empire. You can read more about the capital-H Heroes of Glorantha on page 19, 37, and 205 in the companion volume to our *13th Age Glorantha* book, the *Glorantha Sourcebook*.

Devotees of Gods and Goddesses

Devoted worshipers of particular deities are called by a derivation of the deity's name, typically by adding an –i at the end of the name. If your character is devoted to Humakt, they're a Humakti. The default culture that the characters hail from is Orlanthi, with Orlanth the Storm King as the culture's chief deity. Those who worship Orlanth's wife, Ernalda, are Ernaldans. It should be easy to pick up these terms in context, and we've attached more worshiper names to the god list on page 30.

About the Orlanthi

Human culture in the Dragon Pass area we're focusing on in this book is structured around worship of Orlanth the storm god and his wife, Ernalda, queen of the earth. If you're wondering, yes, that's Orlanth leading his army of storm warriors on the opening page of this chapter, and as the warrior of the Air dancing above his wife Ernalda in the Spike Mandala piece on the opposite page. (See page 18 for a note on our varied art styles!)

Society is based around clans of a few hundred people that sometimes band together into tribes and even kingdoms. Most Orlanthi are free farmers who plow small fields within their clan's lands and herd cattle and sheep. We're not much concerned with everyday animal husbandry and the life of the clan in this book. We strongly recommend the classic iOS game *King of Dragon Pass* as a magical way to experience the life of Orlanthi clan champions, earth priestesses, and cattle raiders.

Cities are few and small, unless you reach the capital of the Kingdom of Sartar, called Boldhome, or the fertile lands south of Dragon Pass known as the Holy Country.





In fact, the lands to both the north and south are more sophisticated and the citizens of those lands think of the Orlanthi as barbarians. As devotees of an unruly god of the wild ☋ Air, Orlanthi don't take all that well to great civilizing efforts. "No one can tell you what to do," is one Orlanthi adage. The counterpoint is "No one can live alone."

Orlanthi men are usually warlike and passionate, while Orlanthi women are calculating and calm. Of course, those stereotypes don't always apply, but they're stereotypes for a reason: these are the personality traits of the culture's pre-eminent gods, and women and men strive to be like their gods.

Very few Orlanthi can read; literacy is a magical secret guarded by the worshipers of the god of knowledge, Lhankor Mhy. Ironically, Lhankor Mhy has only a small role in this weighty tome, so if you choose to create a character who can read, you'll want to explain your unusual abilities with your backgrounds!

Tradition is hugely important among normal Orlanthi. But Orlanth is a god of ☊ Movement and the desperate time we're setting our game in is not like other times. Tradition may have to give way to new arrangements, including personal alliances with extraordinary members of the races known as trolls and ducks, the other races included in this book.

Heroquesting

As if the mortal world isn't dangerous enough, player characters are regularly enticed or obligated to venture onto the Hero Plane where they struggle to re-enact the great deeds of their heroic gods, or to make the world better by succeeding where the gods originally failed! Successfully venturing on a heroquest can bring magical rewards, but mishaps can likewise bring nasty curses. The Hero Plane is a magical place where cause and effect are moral or dramatic more than physical.

OUR MANY GLORANTHAS

As you probably know, *13th Age* isn't the first roleplaying system to offer entry into the world. *RuneQuest!* was the first roleplaying game to journey into Glorantha and *Heroquest* was the newcomer until now.

Glorantha is a rich game world with a large number of possible *13th Age* campaign styles. If you're not a newcomer to Glorantha, you may read what follows and know exactly how you're going to adapt the material to a campaign you've always wanted to run.

That's great for the diversity of unique Glorantha games but not as good for new players. When our text has to aim at a specific campaign style, we've opted for a default setting that's simpler for newcomers to understand.

Chaos Rises: Our Default 13G Campaign Setting

The default setting of *13th Age Glorantha* is that a great catastrophe has unhinged the world, or at least the part of Dragon Pass that the PCs occupy. Reality is unraveling and Chaos is slipping through the tears.

The most obvious reasons for the break are the many cosmic conflicts of a great battle known as the Hero Wars. But each campaign is free to care a great deal or not at all about wider events that are part of the Hero Wars in canonical versions of the Gloranthan timeline.

What's important for 13G's purposes is that there are crises right and left for intrepid adventurers to handle and that most of them involve fighting Chaos! We assume heroic motives and player characters who want to save the world.

If things seem dire to you in some of the material that follows, that's because it is. The Dragon Empire setting of *13th Age* implies that the 13th Age is a time of incredible upheaval and implies that the age may come crashing to an end during the player characters' adventures. Likewise, the default setting of *13th Age Glorantha* is that the previous Third Age has ended and the cosmos might not survive whatever this Hero Wars or Fourth Age is throwing against it.

This is not a status quo view of Glorantha, and it may not even be as stable as the picture of the Hero Wars presented in the *Glorantha Sourcebook*. Here, the magic unleashed in the Hero Wars is breaking reality apart. This view of Glorantha emphasizes action and requires less understanding of the details of Gloranthan cultures. Hopefully it's better for newcomers to the world who can enter at their own speed . . . until they've stayed with us long enough to no longer be newcomers!

You'll find more details on the default campaign on page 335.

We're in Dragon Pass!

You'll have noticed that we've mentioned a couple times that we are centered on Dragon Pass. If this is your first visit, you may want to glance at the map on page 340.

Dragon Pass is the central crossroads area of a single continent in a wild wide world. We're not coping with that wider world, except as it might bump up against Dragon Pass. In other words, if you're a longtime fan of Glorantha, you're not going to find much material here on playing (or even fighting) Western sorcerers, or on playing Praxian nomads (although we know they're just to the East over those hills). For now we have stayed focused on the Dragon Pass campaign area we originally fell in love with.

The PCs Are on the Hero Path

More even than in core *13th Age*, the player characters of *13th Age Glorantha* are powerful beings who are magically different than most of the world's NPCs and all its "normal" people.

In the terms used by previous Glorantha games and setting material, our 1st level PCs are initiates who are very close to being rune masters. At 3rd or 4th level they're definitely rune masters. The talents, powers, and spells that 1st level player characters choose from are not available to most Gloranthan warriors and magicians. Normal warriors will have a power, magicians will have some spells, but normal warriors and magicians don't dare heroquest. The player characters are warriors and magicians who more or less already have one

foot set on the Hero Plane. Unless the PCs are working hard to mask their power, normal people who meet them almost always perceive that the player characters have powerful connections to the runes and the gods who express the runes.

The player characters are not yet Heroes, in the Gloranthan sense in which warriors or magicians make themselves a cosmologically relevant part of the world's story. But the player characters appear to be people who *might* be capable of making themselves into Heroes, some day.

Compared to the Dragon Empire, where there are assumed to be a certain number of other adventuring groups questing for the icons, there are probably a lot fewer rune master groups made up of potential Heroes adventuring in our default version of Dragon Pass.

Big World, Many Visions

You'll see several different styles of art used in this book. Glorantha has been a creative force for decades, long enough to spur a few different artistic traditions. *13th Age Glorantha* makes room for all the visual traditions, from the old-time view of Orlanthi as some sort of blend of Celtic and Norse to newer visions of a pantheon that looks more mystical and Eastern. 13G is about each campaign-table crafting its own version of the world. Your Glorantha will vary, and that includes choosing the images and art styles that suit your game, or even a specific session. Don't get hung up expecting every depiction of a god or character or monster to match our other depictions. Multi-faceted artistic traditions help us remember that there is more than one way to quest for the ∞ Infinity rune.

A CHAPTER-BY-CHAPTER SUMMARY

13th Age Glorantha relies on the core *13th Age* rulebook. We focused on creating new material instead of repeating old material. Partly that's how we roll. Partly that's because it felt fair to our publishers at Pelgrane Press to rely on published *13th Age* rules and classes instead of republishing them in a new cover.

We also make use of the *13th Age Bestiary* and *13 True Ways*, but we don't always count on you owning those books, generally it's a bonus. When we use incidental rules or mechanics from *13 True Ways*, we tend to repeat those rules.

Here's a chapter-by-chapter summary of what's to come.

CHAPTER 1: INITIATIONS isn't quite over. When we're finished with this summary, we're going to turn to an Overview of Glorantha and its history.



CHAPTER 2: CREATING CHARACTERS tells you how to create Gloranthan characters, including details on using the One Unique Thing and backgrounds as well as new character choices like the god you'll be devoted to and your choice of three runes, the system that replaces icon relationships.

Chapter 2 runs through all aspects of character creation in the same order it was covered in the *13th Age* core rulebook, introduces the main runes and gods, and provides details on our playable races: Gloranthan humans, ducks, and trolls.



CHAPTER 3: RUNNING GLORANTHA contains detailed rules and examples for attuning and narrating runes, new rules for combat and adventuring in Glorantha, and this game's equivalent of the treasure section: a rune-by-rune list of powerful heroquest gifts your characters will earn by narrating empowered runes, heroquesting, and leveling up.



CHAPTER 4: CLASSES contains five all-new Gloranthan classes, five transformation classes that convert existing classes in the *13th Age* system into specifically Gloranthan forms, and notes on adding some mechanics to the monk class. Like the Classes chapter in the core book, the chapter starts with a rough list of which classes are easiest and hardest to play.



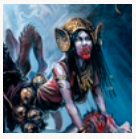
CHAPTER 5: ENEMIES organizes over 90 new monsters by rune. For example, all ᛞ Chaos enemies appear together, as they'll usually be encountered. The chapter begins with a Monster List that includes suggested translations of monsters from the *13th Age* core book, the *13th Age Bestiary*, and *13 True Ways*.



CHAPTER 6: CAMPAIGN WORLD has a couple pieces for players but is mostly for GMs. The player-facing elements are ancestor feats and feats for characters who want to join the mystical societies of the Sartar Magical Union. GM-facing sections of this chapter include notes on the default setting of Chaos Rising, campaign advice, and a runic geography section that introduces the most compelling locations in Dragon Pass by explaining what might go wrong there that would require intervention by player characters.



CHAPTER 7: HEROQUESTING contains the basic rules for heroquesting, advice for designing heroquests, notes on lost myths and broken myths, and several playable heroquests presented as examples.



CHAPTER 8: ADVENTURES has five sections, ranging from an intro adventure in Snakepipe Hollow to epic-tier confrontations with the Crimson Bat. And even weirder things, but that would be telling.

The **APPENDIX** has notes on using more of the existing *13th Age* character classes in Glorantha as well as a mess of useful tables and sheets.

THE WORLD OF GLORANTHA

We've cribbed most of this overview of Glorantha's cosmology and mythic history from the start of the most recent edition of the *HeroQuest* roleplaying game by Jeff Richard and Robin D. Laws. Since we're mainly concerned with the Dragon Pass area, we've shortened the overview in places and tweaked it in others. For a more detailed account of Glorantha's cosmology and history, see the *Glorantha Sourcebook*.

Overview

Glorantha is not a planet, as is ours, but instead is a slightly bulging, squarish lozenge, like the shape of the □ Earth rune.

Glorantha floats upon Sramak's River, the Primal Ocean that encircles the world. The Sky overhead is an off-center bowl rotating about the Pole Star that marks the center of the Sky, and is the only stable point in the celestial dome. Between the □ Earth and ⊙ Fire/Sky is the turbulent realm of the ✿ Air gods, the gods our player characters are most identified with. Underneath both □ Earth and ≈ Water is the silent Underworld, ruled by ● Darkness.

Beneath the Sky and the Air, and sitting on top of the Earth, is the Middle World—the realm of mortals. It has a northern and southern continent, and many islands. Our game is set in Dragon Pass in the middle of the northern continent, Genertela, named after a long dead Earth god.

History

Glorantha was created by its deities from the Primal Void of Chaos. At first, there was no history, for the initial creation formed the period of magic and timeless simultaneity called God Time. During this time, the entire world was populated with the beings and races of the Golden Age.

The birth into this world of Umath, the Primal Air, shattered the period of peace with crowding, confusion, and fear. This escalated into the Gods War, which eventually resulted in the death of the Sun, also known as Yelm the Emperor. It wasn't an accidental death; Orlanth, the chief god of ✿ Air and the supreme god of the pantheon the player characters are mostly likely allied with, slew Yelm to prove he was greater than the Emperor. Orlanth succeeded, but the death of Yelm plunged the world into the Great Darkness and allowed ♛ Chaos and the Devil to break reality into many tasty splinters. When the world's greatest defenders are trolls who are happy to eat everyone, even Chaos, you know things are dire. The world's death seemed near.

But Glorantha was not destroyed. Spurred on by Hope and Chance, the Seven Lightbringers (led by a remorseful Orlanth) traveled through the Chaos-ridden Cosmos and, after harrowing adventures, liberated the life-giving Sun God. The joyful god leapt to his rightful place in the sky and the Great Darkness was banished.

To keep entropic ♛ Chaos from coming to their realm again, the gods swore great oaths and compacts resulting in the Great Compromise. Essentially the gods promised to remove themselves from the world and lock themselves into the mythical acts by which they had originally created (and almost destroyed) the world. Mortals are free to live as they please, since their wars are assumed to lack the power to destroy reality. Men call this Time. By altering the world, the gods saved it, and history began.

The Dawn Ages

This was a time of peace and growing, as the survivors rebuilt and taught themselves the way of the world inside Time. The ancient races, elves, dragonewts, dwarves, and trolls, were as healthy and proud as humans. In Dragon Pass, on the continent of Genertela, the First Council was a balanced organization including humans and non-humans, men and women, mortals and divinities.

This age of innocence could not last. Ancient feuds were remembered and conflicts grew with peoples outside the council. Inside dissension and outside enemies forced the formation of the Second Council, a warlike empire, which grew in arrogance and power until they dreamed of bringing back the God Time. The experiment ended in the birth of Gbaji the Chaos God, whose reign of terror kept Glorantha at war with itself for seventy-five years. This was a great blow to the inhuman races, which have never had the same stature in the world since then. This was the end of the Dawn Ages.



The Second Age

Out of this shattered world grew new political entities.

Among the most powerful was the state called the Empire of the Wyrms Friends. This empire, centered in Dragon Pass, lasted for 500 years, proud of and famous for their friendship with the dragons and wyrms of the pass. The peoples and places thrived, made contact with two other continents, and delved deep into spiritual byways.

After several hundred years the traditional rulers were replaced by a ruling body of men and gods called the Third Council. Legends relate that there was no telling the men from the gods in the council chambers.

But the magic of the council could not counter the miseries of its worshipers, or control the swords of the rebels who did not sacrifice to them. Foreign gods gained power and prestige as the provinces of the Third Council revolted or were overrun by invaders.

At last the council turned its energies to defending its worshipers. Epic battles raged across the land. Finally, the dragonewts, dormant for centuries, rose against the council and slew them all.

Some seventy-eight years later the human allies aiding the destruction of the empire turned against the dragonewts. With few allies, they seemed helpless before the destroying might of the Invincible Golden Horde. Dragonewt nests were scoured with wildfire, planted with seeds laid by Chaotic parasites, sealed by diseases unnamable, and cursed by fear and loathing for any that would mourn them.

Heartless and relentless, the humans crushed and plundered, but when they closed in upon Dragon Pass the assembled human armies met those who would mourn the loss of dragonewts. The dragons from all across Time and Space assembled in their ancestral home to preserve the purity of their birthplace. The Dragonkill War got its name from what the dragons did, not what they suffered. Humans have feared the dragons since that time, despite draconic indifference, and none now seek to smash the eggs of the dragonewts, even though they might plunder a nest city.

The Third Age

Dragon Pass was abandoned by humanity. Elsewhere, old empires shook and the seas were utterly closed to human crossing. New kingdoms rose to fill the power vacuums and new magic and deities broke free from ancient shackles.

A bit more than a thousand years after the Dawn, the Red ☽ Moon Goddess rose in the region called Peloria, to the north of Dragon Pass. In her were balanced Constancy and Change, Life and Death, Love and Indifference, and all the dichotomies of the Universe, including a touch of Chaos. Her arrival changed the face of the land.

After living in Glorantha a short time she ascended to the heavens where she remains in her cyclical beauty, viewing the land, which she left to her family below. The ever-reincarnating Red Emperor of the Lunar Empire is her son and her pride.

The Lunar Empire expanded from its founding. When defeated it rebounded stronger than ever. They went north to the icy wastes, east to the bounds of the horse barbarian lands, and west until they were halted by the magical Syndics Ban. But in the south the empire continued to grow and grow.



The Red Goddess embodies ⧖ Life and † Death and ♉ Chaos and transcendence.

When they reached Dragon Pass they found it populated again. Moreover, it was dominated by the Kingdom of Sartar, ruled by a wise dynasty cautious to maintain the great and magical laws that gave it its strength.

Despite initial defeats, the Red Emperor eventually marched almost unhindered into the Sartar capital of Boldhome. He defiled the Temple of Sartar, sent Orlanth and Ernalda the Earth Queen into a Lunar hell, and ravaged the city. So far, it was the typical Lunar conquest.

But the remnants of the Household of Sartar incited the natives to rebel against the empire. The bravery and glory of Sartar's fight for independence attracted volunteers. Adventurers from around Glorantha were drawn to the Orlanthi cause.

The Hero Wars

Thanks to the devotion of their followers, Orlanth and Ernalda reawakened, inspiring the enemies of the Lunar Empire with renewed hope. Shortly afterward, rebellion in the outpost city of Pavis spelled Lunar defeat. Victorious barbarian armies marched toward the Lunar forces in Dragon Pass. They won the first unimaginably violent battles, but there's a price, and the cosmos is paying as surely as the normal people of Dragon Pass.

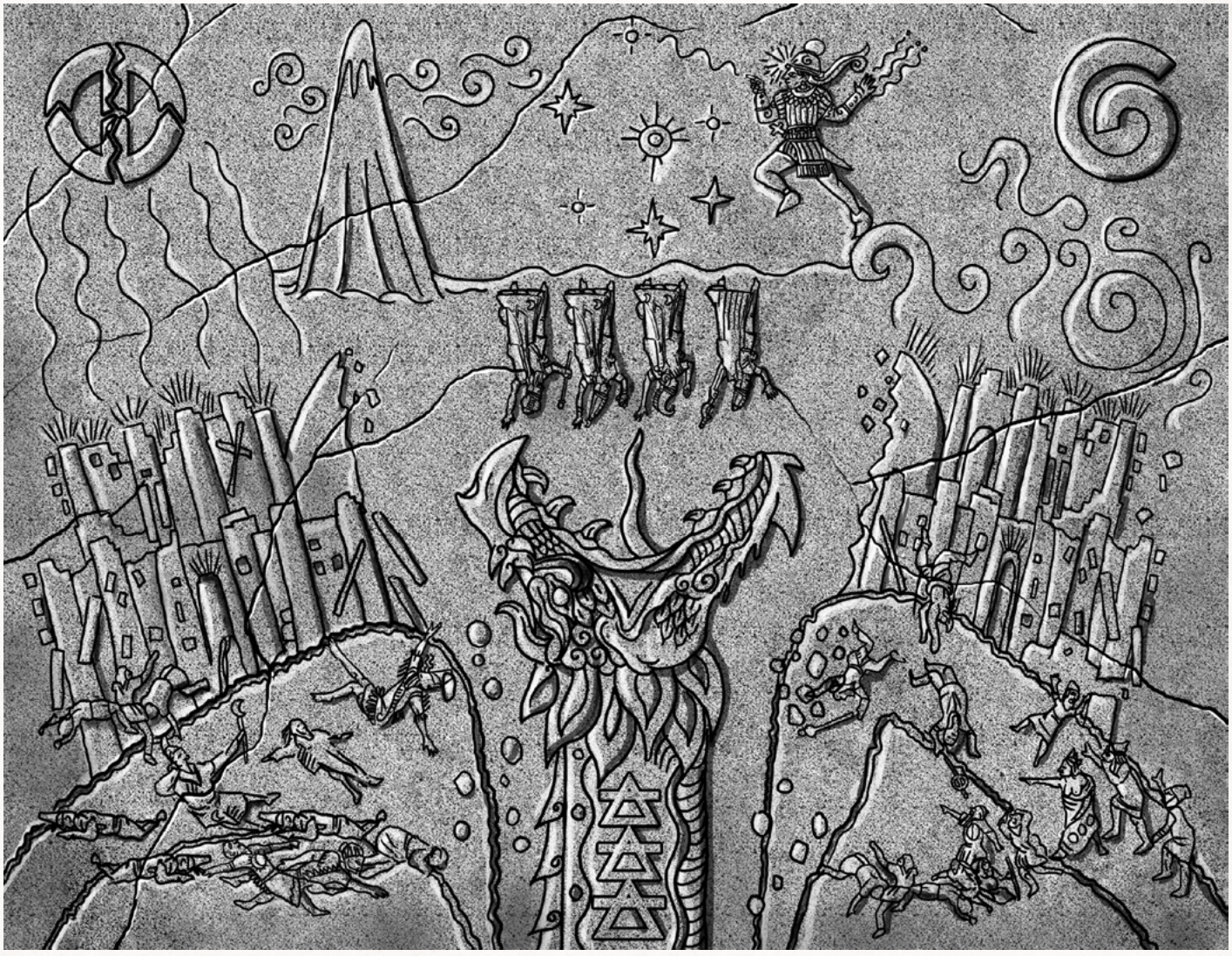
After the latest rebellion was ruthlessly put down, the Lunar College of Magic has begun to construct a Temple of the Reaching Moon on sacred Wind Top to extend the Glowline. This act would serve to put an end to the uprisings and also the rebellious Storm God, winning the Middle Air as the uncontested domain of the Red Goddess.

But the Sartarites raised a dragon under the temple foundations, which devoured the assembled priests and priestesses performing the dedication ceremony and half of the attendant armies. (See the Dragonrise on page 39 of the *Glorantha Sourcebook*.)

The Hero Wars have begun, a time in which the powers of mortals turn out to be capable of threatening reality. The collisions of Heroes and Superheroes and God-Kings and True Dragons shake the Great Compromise and let Chaos smash into lands and myths that had been protected by the combined understanding of the gods.

Chaos is rising. Prophecies come true and it's always bad news. Demons invade, long-dormant monstrosities rip through myths in which they should be destroyed. The great empires tear each other to shreds and the world bleeds with them.

The gods' stories are not enough. This is a time for heroes who will forge their own epic history. Time to save the world or die a few times trying!





CHAPTER 2: CREATING CHARACTERS

If you haven't designed a *13th Age* character recently, look at the Character Creation Overview and Character Creation Checklist on page 29 of the core rulebook. With the exception of icon relationship choices in the core rulebook, the rules for creating a character in *13th Age* apply to *13th Age Glorantha*.

Glorantha replaces the core book's icon relationships with a god you are devoted to and selection of three runes. Gods, runes, and classes are far more interwoven in Glorantha than any of the character elements in the core *13th Age* rulebook.

The rules for the new decisions about devotion to a god and the runes you possess can be handled in a couple sentences, but the gods and runes have rich stories that most players will want an introduction to at some point early in the campaign. This chapter pivots around these introductory stories and examples.

Character Checklist

The checklist that follows lists the steps we've inherited from core *13th Age* character creation alongside new Glorantha elements. If there are things you need to know in detail about this element of your Glorantha character, we've provided a page number for the information. If there's no page number, the *13th Age* core rulebook covered it.

GM input: This almost goes without saying, but if the GM has special plans for the campaign, there may be campaign-specific guidelines that will shape your creativity.

Race/Culture (page 41): Many players start core *13th Age* characters thinking about the race they'll play. That's not usually true in 13G because most characters are human. When playing a human, you may have a choice of which Gloranthan culture your character comes from, but that's a fairly minor choice that may be already decided by your campaign. If you are thinking about playing a troll or a duck, see the rules for duck and troll player characters at the end of this chapter.

As a rule, the non-human races in the core *13th Age* rulebook don't appear in Glorantha. There are Gloranthan races sometimes referred to as elves and dwarves, but Gloranthan 'elves' are humanoid plants and the dwarves are equally weird and unlike the races of most F20 roleplaying games. They're not in this book, and neither is the other major elder race, the reincarnating dragonewts.

See the Race and Class Restrictions sidebar below for a list of the race and class restrictions that might influence your choices.

Class: Your class has the most influence on how you spend your time at the table. Before you actually use all the character creation options in this chapter, find a class type in *Chapter 4: Classes* that interests you and focuses your imagination as you work through the character creation process. Obviously that's not a problem if you're reading before playing, but if you're playing first, skim the quick Ease of Play class summary section on page 95. (Alternatively, if you're thinking of playing one of the core *13th Age* classes that hasn't had a Gloranthan translation, check out the Classes from Core *13th Age* section on page 439 of the *Appendix*.)

You're not playing alone—you've got allies at the table, and your decision about which class to play is probably going to take other players' decisions into account. We're not going to try to unpack the politics of class decisions, but we will mention that 13G games are probably going to be more fun when everyone is playing a different class. Compared to some of the multi-talented classes in the core *13th Age* rulebook, the Gloranthan classes have been designed with fewer possible builds. When we've doubled up on character classes in our games, we usually end up feeling like we're getting in each other's way.

Generate abilities: Use the same rules as in core *13th Age*. You can roll your ability scores or use the point-buy option.

Combat stats: Same as *13th Age* core rules.

One unique thing (page 24): The one unique thing occupies the same creative role in Glorantha as it does in *13th Age*. It might be your biggest opportunity to shape the campaign and it might be where you set up a story you've always wanted to experience and only know the beginning of. We discuss Gloranthan examples to help people new to the setting get started.

Eight background points (page 26): Backgrounds work the same as they do in core *13th Age*. We've scattered example backgrounds all over this book, so the brief discussion in this chapter points to other specific sections.

God (page 27): *13th Age Glorantha* characters each choose one of the gods as their primary deity. Worship is a two-way exchange: mortals worship the gods, and in return, the gods grant blessings and magical power, particularly to heroes such as the PCs who are capable of emulating divine deeds and thereby strengthening the ongoing creation of the world.

Three runes (page 27): Two of your runes are determined by the god you chose. Often your god will only have two runes, so you'll get them both. If your god has three or more runes, select two of them.

Your third rune is entirely your choice. We often refer to the third rune as your personal rune. Often a character's one unique thing or backgrounds have shaped

RACES AND CLASS RESTRICTIONS

There are a few race and class restrictions that we see as the way you should usually play. Anyone who wants to violate one of the following rules should only do so with the permission of their GM and probably as the gist (or a side effect) of their One Unique Thing.

- Troll PCs can choose only from the following five classes: berserker (Zoran Zoran Devotee feature only, page 114), hell mother (page 145), troll warrior (page 214), troll adept (page 438), and troll necromancer (page 438).
- Only trolls can be hell mothers, troll warriors, troll adepts, and troll necromancers.

All the questions you may ask about race/class combinations are covered by these answers. A female duck berserker with the Zorak Zoran Devotee feature and a male troll hell mother will make for a strange party, but adventurers are mostly strange!

See Gender Roles on page 26 for more on how you might or might not let gender influence character options.

the start of a story that makes the choice of personal rune obvious. Discussion of personal runes appears on page 27. Full rules for calling on runes appear in *Chapter 3: Running the Game*, starting on page 50.

Adventurer-tier feat at 1st level: Each PC gets at least one as in the core *13th Age* rules, while human PCs choose two feats.

Name and gender: If you haven't already picked a name and gender, now is the time. There are short lists of names for each race and culture towards the end of this chapter, or make up your own.

ABILITY SCORES

Ability scores work the same as in *13th Age*, but the non-human races of the core book are generally not used in Glorantha.

We'll handle Gloranthan elves and dwarves in a future book. For now, here's the basic ability score modifiers of the Gloranthan peoples. See page 41-47 for the full details of these peoples.

Race	Str	Con	Dex	Int	Wis	Cha	Any
Human							+2
Duck			+2	+2			
Troll	+3*	+3*					

* The troll's Strength and Constitution scores must be among the troll's top 3 ability scores; see page 45.

New Alternative Array Ability Scores

For people who don't want to roll ability scores, here's an alternative to the point-buy system we presented in the *13th Age* core rulebook. It creates more diverse characters, it's really simple, and it's what we have been using lately. Assign these six scores to your abilities: 17, 15, 14, 13, 12, 10.

Compared to the point-buy arrays on page 309 of *13th Age* that let you spend 28 points, this alternative array is better. But it's better on the bottom end, which people nearly always ignore when they're using point-buy systems, and that actually works well for our system. So maybe you'll like this as much as we do.

ONE UNIQUE THING

Your Gloranthan character has a *unique*, or one unique thing, much like a standard *13th Age* character. Given the nature and recent history of Glorantha, here are some points to consider when inventing your character's one unique thing.

New possibilities: The cataclysmic events of recent years have been accompanied by portents, revelations, abominations, freaks, flukes, prodigies, marvels, and miracles. Forgotten spirits have returned, ancient magic has come undone, and unknown wonders have appeared.

Unusual allies: As bonds of alliance and enmity have shifted and as the old ways of doing things have collapsed under the pressure of calamity, upstanding Orlanthi have sometimes found themselves connected to outsiders or their exotic ways. These connections may be social, military, spiritual, mystical, or even familial.

Runic connections: Your *unique* might be associated with your third personal rune that isn't necessarily related to your deity. Of course, you can have an unusual third rune that marks you as special without it being part of your one unique thing.

Continuity: The world of Glorantha is spelled out in much greater detail than the Dragon Empire, and your group might be keen to stick closely to the official background. That said, the current upheavals ensure that there's plenty of 'discontinuity' for inventive players to rely on. Your GM is probably your best bet for developing a *unique* that's in line with the world, as it's played at your table. Even if your group is not committed to strict continuity with the published material, the vast literature about Glorantha includes countless wonderful details that can spark your imagination.

Think of heroes: If you're stuck, think of what your character might be remembered as if they become a legendary Superhero and reshape the world around them. If you're familiar with the heroes of existing Gloranthan lore, consider that most of them have a one unique thing! Jar-eel is the product of a centuries-long eugenics program conducted by the Lunar Empire; but if she were your 1st level character, the success of that eugenics program would be in doubt. Beat-Pot Aelwrin was a kitchen slave who led a rebellion armed with a cleaver; and



if he was your 1st level character . . . well, that sounds okay as is! Sir Ethilrist returned from Hell commanding demons; and as a 1st level character he might have been a Western sorcerer who has unhealthy obsessions with demonology! Harrek killed his white bear god and wears its fur as a freaking cloak (and we won't presume to speak of him as a 1st level character, too risky)! And so on, with your PC as another strand in the legacy.

One Unique Thing Examples

Here are some example *uniques*.

My mother was killed by Chaos monsters as I was being born, but **I killed those monsters myself as a newborn**. Orphaned, I was adopted by Ducks. (for a berserker)

Cultic tattoos appear spontaneously on my skin. I know what most of them mean. Sometimes my tattoos win me privileged access to secret rites. Sometimes they make people want to kill me. (for most anyone who wants to be in touch with mysteries they may gradually, or never, understand)

Judging by my appearance and manner, **my absent father was evidently a magical beast** of some sort. Strangely, sometimes my actions and countenance suggest a swine father, sometimes a dog or a bull. It's a mystery what this means about who my father truly was. (for a trickster with the Beast rune)

Although I have now pledged myself to Orlanth, **I actually grew up in a Lunar crèche** as the successful result of generations of managed breeding. When they sent me to fight the Orlanthi barbarians, I was inspired by their bravery and their loyalty to each other, and I switched sides. I know that I've been bred to have powers that have not yet manifested, although I don't know what will become of those powers now that I'm cut off from my breeders. (for someone with the ☾ Moon rune, possibly a bard, monk, or occultist)

I'm the reincarnation of an Orlanthi hero whose original body is still serving Delecti the Necromancer as an elite zombie servitor of some type in the Upland Marsh. I'm seriously angry about it. I could have stayed in the God Plane, but I've come back as a Storm Bull berserker with † Death as my third rune. I'm back for some serious avenging.

I have the **breath of Humakt** in my lungs. Humakt is known as the god who cut away his familial ties and his connection to ☊ Air, so I'm something of a heretic. Perhaps I foreshadow great changes in the cosmos, or perhaps I'm a fluke created by the cosmic upheavals that have ravaged Dragon Pass. (for a Humakti with the Air rune)

I don't have solid memories before the last two years. I was either dead while Orlanth and Ernalda were dead and returned to life with them, or **I was liberated into the world by the heroquests that returned the gods to life**. (for most anyone who wants to hint at the potential of an epic destiny)

People think I'm cold and inhuman but they have no idea. **I'm secretly one of the demon steeds** of Sir Ethilrist's Black Horse Troop. I had to cut away all my earlier magical connections to make my escape as a human, which is why it works so well for me to worship Humakt. (for a Humakti intent on giving the GM infinite plots)

Uniques that Change Over Time

Sir Ethilrist didn't start as the commander of the world's nastiest demon-mounted mercenary troop, and neither will you. Some *uniques* can grow over time. We don't

recommend that you try to map out your future as you start play. Just be aware that the story of your character's one unique thing might grow organically during a campaign. Many forking paths are possible, and each PC's story tends to interlock with the stories of the other PCs.



Gloranthan heroes regularly have one unique thing. Harmast Barefoot was the last heir and surviving member of the famous Berenethtelling tribe; the rest of his tribe had been killed by the Broken Council. Pavis was half-elf, no mean trick given that Gloranthan elves are plant creatures and do not even belong to the animal kingdom! Arkat was the son of Humakt but born to Western atheists. Hon-eel was the unknown daughter of the Red Emperor. And so on.

BACKGROUNDS

Your character's backgrounds connect them to the world.

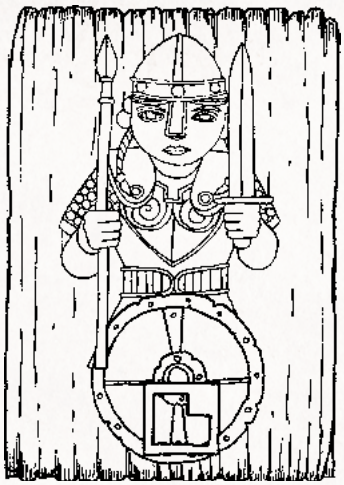
We're using the same background and skill check rules as core *13th Age*. We're assuming that you've read or played *13th Age*. If that's not true, read pages 40–43 of the core rulebook now.

Instead of writing more general text about Gloranthan backgrounds, we've spiced numerous sections of the book with sample backgrounds that highlight the ways player characters can intersect with Gloranthan runes, myths, geography, and monsters. The most extensive lists of backgrounds are contained at the start of each class description in Chapter 4.

Gender Roles

In the descriptions of several of the Gloranthan classes there are cultural and racial tendencies that push specific classes toward female characters. This doesn't always mean what you think it means. As Bronze Age people, the Orlanthi have concepts of gender identity that don't line up with our own. For example, the Heortlings recognize four sexes and six genders, and also recognize at least seven types of marriage. Polygamy and polyandry are not unknown. Some notable Orlanthi heroes married to Ernalda priestesses also have had male lovers (often of the same sex and gender).

We've kept gendered words like priestess and Beast Man that are traditional in Glorantha, but they don't necessarily have to correspond precisely to expectations. We have some notes on standard male/female gender expectations below, but for the human cultures involved, it's entirely possible for a woman to take a male role and be referred to as a man and for a man to take a female role and be referred to as a woman.



Dragon Pass has at least one Hero who fathered children, then changed gender and mothered children—Kitor, the great ancestor for ● Darkness humans (see page 325)—and others whose gender identities are fluid, multiple, or determined by spirit. The extent to which this is a factor in your campaign is up to you and your players.

Berserker, Storm Bull: Storm Bull is male, but don't let that stop you from playing a non-male Storm Bull worshiper. There are plenty of non-male Storm Bull berserkers. They don't take any backtalk and no one is eager to give them any.

Berserker, Zorak Zoran: It would be somewhat odd for a female troll to worship Zorak Zoran, because he is by definition a lesser male god and a female troll should be able to do better. She's slumming, or rebelling, or being an extreme badass who doesn't care what *anyone* thinks, not even the Mistress Race trolls or Kyger Litor herself.

Earth Priestess: The cultural expectation is that most Ernaldans are women. But that's not an iron rule. There are some male earth priests and many others whose gender or lack of gender is fluid. It may or may not be worth a one unique thing to explain, but there could be an interesting story here if you're playing a male earth priest in a campaign that sticks close to Gloranthan traditions.

Hell Mother: Trolls are matriarchal. Hell mothers are the troll equivalent of full citizens. Male trolls are by definition expendable half-citizens if they're lucky. So if you're a male troll who has somehow become a hell mother, well, you must have an interesting life story. For a troll character that doesn't have much to do with the rest of troll society, it might work. It's even possible that a male ● Darkness human is more likely to succeed as a hell mother than a male troll.

Humakti: Male, female, non-gendered, many-gendered, it's all the same to † Death. I mean, Humakt.

Orlanthi Warrior, Rebel, Storm Voice, Wind Lord: All the Orlanth and ☋ Air classes have powerful non-male members. Most are devoted directly to Orlanth, but as you'll see, each of the classes offers options. Many warriors are happier worshiping Vinga, the red-haired adventuress who embodies Orlanth's traits (pages 30 and 360).

Trickster: Yes.

SELECT THREE PLAYER-CHARACTER RUNES

Primal runes define the universe and influence all actions. The lives of player characters interact with these runes, sometimes through the gods who mastered the runes and sometimes as impersonal forces that shape reality.

Runes serve many of the same functions that icon relationships serve in *13th Age*. They connect the PCs to the world, give players the opportunity to invent free-form events in the game, and sometimes provide PCs with permanent magical benefits.

Each PC starts the game with three runes. Two of your runes come from the god your character is devoted to; we'll cover that in the next section. Your third rune, your personal rune, is entirely up to you. Your personal rune indicates some special influence on the character, often an influence that comes from some source other than the character's god.

For example, an Orlanthi warrior might have the ᘜ Air and ᘏ Movement runes from Orlanth plus the ᗐ Beast rune. This "wild card" rune could represent an unexpected unique element of the character's personality, a piece of their backstory, or something mysterious that will become clearer during the campaign. For example, an Orlanthi's Beast rune might represent the character's descent from a clan known for its bestial ways and rumored to have bestial blood. Alternatively, that Beast rune connection could come from the character's one unique thing; perhaps the warrior started life as a summoned storm ram and has finally been reincarnated as a human after performing some mysterious great service in a battle the PC no longer remembers! For a more orthodox explanation that makes use of other mythic connections, the character's Beast rune might relate to Yinkin, Orlanth's shadow cat ally.

Doubling up on devotion: Your personal rune can also "double up" on one of the two runes you've acquired from your god. We think of this as a somewhat less interesting path, but maybe that's because we haven't tried it often ourselves! We favor characters with a wider range of attunements, but if you're out to play a character who is extremely focused on their god's interests, or who has an abnormally powerful connection to a given rune, doubling up makes sense.

No Chaos: No PC can be associated with the ᛘ Chaos rune. Such an association would make the character a monster as an enemy of creation.

Will you get more runes? Unless you're the unluckiest hero ever, you're likely to gain other runes, usually as a consequence of succeeding with a heroquest or other great feat. There actually isn't a limit to the number of runes that you can possess at once, but runes that aren't part of your three core runes are only with you until you use them as an empowered rune. In other words, you'll possess a bonus rune until you end up getting a heroquest gift from it (as shown in the core rune mechanics on page 74).

Contradictory runes aren't forbidden: Do you want to be the strange Orlanthi warrior who not only has the ᘏ Movement rune, but also the ᘐ Stasis rune? Or the strange Humakti who has the ᛝ Life rune as well as their god's ᛏ Death rune? It's not forbidden to mix opposing runes, it's just unusual. Such contradictions can create interesting stories. Of course, exceptions are more interesting when they're exceptional. If you decide to choose opposed runes as part of your character concept, you should probably use your one unique thing and your backgrounds to explain why you are such an odd creature in the cosmos. This isn't a requirement of the rules—it's a story opportunity.

Personal runes may be your fate, not your personality: Examples of conflicted heroes abound in fantasy literature: albino champions reluctantly dragged into the wars of Chaos, unbelieving wizards gifted with white gold, and so on.

Since calling on a rune is an action that's controlled by the player rather than by the hero, there's room for storytelling involving heroes whose connections with specific cosmic forces are accidents of cosmic destiny. It's possible that your personal rune taps into forces your character did not choose and may not want to be associated with. Are you haunted by powers you would dispel, given the chance? Is your path twisted by forces that are at odds with your motives or goals?

Consider the example of a Humakti warrior named Silver who had a strange vision while fighting a Lunar magician. Silver has been increasingly troubled by insights that have nothing to do with Humakt, by moments when forces connected to the Red Moon have rebalanced events in her life, often to her advantage. Silver had no intention of becoming tangled with the ᛞ Moon, but the Moon keeps rising into her life and it's not clear yet whether she'll be able to keep the Moon separate where it belongs, as the enemy, or whether the Moon will become her final truth.

Other runes that could easily function as archetypal conflicted personal runes include ᗐ Beast (for someone trying to take the path of civilization); ᛏ Death (for someone sincerely tired of war); and ᛟ Disorder (for a hero whose life keeps falling apart, even when it really shouldn't).

The Gods & Their Runes

Unlike the core *13th Age* rules, which only has one enforced icon relationship (between necromancer and Lich King), a number of the classes in *13th Age Glorantha* are strongly associated with specific gods. We've summarized those associations on page 96.

The short alphabetical list that follows show which runes are available from the god you've chosen. When a god has two runes listed, player character devotees of that god take both those runes. Humakt, for example, has only Death and Truth, and so every devotee of Humakt has both his runes. When a god has three or four runes listed, devotees choose two of the god's runes. Zorak Zoran, for example, has a wide variety of runes, so devotees of Zorak Zoran may possess very different runes.

Main Dragon Pass Gods

We're strongly supporting seven gods in this first *13th Age Glorantha* volume. The new classes in this book are oriented toward devotees of these gods. Short descriptions of the gods follow, along with one of the common ways they appear to mortals during heroquests. (For those of you who aren't newcomers and want to carve your own path, we list the other gods in the Major Pantheons section just below, and detail other class options in the Appendix.)



Ernalda: □ Earth, Ш Harmony, ⧗ Life. The supreme goddess of Earth, Orlanth's wife, and part of the pantheon that's strongest in Dragon Pass. Associated with the earth priestess class. Her worshipers are referred to as Ernaldans. As you'll see in the *Glorantha Sourcebook* (page 89), Ernalda is also widely worshipped in parts of the world that care nothing for Orlanth, a fact that can come in handy if you feel like playing a character from a far away land who still worships the local goddess.



Eurmal: ∴ Illusion, ⧗ Disorder. Trickster god who just barely manages to do more good than harm. One of Orlanth's companions on the Lightbringer Quest that saved the world. Associated with the trickster class. Worshipers are known as Eurmali.



Humakt: † Death, Y Truth. Ruthless god of Death. Less human than the other deities. Associated with the Humakti class. Worshipers are known as Humakti, which would be confusing except there are very few worshipers of Humakt who aren't trying to be death warriors. The PC class we present is a stronger expression of that.



Kyger Litor: ● Darkness, ⅄ Man, ⅄ Spirit. Chief goddess of the Darkness pantheon and mother goddess of the trolls. Associated with the hell mother class. Worshipers are usually known as, well . . . trolls, to be simultaneously clever and mostly accurate. There are some human devotees of Kyger Litor, but there's no shorthand term used for worshipers.

Orlanth: ᚷ Air, ᚱ Movement. Chief god of the pantheon named after him. Worshiped in at least three significant forms: Orlanth Adventurous (the young rebel), Orlanth Lightbringer (the cosmos-saving quester), and Orlanth Rex (the king). Associated with the Orlanthi warrior, rebel, storm voice, and wind lord classes. Worshipers are known as Orlanthi, which is also the name for the wider cultural group that worships the Orlanth and Ernalda pantheon.



Storm Bull: ᚷ Air, ᛗ Eternal Battle (unique rune that can only be chosen by Storm Bull devotees). Orlanth's wilder and harsher brother, the best anti-Chaos fighter in the pantheon. Associated with the berserker and Orlanthi warrior classes. Worshipers are known as Storm Bulls.



Zorak Zoran: ● Darkness, ᛏ Death, ᛝ Disorder. A wild and hateful god who no one wants around until Chaos has to be slain. Chiefly associated with the Zorak Zorani version of the berserker class, and although there may be other worshipers who would be described by the term "Zorak Zorani," there aren't many we can think of. Individual Zorak Zorani often have ʘ Fire/Sky as a personal rune because of their god's victory over Yelm's son Yelmalio, but the god's hold on the element isn't strong enough to make it one his primary runes.



Major Pantheons

There are many more gods than the seven we set up to be the gods of PCs. The following lists name a few more of these gods, mostly to help you see where your character's god fits in the cosmic order. Many of these gods are subservient to the gods we've focused on, while others don't want to be called anyone's servants.

If you know Glorantha well or are one of those people who always takes the stranger path, you might be able to get your GM's permission to choose one of these other deities. Some deities have runes other than the ones supported by heroquest gifts, and taking such a rune could either be a headache for the GM or something fun for the two of you to work out together. Our classes and myths don't do much to support these other deities, but some players and GMs may be willing to put in the effort to make them work.

For more on using the existing *13th Age* classes to portray devotees of several of these gods, see page 439 in the Appendix.

For more on Gloranthan pantheons and the runic associations of the gods, see *The Guide to Glorantha* pages 150–153 and pages in the *Glorantha Sourcebook* referenced below.

For the list of ᛤ Chaos gods worshiped by the player characters' enemies, see page 249 in the Chaos section of Chapter 5: Enemies.

֍ □ Orlanthi Pantheon

Also known as the Storm Tribe.

Orlanth, **Ernalda**, **Humakt**, **Storm Bull**, and **Eurmal**. See above.

Babeester Gor: □ Earth, † Death. Bodyguard and violent champion of her mother, Ernalda. Devotees are often fanatical female warriors known as avenging daughters.

Barntar: ֍ Air, ☭ Movement. The farmer god, associated with the plow that breaks the □ Earth rather than the Earth itself. A capable substitute for Orlanth, especially in places that the Red Goddess has suppressed the worship of Orlanth. Worshipers of Barntar are known as Barntar worshipers. Yup.

Chalana Arroy: Ш Harmony, ⧗ Life. The healer goddess, one of the Lightbringers. A pacifist, though still opposed to Chaos. A devotee of Chalana Arroy might be referred to as 'a Chalana Arroy,' or more rarely as a Chalana Arroyan.

Donandar: Ш Harmony, ☭ Movement, ∴ Illusion. Minor god who was formerly in the Puppeteer Troupe but left to try to find a way to deal with Chaos. He's a bardic god and the god of entertainers. It may be a stretch to put him in the Orlanthi pantheon, but he's welcome when he shows up and it's okay for Orlanthi to worship him.

Elmal: ⊙ Fire/Sky, ᛉ Truth. The loyal guardian, a former enemy converted to the hearthguard. Devotees are called Elmali.

Heler: Ш Harmony, ≈ Water. Orlanth's former enemy, beaten and turned into an allied god of rain. Devotees are probably Helerites, though there aren't many principally devoted to the god.

Issaries: ⧺ Trade. The Orlanthi god of communication and trade, an invaluable member of the Lightbringers' Quest. Devotees are called by the god's name, as in, "an Issaries," or more likely a Goldentongue or Silvertongue, referring to their gift for convincing gab.

Lhankor Mhy: ᛉ Truth, △ Law. The know-it-all god of sages and knowledge. They take their beards so seriously that beardless Lhankor Mhy sages, even women, wear fake beards.

Maran Gor: □ Earth, ⧫ Disorder, † Death. The Earthshaker, goddess of earthquakes, a dangerous goddess who embodies the destructive aspects of Earth.

Odayla: ⛛ Beast, ֍ Air. Hunting god.

Uleria: ⧗ Life. Primordial goddess of love, the Attractor, That which Binds Inside.

Uralda: ⛛ Beast, Earth. The Cow Mother, a slightly surprising but possible replacement for Ernalda.

Vinga: ֍ Air, ☭ Movement. Perfectly capable of stepping in anywhere Orlanth is worshiped. Some say she is Orlanth's female self! Worshipers are known as Vingans.

Yinkin: ⛛ Beast, ֍ Air. God of alynxes, Orlanthi cats. Orlanth's boon companion and a popular god in many campaigns. Worshipers might be called Yinkini.

See page 88 (Earth pantheon) and page 107 (Air/Orlanthi pantheon) of the *Glorantha Sourcebook* for an illustrated genealogy of many members of the Tribe.

● Darkness Pantheon

In Glorantha, Darkness is a fundamental element and doesn't carry a connotation of evil. Even so, the trolls just might eat you.

Kyger Litor and **Zorak Zoran:** See above.

Aranea: ⛛ Beast, ● Darkness, ✶ Fate. Goddess of spiders, cruelty, and preying on the weak.

Argan Argar: ● Darkness, ⧺ Trade. God of surface darkness. For surface dwellers, he is the most approachable of troll gods.

Gorakiki: ⛛ Beast, ● Darkness. Mother of insects. Trolls breed various giant insects.

Karrg: ● Darkness, ⛹ Man. Kyger Litor's loyal son, bodyguard, and champion.

Xiola Umbar: ⧗ Life, ● Darkness, Ш Harmony. Goddess of dark solace and the healing magic other trolls disdain as weakness.

See page 77 of the *Glorantha Sourcebook* for the genealogical chart of the Darkness pantheon.

⊙ Fire/Sky Pantheon

The rivalry between Emperor Yelm and King Orlanth goes back to the Godtime, and their conflict shaped the world. These are the solar gods most likely to appear in your campaign.

Shargash: ⧫ Disorder, ⊙ Fire/Sky, † Death. The Red Planet, destroyer, and war god. A Great God, killer of Orlanth's father, Umath.

Uleria: ⧗ Life. She's too fundamental to be restricted to one pantheon.

Yelm: ⌓ Stasis, ⊙ Fire/Sky. Sun god and emperor.

Yelmalio: ○ Light ᛉ Truth. Lightfore, the Cold Sun, an honorable warrior and worthy ally. He lost his Fire/Sky in the Godtime and now is a god of Light. For a PC, you can fudge it and give the PC gifts associated with the ⊙ Fire/Sky rune.

A full genealogy of the Fire/Sky pantheon appears on page 96 of the *Glorantha Sourcebook*.

☾ Lunar Pantheon

Sedenya, the Red Moon, is a reborn goddess, and her followers now rule the Sun-worshiping empire to the north. The Red Moon hangs motionless in the Air above the horizon far to the northwest. The new, Lunar way of seeing things is enticing but ultimately monstrous.

Nysalor: Chaos, ○ Light. God of Illumination. Don't listen to his riddles.

Red Emperor: ☾ Moon, Man. God-emperor of the Lunar Empire.

Sedenya: ⧗ Life, ☾ Moon, Chaos. The Red Goddess, the reincarnating Red Moon, Sister of Chaos, Lurker on the Veil.

See page 146 of the *Glorantha Sourcebook* for the full Lunar pantheon.

The Twenty Runes

To guide your choice of personal rune, we've introduced each of the runes below with an eye toward the type of stories they'll be most likely to help you create. Not every rune write-up follows precisely the same format. Some mention geography. Others focus on mystic experience, or a particular elder race. Most all the runes include suggested backgrounds oriented toward characters who have chosen the rune as their personal rune. (Backgrounds appropriate to devotees are more likely to show up in the character classes.)

If you are new to Glorantha, don't sweat this choice much. The information below will help you get the flavor of the world, but if you have a different spin on a rune thanks to your *unique* and backgrounds, it could be that your character will help shape a new story.

It's also quite common for characters to change and grow during play, and changing the runes you possess is exactly the type of character development that could occur over the course of a campaign. For example, the ☯ Movement rune demands change, the ✺ Air rune *expects* change, ⛢ Dragonewt creates mystic transformations, and ☾ Moon is all about transcendence, even if you thought you were happy the way you were. Supposedly stable cosmic patterns don't tend to stay intact long in Glorantha.

✺ Air

Mercurial, violent, passionate, and occasionally regal: most of the dominant human cultures of Dragon Pass are part of Orlanth's Storm Tribe. Not coincidentally, it's also the active and violent rune that blew apart the original cosmic order, starting the fights that led to the original Gods War.

We can't talk about the ✺ Air rune separate from its ruler, Orlanth the Storm King. Orlanth's desperate Lightbringer's Quest (GSB p. 116) and the Great Compromise of Time that followed more or less settled Orlanth's outright war with Yelm amd the Fire/Sky gods. But the Hero Wars in Dragon Pass pivot around a new conflict, the Red Moon's invasion of the Middle Air that Orlanth considers his own. Not to mention that the partly Chaotic Red Moon goddess forced her way into reality straight through the barriers of Time that were supposed to prevent this type of new apotheosis.

Origins: Compared with the rest of the runes, the Air rune is everywhere in Dragon Pass. There's no shortage of Orlanthi clans, wind temples, and Storm Tribe warbands that might have produced an Air hero.

Of course, most all player character heroes devoted to Orlanth possess his Air rune automatically. If you're choosing Air as your personal rune, it may be that the Storm Tribe's passionate approach to an unpredictable life appeals to you. Live fast, fight often, die proud.

Backgrounds: Each of the four Orlanth-centered classes (rebel, storm voice, Orlanthi warrior, wind lord) leads with many backgrounds related to the Air rune. Other examples include former sylph (for a spirit made human), Windstop guerilla warrior, northern nomad, Wind Temple alto/tenor (for a woman or man responsible for maintaining humming wind songs during magical rituals), and Kero Fin porter (for someone used to carrying heavy loads up the highest mountains).

Air warriors: Partly because of their ancient connection to Humakt, the god of † Death and the sword, Air warriors consider the sword to be their primary weapon. In the mortal plane, warriors use a huge variety of weapons, but in most myths, gods and heroes of Air tend to use swords.

Gods: Orlanth and Storm Bull are our main gods. You might also end up with an Air rune relationship from your god if you worship companions of Orlanth such as Vinga the Adventuress, also known as the Red-Haired Woman, or Yinkin, the alynx god.

Ancestor feats: If you're interested in playing a character descended from a powerful ✺ Air Hero, see page 322 for notes on taking Heort or Sartar as a mighty ancestor.

⛛ Beast

This rune is also called the Dragon's Eye, and it represents the armor plate over a dragon's eye. Dragons are said to be the progenitors of all beasts (at least those with four or more legs), though no one has had the nerve to ask a true dragon about it.

PERSONAL RUNE OPTIONS

✺ Air	∴ Illusion
⛛ Beast	⧗ Life
Chaos (forbidden)	Man
● Darkness	☾ Moon
† Death	☯ Movement
Disorder	☥ Plant
⛢ Dragonewt	Spirit
□ Earth	Stasis
⊙ Fire/Sky	Truth
Harmony	Water



All animals have the ▽ Beast rune, but most are also associated with other runes. For example, alynxes, sheep, and bulls are all associated with the Air rune. Cows, geese, pigs, and snakes are associated with the Earth rune. Horses and most birds are associated with the Fire/Sky rune, and so on.

The Beast rune's power shifts depending on who is using it. Among Beastmen, ducks, and intelligent animals such as morokanth and baboons, the Beast rune is the rune of the people, the rune that embodies the group. Among humans and some trolls, the Beast rune is the hunter's rune. For other trolls, the Beast rune commands or controls insects.

Possible backgrounds: People influenced by the Beast rune can be uncouth, are almost certainly rough-edged compared to more civilized folk, and are often fiercely loyal. People who are associated with this rune are often hunters, shapechangers, berserkers, friends of Beastmen or ducks, or a mix of all four.

Gods: We're not dealing with any major Beast rune gods. The gods who have the most to do with the Beast rune are Storm Bull (because hey, Bull), Yinkin the shadowcat, Odayla the hunter, and Uralda the Cow Mother, a follower of Ernalda.

A mighty ancestor: One player character might be descended from Yinkin himself, if you care to experiment with Yinkin's ▽ Beast ancestor feats on page 323.

ᛘ Chaos

This isn't your personal rune. Move on quickly.

Quickly we said.

● Darkness

Darkness isn't just the night . . . or maybe it is, and the night is scarier than you think.

● Darkness is feared as an element that is often hostile to humans, and is owned by the elder civilization of the trolls. Darkness came before all things, cold, unforgiving, and full of insect spirits.

In the world of Time that followed the Great Compromise, night is the part of each day when Yelm is dead and in the Underworld. Those with long memories know that when Yelm was truly dead, trapped in the Underworld during the Gods War, Darkness powers like the trolls helped save the world from ᛘ Chaos. Of course, that's partly because the powers of Darkness can devour Chaos without harm as easily as Darkness can devour everyone else!

Gods: Kyger Litor owns Darkness. Zorak Zoran is a lesser Darkness god. Other interesting Darkness gods like Argan Argar and Xentha aren't in this book. Hopefully we'll find them later.

Weapons: Warriors devoted to Darkness may favor maces, clubs, morningstars, and even rocks—simple weapons from the times before people got fancy with edged weapons, bronze, and iron.

Darkness & Human Characters: In the Holy Country south of Dragon Pass there have been long-lasting relationships between Orlanthi and more or less benevolent ● Darkness overlords such as the Only Old One (now deceased).

Examples of groups that might produce a Darkness-linked hero include:

- The elusive Kitori people who cooperated with the former troll overlords of the Holy Country (see the *Glorantha Sourcebook*, page 12).
- Orlanthi clans near the Vale of Flowers or Castle of Lead who have had to make their peace with powers of Darkness.
- Dragon Pass Orlanthi clans with a particular notable ancestor connected to powers of Darkness that offered survival during the Great Darkness.

A self-made hero might be connected to secrets of Orlanth's Sandals of Darkness, destined to make peace with trolls, or destined to steal back things the trolls thought were safely eaten. Or perhaps you're a Yinkin (the alynx/shadowcat god) worshiper, or even one of Yinkin's descendants, who is more invested in the shadow than the cat.

If you choose ● Darkness as your personal rune, you might be cruel, cold, or secretive. Or you might be connected to the Kitori peoples who understand how to move in the Darkness without getting lost. Or you might have turned to old powers that can stand against ᛘ Chaos when nothing else survives. The stories that coalesce around you and your friends feature mysterious disappearances and equally mysterious returns, secrets that neither you nor your companions understand that may somehow still turn in your favor, and the sense that great forces are gnawing their way closer to the surface.

Possible human backgrounds: *Kitori* survivor, Cragspider sympathizer, escaped troll grubslave, Black Horse County thrall, reincarnated Second Council diplomat, Vale of Flowers bug hunter.

Mighty ancestor: If you're interested in playing a character who might be descended from a powerful ● Darkness Hero, see the write-up of Varzor Kitor on page 325.

† Death

Death was the First Sword, the immortal and cursed weapon that introduced the world to the things that come after Life.

Everything dies. Mortals die fast. Gods die less often now that Time webs the world into a mutually reinforcing compromise, but gods died just like mortals in the disastrous eons of the Gods War.

In a perfect world, † Death would be a necessary method of clearing room for new life. In the hands of heroes, Death is a frightening but necessary agent of eternal change that can be used in a courageous and noble way to cut away what must be destroyed.



Baboon Art: *The decision to illustrate the Beast rune with a picture of Monkey Ruins? Good. MOB's decision to commission the piece from Andrey? Great! Putting a wonderful picture of baboons in the middle of the chapter about creating your player characters? Maybe not perfect. So this is an apology: it's too late to add another player character race to this book, but if there's anyone interested, we'll get to baboons soon.*

Of course the world is not perfect. Many creatures die before they should, caught up in conflicts they didn't start or simply treated as expendable extras in the conflicts of Heroes. Such is war.

If you choose † Death as your personal rune, your story may be full of clear divisions between things that are and things that will no longer be, or you may be a warrior who is closely connected to the rune that most often governs war.

Exposure to Death pushes many mortals toward the grim side, the opposite of the joy implicit in the Life rune. You may be relentless, you may be ruthless, you may just be unemotional, or you may be trapped in a life that cuts away things that matter to you until one of those emotional states is all you have until Death finds you.

Gods: We have two strong gods of † Death. They cover the spectrum.

Humakt is true, upright, and more or less noble, though his nobility requires sacrifices and others may not agree about what is worth cutting away. The Humakti class has examples of backgrounds and roleplaying hooks that make sense for Humakt devotees.

Zorak Zoran is pure trouble, a usually berserk mix of trollish ● Darkness, violent † Death, flagrant ᛝ Disorder, and stolen ʘ Fire/Sky.

Possible backgrounds: If you've chosen Death as your personal rune, instead of acquiring it as a consequence of devotion to a Death god, your character might have one of these backgrounds: mercenary captain, former clan champion, funerary elegist, Upland Marsh tracker, former Axe-Daughter, tribal war leader, apostate Humakti, secret Arkat worshiper, twice-slain weaponthane, or reformed assassin.

ᛝ Disorder

This rune has always meant trouble. From the moment that Eurmal handed Humakt the sword that would earn the name Death to the moment your party's trickster "lost" his pants, Disorder has been having fun at everyone else's expense.

If you choose ᛝ Disorder as your personal rune, you know what you're doing. You may not be a thief, but you probably don't have a lot of respect for boundaries and other people's property. You may not be an outright outlaw, but as far as you're concerned, the word "lawful" is pronounced "awful." The stories you stumble into encourage hearty laughter at painful accidents.

Possible backgrounds: Rebel commander, over-optimistic malcontent, jinxed bodyguard, Storm tribe iconoclast, shiftless wanderer, reformed assassin, reluctant outlaw, battlefield scavenger, orphaned survivor.



Hey, come on, Lodril is a ᛝ Disorder god too! Better to say that Disorder is a natural part of the cosmos and may have provided a final bulwark against Chaos, but that doesn't mean anyone else is particularly fond of these selfish jerks!



Gods: There aren't many ᛝ Disorder gods left. Maybe the rest of the gods killed them because they seemed too close to Chaos for comfort. Or maybe it's hard to stay alive when you can't work out a consistent system for keeping track of your weapon. So hats off to Eurmal the Trickster and Zorak Zoran the Darkness berserker, Disorder gods who were never considered most-likely-to-survive and somehow pulled it off.

⚶ Dragonewt

We've touched on the mystery and power of the True Dragons elsewhere (see page 300). As mortal heroes, player characters don't have much to do with the ∞ Infinity rune that the True Dragons share with Arachne Solara (creator of the universe) and superheroes like Jar-eel the Razoress and Harrek the Berserk.

But dragonewts, much as they hate to be associated with humans, are built on something like a human scale (GSB, p. 51).

Human history: Six centuries ago, most of the humans in Dragon Pass, even those who thought of themselves as good Orlanthi, got tangled in the mystic secrets of the dragons and dragonewts as part of the Empire of the Wyrm's Friends. Humans spoke draconic with forked tongues and learned to transform into dragons.

That ended as you'd expect, with most of the humans of Dragon Pass eaten by dragons. But there were survivors, and draconic wisdom is a hard thing to unlearn.

If you've linked yourself to dragons by choosing the ⚶ Dragonewt rune, you're involved with mystic insights even you can't entirely understand, transformations that aren't

something you control, and stories that sometimes end with everyone being eaten and other times end with the equivalent of a fancy regalia parade. Dragonewts don't entirely make sense, not to humans. But powers of transcendence and mystic focus don't have to make sense to change the world.

Ineffability: Dragonewts are alien. That's always going to be true, but at the moment, we don't have the space and focus to detail them as much as they require. For now, we recommend that players who are new to Glorantha steer clear of them. It's true that our take on Glorantha offers license to reinterpret the world as you choose, but dragonewts are so cool that it feels better to suggest waiting until we can get around to detailing their basics.

Gods: Dragons are sure that gods are as much of an illusion as the rest of reality, or you for that matter.. Of course, you aren't a dragonewt, so the gods definitely exist for you. We didn't say this rune would be easy.

Possible backgrounds: No, we're not handling dragonewt PCs in 13G yet. But if you're a human, you might have backgrounds that intersect with the rune, things like forked tongue clanswoman, Earthshaker herder, nest city raider, dragon mystic.

□ Earth

Earth is the solid constant with a place in every pantheon and culture. The Storm Tribe recognizes Ernalda as queen, second only to her consort Orlanth . . . and unquestionably his superior whenever it's strategy that's required instead of headlong action. The ☉ Fire/Sky pantheon led by Yelm recognizes Ernalda as Life-Giver. Even the Lunars make sure that the first people they seduce to their side in conquered lands are the earth priestesses who keep the land living and may be able to keep the local hotheads from erupting.

But there is another side of □ Earth. The Earth-Shaker destroys human civilizations. Land blessed by the volcano will be fertile, but whatever was there before is gone. While Ernalda sleeps through the world's winter, her daughter Babeester Gor searches for any who have wronged the Earth, eager to add their scalps to her waistband.

If you've chosen Earth as your personal rune, the stories that grow around you will be marked by moments of calm strength, by prudence in the eye of danger, and by wholeness where before there had been fragility. All will be well . . . until the eruption, which may show that the Earth's view of survival and success is longer term than most mortals.

Warriors connected to the Earth favor axes, mostly because they are shaped like the labrys and because they are both an agricultural tool and a weapon.

Gods: Ernalda owns the Earth rune. Babeester Gor is her Avenging Daughter. Barntar the Plowman is the male Earth god of the Orlanthi pantheon, recognized by everyone as subservient to both Ernalda and Orlanth, but that's the type of position in life some people enjoy.

Possible backgrounds: See Chapter 6: Campaign World (page 351), and the *Glorantha Sourcebook* for information on the Holy Country south of Dragon Pass, aka Esrolia. Ernalda and the earth goddesses are the powers who make the Holy Country holy. All the backgrounds mentioned here can make sense in Gloranthan terms when associated with Esrolia and the Holy Country, but they don't need to be, since Earth powers are strong throughout Dragon Pass.

If you've chosen Earth as your personal rune, consider backgrounds such as Nochet architect, formerly wealthy farmer, mountain shrine caretaker, Earthshaker acolyte, dinosaur herder, serpent handler, clan ring politician, cool-headed oracle, gemstone miner, harvest queen, revengetarian (i.e., a vegetarian who only eats carnivorous plants).

A mighty ancestor: A hero with the □ Earth rune might be descended from Sorana Tor. See page 325 for details on her ancestor feats.

☉ Fire/Sky

Fire/Sky is up above Air and won't let Air forget it.

☉ Fire/Sky is the great Sky Dome that covers the world. Fire/Sky is purity. Fire/Sky is the stars that hold hope in the darkness of the night, great Sky Captains who fought to preserve the world during the Great Darkness. Fire/Sky is the great Emperor Yelm, also known as the sun, who kept the world ordered and safe until his order became oppressive and the Storm Tribe took the arrogant bastard down.

There are glorious Fire/Sky stories to tell north of Dragon Pass in the Dara Happan Empire, and even in the Sun Dome Temples of Yelmalio scattered around the Pass and in Prax. But we focused this first *13th Age Glorantha* book on people of ☁ Air and □ Earth, with cameos from people of ● Darkness. ☉ Fire/Sky isn't getting much attention yet.

If you choose Fire/Sky as your personal rune, you may have roots outside Dragon Pass, or you may be unusually loyal, honest, or pure. The stories you're involved with feature moments of clarity, visionary truths, and doubts and fears burnt away by pure thought and deed. And zero humility about that type of success. Zero.

Warriors deeply connected to the powers of Fire/Sky often favor spears and bows, weapons that pierce from a distance like the rays of the sun. If you're sure you want to play a warrior who is devoted to ☉ Fire/Sky despite the lack of attention we've given them so far, take a look at page 442 in the appendix!

Gods: Yelm the sun, though we're not doing anything to support characters devoted to Yelm in this book. Ditto for Yelmalio and Elmal and many others.

Possible backgrounds: Favored daughter of the tribal chieftain, Sun Dome Templar bastard, caravan master's orphan, escaped Grazelander slave, Orlanthi punk (for someone who favors Fire/Sky because it qualifies as rebellion from Orlanthi cultural norms), Elmal bodyguard, rejected Yelmalio initiate.

≡ Harmony

Harmony is the rune of cooperation, healing, and forgiving each other's imperfections.

Harmony will never be the dominant rune of the Hero Wars, but it's certainly what you'd love to have influence your company of berserk and blow-hard adventurers!

Back in God Time, before the ⧗ Life rune was a great cup pouring its bounty onto the world, before the † Death rune was the first sword cutting away pieces of the world that couldn't dodge fast enough, the ᚺ Harmony rune was the divine harp that strummed to separate Order from Chaos. ᛞ Disorder mucked about and tangled Harmony's strings and ever since then, Harmony has difficulty being heard through the cacophony of runes, few of which overlap with Harmony's mercy and peace.

If you choose Harmony as your personal rune, you may be the glue that holds contentious allies together. Compared to prickly allies who are always making problems seem worse, you probably have a gift for helping people stay calm and realize they can handle problems working together. You aren't necessarily a leader, and if you are, you probably lead by example rather than command.

If it's not you, personally, who has this knack for cooperation, then it's cosmic coincidence that the stories that hum happily along around you have more than their share of problems solved by bursts of understanding and uncommon mercies.

Possible backgrounds: Battlefield medic, farmer's advocate, temple liaison, former diplomat, temple musician, palace tutor, caravan chief.

Gods: Of the major gods, Ernalda alone brings Harmony. The earth priestess class reflects these gifts.

Ernalda's companion Chalana Arroy, the gods' great healer, knows nothing but ᚺ Harmony, but she has not been fully covered by our game mechanics yet.

∴ Illusion

Illusion is the rune of this world and everyone is caught up in it, so you might as well tell stories that make you look good.

Be careful who you say that to! The rulers of the cosmos usually prefer ∴ Illusion's rival ᛉ Truth, because Truth shows that they are on top where they belong. Illusion is the rune of the underdog, the trickster who twists the strength of the mighty into a weakness, the juggler who stays one step ahead of the spirits of vengeance.

If you're not already a trickster and are considering ∴ Illusion as your personal rune, be advised that the stories you get tangled up in will have more than the standard allotment of confusion, deceit, oath-breaking, corruption, and cowardice. The trick is to make sure it's other people who pay the price.

Possible backgrounds: Adventurers attracted to this rune might be actors, con artists, charlatans, thieves, spies, inveterate liars, or half-mad visionaries. Or perhaps you somehow have the Illusion rune without being deceitful yourself, in which case you're just as likely as most tricksters to be the world's punching bag.

Gods: Eurmal wants to make perfectly clear that the Illusion rune was already on fire when he sat down on it.

⧗ Life

Imagine a great cup, tilting to pour bountiful life over all of creation. In Glorantha you don't have to use your imagination—you're looking at the ⧗ Life rune now. It still pours out its blessings today, for those who worship it and know how to ask.

The Life rune is about healthy life, the creation of new life, and the love that makes both those things possible. If you take the ⧗ Life rune, the stories you help create are often about lovers, about children, about starting fresh, about rejuvenation and renewal, about unlooked for generosity, and about thriving instead of just surviving. The Death-oriented turmoil of the Hero Wars may be harsh going for the Life rune, but the cup does not withhold its blessing because stubborn mouths refuse to drink.

Possible backgrounds: Battlefield medic, midwife, courtesan, traveling healer, survivor of the great Chaos massacre at Wilms Church, reincarnated tribal prophet.

Gods: Ernalda, Mother of All, is deeply connected to the ⧗ Life rune. Uleria, goddess of love, more or less *is* the Life rune, but she's not much of a goddess for adventurers.

⅄ Man

If there's one rune that gets no respect, it's the Man rune. There are at least three reasons.

First, the ⅄ Man rune is taken for granted because all the humanoid races share it. In Glorantha, the humanoid shape was a late divine experiment that proved so successful that all the gods took turns shaping variations from their own primal powers.

Second, the ⅄ Man rune gets less respect because creatures who don't have it themselves interpret it differently, as "slave" or "food."

And third, the ⅄ Man rune's greatest cosmic exemplar, the ancestor of all of us Man-rune beings, was named Grandfather Mortal, and we only really learned what his name meant after Humakt made him the first victim of the sword named Death.

In our game of swords and spells and cosmic heroism, we're keeping all these aspects of the Man rune in mind while emphasizing a different angle on the story: the Man rune is about your connection to your people. It's about the bonds within your tribe, about the links between you and your ancestors, about the connections forged through spiritual initiation, and about the shared experiences and power of mortals bound to each other by blood, oaths, and mystery.

If you take the Man rune as your personal rune, the stories your descendants will tell about you often mention how kin and religious allies helped you, directly or indirectly, through one challenge after another. Your stories may be more human than others, they may be more humane than others, or there's a chance that they'll be about people who needed to die so that the world could move on. When you're no longer part of the motion, you're part of the ancestors.

If the ⅄ Man rune is your personal rune, consider taking an ancestor feat (page 321) to represent your powerful connection to your bloodline.

Gods: There aren't many major human gods who make a big deal out of the Man rune. It's a general Form rune and it gets taken for granted. We'd like to think that Sartar, the mystical founder of the chief Orlanthi kingdom within Dragon Pass, a

man who never carried a weapon and appears to have never fought a direct battle, had more understanding of the Man rune than most. And Sartar is a god now, so it wouldn't be out of the question to be primarily devoted to the founder of the kingdom.

For the trolls and ● Darkness-oriented humans, Kyger Litor happens to blend access to the ⅄ Man rune with access to the Spirit rune, and that's just as weird as it sounds.

Possible backgrounds: Scion of a long line of chieftains; diplomat; former Praxian herd man who is so glad to have achieved consciousness; bodyguard; clan genealogist; emancipated trollkin (a troll character, yes).

☋ Moon

Our first *13th Age* sally into Glorantha casts the Moon as the enemy. To know the enemy, start with the brief introduction in Initiations (page 20), then see the many Lunar warriors, magicians, and demons that start on page 309. For the full background, see the Redline History of the Lunar Empire in *The Glorantha Sourcebook*.

As a positive rune, ☋ Moon is associated with cycles, balance, illusion, and transcendence. The Moon's association with illusion isn't necessarily the deceptive trickery of the Illusion rune (though the Orlanthi would say it's something worse); instead, Lunar mystics perceive a very different reality behind the world most perceive, a world made whole by embracing all things. "Balance," in Lunar terms, comprehends that even Chaos has a place.

The Moon's enemies are painfully aware that the *place* the Moon keeps its city-destroying Chaos demons is parked on their cities, more an army of consumption than occupation.

Anyway . . . if you choose the rune of the great enemy as your personal rune, you're volunteering for interesting times. You may be inadvertently mixed up with forces beyond your control. You may be an agent of true change. The stories that come to light around you might involve liberation and transcendence, but not everyone may see it that way.

Note that you are not a Lunar. You're not part of the Red Goddess' entourage. But you're somehow in touch with her style of magic. You might be her worst enemy, stealing power she'll never get to use, or you might have cut yourself away from the Lunar way while still having links to its power. Or perhaps you're just "open-minded" enough to see that there is something to be learned from this Lunar Way after all. You just have to think about it the right way, and it starts to make perfect sense.

It's probably a good thing that you can't necessarily tell what runes someone possesses just by looking, or even by divining. With Chaos, heroes can often tell. With ☋ Moon? Not so much.

On the other hand, if you walk around Sartar carrying a scimitar, people are going to ask questions. That crescent blade is the sword of the Moon. Good Orlanthi who are overly fond of curved swords have more than their share of hassles.

Gods: Sorry, no Red Goddess worship in this book. That comes later.

Possible backgrounds: War refugee, former sage, reincarnated mystery warrior, Blue Moon philosopher, Crimson Bat massacre survivor, damaged temple acolyte, Lunar renegade.



☊ Movement

Movement is a hugely significant rune in the Orlanthi culture of Dragon Pass.

Originally the rune may have been the chariot wheel of the original powers of change. Orlanthi in Dragon Pass don't use chariots any more, but the metaphor still matters.

Speaking of metaphors, the ☊ Movement rune isn't just physical—it's also about change in the abstract, big picture cosmological shifts. The ☋ Air gods that the Orlanthi revere came into the world after the older gods of ● Darkness and ≋ Water, and without ☊ Movement there would have been no room for the ☋ Air gods in-between □ Earth and ☉ Fire/Sky.

If your personal rune is ☊ Movement, the stories you plunge into are full of adventure, dynamic change, and reckless choices that either pay off big or bite you in your precious parts. If this sounds like most members of most player character adventuring parties, well, yeah, that's part of the reason that Orlanthi are at the center of most of the Gloranthan stories people know best!

Gods: Hello, Orlanth & Friends! Oh, too late, they already zoomed by.

Possible backgrounds: Many of the Orlanth-related backgrounds would apply. Other possibilities include Prax nomad exile, potentially cursed explorer, Tarshite king's personal charioteer, royal courier.

☥ Plant

Like ≋ Water, ☥ Plant is a rune that's important in the story of the world but not ordinarily central to the Hero Wars as they're being fought in Dragon Pass.

Ordinarily, we'd look to the Aldrayami, the humanoid plant creatures humans refer to as elves, but the Aldrayami aren't much with us in this book. So if the ☥ Plant rune is

going to be seriously important in your campaign's Hero Wars, maybe it's your player character who will make it so.

Choosing ☘ Plant as your personal rune suggests that the stories springing up around your character are full of unexpected growth. Unstoppable growth, even. It's also possible that you are strongly connected to farming, and that may be more heroic than it sounds. In a time of war, thousands might starve, and too many starved during the Windstop, so perhaps this is the time for a hero with the Plant rune to step to the fore.

Gods: Ernalda is the major goddess who is connected to the Plant rune. Actually, it's lesser goddesses connected to Ernalda that have the rune, but for our purposes, you could get away with swapping the rune in for one of Ernalda's main runes. Barntar the Plowman, one of Orlanth's loyal thanes, doesn't officially have the Plant rune, but he sure feels like he could within many campaigns.

The true owners of the ☘ Plant rune are the elven goddess Aldrya and her consort Flamal. We haven't delved into that green world yet, so we're a bit short of the full Plant package.

Possible backgrounds: Miracle farmer, First Age agricultural re-enactor, herbalist, forester, fungal assassin, master vintner, royal chef, emancipated podling.

ᛟ Spirit

Just as the ▽ Beast rune rules the ferocious creatures that stalk the wilds, so the ᛟ Spirit rune rules the dreadful entities that roam the Spirit Plane. Mysterious shamans travel this place and gain mastery over the spirits there, but civilized people steer clear. Those with good sense, anyway.

In most cases, we're happy with broad interpretations of the runes. Tightly proscribed definitions stifle creativity; an expansive approach encourages diverse stories. But the ᛟ Spirit rune is a special case, because several common usages of the term "spirit" don't apply to this rune. Even in relation to the great variety of spirits active in Glorantha, the rune as it applies to mortal magicians is circumscribed. For instance, it isn't generally used to describe elemental spirits of □ Earth, ֍ Air, ≈ Water, or ☋ Moon, all of whom have their elemental connection take priority.

As it's generally used in Glorantha, the ᛟ Spirit rune is most relevant to the disembodied spirits that are not part of the gods' pantheons and portfolios. We're focusing on the gods and their worshipers in *13G*, but the Spirit rune is mainly used by shamans to whom the gods are largely irrelevant and freaky-dangerous magicians like the hell mother class, and Kyger Litor-worshiping trolls who have no trouble being possessed by insect spirits and worse.

If you're a troll, look to the hell mother class for what spirits mean to you. If you're not a troll, connection to the ᛟ Spirit rune marks you as some sort of outsider. You could be the equivalent of a wise woman or mad hermit, someone who trucks with spirits. Perhaps you learned your uncivilized ways far away among the barbarians of Prax.

Gods: Kyger Litor is the major god who is comfortable controlling Spirit. Among the Orlanthi, the semi-god who deals with shamans and spirits of the dead is named Daka Fal.

Possible backgrounds: Failed shaman, former ghost, bug spirit massacre survivor, Orlanth temple's experimental spirit host, former mountain wind, spirit custodian, former spirit fetch, medicine-bundle acolyte.

⌓ Stasis

The Stasis rune is rarely encountered in Dragon Pass. It's antithetical to the Orlanthi, who prize ☯ Movement instead of immobility and permanence. The Orlanthi's mighty enemy, the Lunar Empire, isn't any more likely to choose an unchanging status quo over the type of illuminating change that is the Empire's subtle power—in fact the Lunars subverted the ⌓ Stasis-oriented empire of Dara Happa as part of their great expansive conquests.

The only culture strongly represented in Dragon Pass that prizes the ⌓ Stasis rune are the Mostali, the dwarves who hold themselves as far as possible from human wars. The Hero Wars are likely to change that, which of course drives the Stasis-rune Mostali crazy, but not in this game book!

Leaving aside cultures for a moment, what does it mean if you choose ⌓ Stasis as your personal rune? You may be a hidebound conservative in whatever cult or devotion you belong to. Or you may be locked into some magically enforced steady state. Or it may not be your personality at all; you might be as comfortable with change as anyone else, but the stories you get involved in have more than their share of situations failing to shift: status quos that somehow retain their status.

Let's be direct: roleplaying campaigns are not about Stasis. You can be sure that if you take this rune, all the other PCs, and the GM, will be shaking things loose. But your personal rune isn't about enforcing a cosmic order, it's about making interesting stories. Perhaps there is something new to be discovered when the runes at play in at least one character are holding the center together instead of shaking it apart. Or perhaps the true story that unfolds when a player character chooses the Stasis rune is the saga of how the campaign will shake them and slap them until they've abandoned ⌓ Stasis for a more dynamic reality.

Gods: None that are important to us now. Mostal is a dwarven thing, and if you're new to Glorantha, the dwarves are not who you think they are. Stay away from them. They'll sell you a fancy shield and the next thing you know your ancestral tree is cut in half.

Possible backgrounds: Diehard conservative, Old Wind traditionalist, archaeologist, eternal thirty-year old, Yelm enthusiast, Dara Happan urban league diplomat, former Dara Happan legionnaire, escaped Mostali slave, escaped Mostali experiment, slumming Western wizard.

ᛉ Truth

When things are going well, Truth is the rune you want burning on your side.

When things are going badly, but there is still hope, ᛉ Truth clears away the debris, giving hope room to shine.

When the world has been set on fire by a Chaotic bat-demon, ᛉ Truth can be a difficult torch to swallow.

Luckily for you, our player characters are defined as rare souls who might one day become true Heroes. For true Heroes, even in their earliest skirmishes, there is always hope.

Truth rules knowledge in all its forms: literacy and book-learning, numbers, oral histories, proper rites and customs, honored traditions, and wisdom. It governs honesty, faithfulness, duty, honor, propriety, fairness, and justice.

If you choose ᛉ Truth as your personal rune, you may be the person who reminds your allies that they share paths to great destinies, or you may be the person who likes telling your allies what to do with the weight of cosmic law backing you up!

The stories you will first live, and then recite, will hinge upon the power of knowledge, the advantages of clear perception, quests for powers that would otherwise be lost, and perhaps even moments in which writing, or written records, manage to set the world straight.

It's worth noting that if the Humakti are the only characters in the campaign who have the Truth rune, you may be seeing more of the harsh this-is-the-inflexible-law side of the Truth rune, which is what you get when the Truth rune god is the same as the Death god.

Gods: As mentioned, Humakt has the ᛉ Truth rune. In Orlanthi culture, Humakt's hold on the Truth rune is less significant than Lhankor Mhy, the god of knowledge, who makes Truth his sole concern. Up north, Yelm makes a great show of the Truth, but that's been a bit ironic given that the Empire that rules in his name has a Lunar on its throne.

Possible backgrounds: War clan lawspeaker, peace clan arbitrator, balanced clan diplomat, Lhankor Mhy initiate, traveling scribe, child of Humakt sword masters, former Irippi Ontor initiate, trans-Tarsh herald, Elmali bodyguard, former Sun Dome Templar, bitter prophet.

ᚹ Water

Water is hugely important in the greater story of Glorantha. Great maritime empires have placed their stamp on the multiple ages of the world (see page 85 in *The Glorantha Sourcebook*). The sky itself is blue instead of sun-yellow because once upon a time the rivers invaded the Sky Dome and made it their own.

But the central antagonists of the Hero Wars in Dragon Pass are not oriented toward the powers of Water. The gods and classes in this book don't use the ᚹ Water rune as the source of their power, and even if we extended our reach to minor gods, we'd still only get one or two along with strong river gods and goddesses.

So the choice of ᚹ Water as your personal rune may be more personal than other personal rune choices. Perhaps you're originally from an area like the Holy Country that owes more of its life to the sea. Perhaps you're strongly connected to life on the rivers that flow into the Upland Marsh and then south to the sea. Since the dominant Water powers of Dragon Pass are rivers instead of oceans, the personality traits associated with Water in these parts are lighter than they would be near the sea. River beings are mercurial and capricious, while sea beings tend toward primal grudges.

If you choose ᚹ Water as your personal rune, the stories that flow around you may have more than their usual share of great cleansings, inexorable tidal shifts, and a sense of flow that can't be stopped but might just cycle back on itself.

Warrior cultures strongly associated with Water prefer weapons that flow such as the net, the flail, and the whip, then finish their enemies off with the trident. As we mentioned, you're not going to find any warriors armed in this fashion until you find newtlings in the waters of the great Zola Fel to the East, in Prax, and in the waters of Choralinthor Bay to the southwest in the Holy Country.

Gods: *The Glorantha Sourcebook* discussses the great deities of the oceans and shows their genealogy on page 82. You shouldn't be trying to worship them in this game, not yet anyway! Heler, a former enemy of Orlanth who became an ally, is the token ᚹ Water god of the Orlanthi pantheon, and you can find a bit of his influence in the storm voice class.

Possible backgrounds: Sailor, pirate, river rat, Darra Happan river folk, marsh hunter, former priest of Heler.

Other Possible Player Character Runes

Depending on who you ask, there are either dozens or hundreds of magical runes with power in Glorantha.

The twenty runes above are the most important runes from which you can select your personal rune. The runes that follow aren't available as personal runes, though a couple of them (Eternal Battle, Trade) belong to specific gods and can therefore be part of a devotee's god runes.

Worshipers of Storm Bull take the Eternal Battle rune. Worshipers of Issaries and Argan Argar take the Trade rune. These runes replace a rune of your choice (but not Chaos, as a rule) on your personal random rune table. Worshipers of Storm Bull, Issaries, and Argan Argar can double up on their god's special rune, if they wish, but that doesn't replace another rune on the random rune table.

You can't take the other runes in this section as one of your runes, but you might own one temporarily as a result of a specific heroquest or game event.

ᛗ Eternal Battle

This is Storm Bull's rune. It's simultaneously the embodiment of that wild god's ongoing battle against Chaos and an echo of a supernatural battle that's being fought every day and every night somewhere deep in the wastelands near Prax. Non-Storm Bull warriors who get caught up in this battle have terrible (and probably fatal) interactions with Chaos demons. High-level Storm Bull worshipers treat journeying into the Eternal Battle as a sort of pilgrimage. See the berserker class on page 103 and the Devil's Marsh on page 345 for more on Storm Bull and his myths. We'll probably do more with ᛗ Eternal Battle in the future season in which we handle the Praxian nomads.

There are a few subtle runes that can influence a character's story without necessarily being part of that character's

conscious magical arsenal. ⍤ Eternal Battle is not one of those runes. If it surfaces when there really isn't any Chaos to smash, something else is going to get smashed in its place.

Storm Bull berserkers automatically get to replace the Chaos rune in their rolls on the random rune table with the ⍤ Eternal Battle rune.

A Storm Bull worshiper who isn't a berserker, such as an Orlanthi warrior or a barbarian, normally must choose one of the non-Chaos runes to be replaced by Eternal Battle on their personal random rune table. Or such a character can take the adventurer-tier feat below to replace Chaos with Eternal Battle, the way berserkers do it.

We imagine some Storm Bull worshipers might not want the feat, because a Chaotic empowerment means there's going to be more Chaos to fight!

Non-Storm Bull worshipers can't normally take the Eternal Battle rune, though certain heroquests or a successful charge through the ⍤ Eternal Battle might allow them to earn it for a time.

Adventurer Feat for Storm Bull Worshipers: If Storm Bull is your primary deity, your Eternal Battle rune replaces Chaos when you roll on the random rune table. You won't be giving Chaos any more random Chaotic empowerments.

⍻ Trade

The Trade rune is a unique composite of the ☯ Movement and ☰ Harmony runes. It symbolizes language and speech, passage and transit, travel, trade and roads.

This is the special rune of Issaries, the Orlanthi god of trade and communication. We've decided not to attempt detailed treatments of Issaries devotees in this volume. We're also not dealing with the other god who possesses the rune, the Darkness pantheon's delegate to the surface, Argran Argar.

It makes sense to us that both Issaries and Argan Argar devotees would swap ⍻ Trade in for ⏢ Stasis.

Non-Player Character Runes

The following runes aren't available to player characters, at least not in the games that we're running. But they are good runes to know, since they'll affect the PCs' adventures at some point. If you're reading for what you need to know to make and play a 1st level character, you can skip this section.

✳ Fate

Possessed by a few semi-powerful gods and ignored by many others, since what some claim is fate others say is a consequence of action. Tied strongly to pre-destination and destiny. Currently owned by the distant but powerful goddess Arachne Solara, which may be part of what prevents other gods from making full use of it, since Arachne Solara also possesses the next rune . . . .

∞ Infinity

This is the rune possessed by true dragons, Superheroes, and Arachne Solara, the goddess who spun the web of Time at the end of the Lightbringers Quest. It's characteristic of eternal things, but as you've already seen, not everything that is eternal manages to survive forever.

△ Law

We're mentioning that the Law rune exists, but it's not likely to do anything for you in *13th Age Glorantha*. After breaking during the Godtime and letting Chaos into the world, △ Law has lost much of its original power. The gods of Dragon Pass might pine for the era when Law held true, but they don't have much to do with the rune, which is presently under the control of sorcerers from the West who are either strange monotheists or godless atheists, depending on how you squint.

Lhankor Mhy also has a grip on △ Law, but his application of the rune usually involves tradition, etiquette, and proper conduct with other Orlanthi.

⍾ Luck

Glorantha answers the age-old question of whether "luck" is actually fate in disguise by saying "Yes, what people call luck is actually an engine of inexorable fate." That's what the rare heroes and masterminds who possess the ⍾ Luck rune claim, anyway. The only locale in Glorantha where the Luck rune has any traction is the Holy Country, but its strongest owner, the being known as Belintar, aka the God-King, has recently been slain by the Lunars, so it looks like fate doesn't always work out.

We're not strongly supporting Luck as a player character rune because it's just not much of a factor outside the Holy Country. In the event that you somehow end up with a temporary ⍾ Luck rune, you'll be the one to decide whether it makes you reckless, fatalistic, or both.

ᛟ Magic

Magic is where the power of the gods affects the mortal world and where mortals call on the gods. Everywhere, in other words, and in a sense, a rune that is everywhere is nowhere specific. The power of this rune is taken for granted, ubiquitous, and therefore ignored by gods and heroes, who prefer runes that aren't the communal property of the world.

⍦ Mastery

This is another rune that means so much in Glorantha that it's not right for our game's approach to the world.

Mastery means leadership, authority, and sovereignty. The rune's shape is said to come from the gigantic crowns of the Dead Gods that can still be found high on abandoned peaks.

The ⍦ Mastery rune is one of the few things that Orlanth (the King) and Yelm (the Emperor) have in common, meaning they'd much rather the other had no part of it.

Like the Magic rune, ⍦ Mastery is so ubiquitous that it can almost be ignored for our purposes. Mastery can be used as a symbol of Mastery of Men, Magic, or the Elements. As Master of Men, it describes a hero. As Master

of Magic, it symbolizes any deity or cult of reasonable power. As Master of the Elements it denotes a sort of innate intelligence among the physical stuff of the world.

In the long run, we have other plans for the ᚳ Mastery rune. Mastery won't be a rune that functions at the same level as the other runes. As the mark of Heroes, Mastery might be a rune that lets you control other runes.

ᛞ Unlife / Undead

It's probably not an important rune for most player characters to know. In fact, most Gloranthan fans hadn't encountered it for years and years. If you're a GM, this is a great rune to splatter on ancient ruins; and if you're Humakti, this is the rune of the enemy. It's used both by undead that are controlled by Chaos-haters like Zorak Zoran and Chaos-lovers like Delecti.

HUMANS

The current age of Glorantha has been dominated by humans. Human heroes are at the center of the Hero Wars and will usually provide the majority of the PCs in your adventuring party. All humans have the same ability score option and a bonus feat, exactly as in the core *13th Age* rulebook.

Gloranthan Human

+2 any ability score

Bonus Feat: At 1st level, human PCs start with two adventurer tier feats instead of one. Therefore human PCs always have an extra adventurer tier feat compared to other characters.

Human cultural trait: Each human PC gets one human cultural trait. The default is the Heortling *quick to fight* ability, but many PCs will choose other traits instead from the list below.

Human Cultural Trait

Gloranthan humans can choose from four cultural traits loosely connected to the culture groups most strongly represented in the Dragon Pass area. If you're new to Glorantha, make your choice and don't sweat the cultural details mentioned in this section. Any human from the Dragon Pass area is free to choose from any of the four cultural traits. You can be a Boldhome temple priest and have the Esrolian, Tarshite, or Praxian cultural trait, either as a consequence of cultural dispersion or ancestral hookups.

Unlike the racial abilities of 13A elves, 13G trolls, and 13G ducks, these cultural traits are deliberately minor. You don't have to think about whether or not to use them during play, they get added to your character sheet and they're always in effect.

PEOPLES OF GLORANTHA

In the long run, *13th Age Glorantha* may have as many playable non-humans as the Dragon Empire of the core *13th Age* rulebook. But not in the short run. In this book, we're presenting humans and two types of non-humans: the diminutive feathered humanoids generally known as ducks, and the hulking ● Darkness beings generally called trolls.

TRAITS ARE NOT APPEARANCES

In this book, and in many other Gloranthan books, comics, and games , you'll find excellent pictures of brown-skinned Esrolians, the Orlanthi Heortlings, the many tribes of Praxian nomads, and the warriors, farmers, and nobles of Tarsh. But we're not illustrating this cultural trait section because we don't want you to feel that your choice of cultural trait dictates your character's appearance. You don't have to look like the Esrolians if you have the Esrolian cultural trait—but someone in your ancestry probably did! You don't have to be a Praxian nomad to have the Praxian cultural trait—but someone you pray to as an ancestor was probably from Prax.

In broad strokes, the cultures of the Dragon Pass area are identified with specific elemental pantheons, but your cultural trait doesn't have to 'match' your character's runes. Each human cultural trait starts with the culture it is most associated with, its name, its effect, and a short list of places and peoples whose heroes would be most likely to manifest the trait. Given the amount of cultural exchange and mixing of peoples, this list is deliberately loose and overlapping. If you see a way that one of these cultural traits fits your character's story, don't be constrained by our list of most likely cultural sources.

This isn't an NPC thing: For the record, GMs, you don't have to account for these traits for your NPCs. Most of the humans of Glorantha don't have anything like these traits. These are building blocks for heroes. Of course, you should feel to play off them when it suits the story of an NPC.

Esrolian Cultural Trait

Resilient: You gain one of the following three bonuses: **a)** +2 PD; **b)** +2 MD; **c)** +1 PD and +1 MD.

Who?: The Earth-centered culture south and slightly west of Dragon Pass; fertile and thickly populated land with cities far larger than can be supported in the more volatile north; aka the Holy Country. See GSB p. 28 for more on Esrolia.

Common among: Holy Land people, vendref, farmers, Praxian nomads more connected to Eiritha than Waha, survivors, □ Earth people anywhere.

***Sample female Esrolian names*:** Aranda, Davorela, Derandla, Erinalartha, Hendira, Mirava, Nerestina, Oraneva, Samastina, Serenalda, Serzeen, Varanis.

Sample male Esrolian names: Barntaros, Dormal, Dovaropos, Esrolakar, Haradurev, Hendrestos, Irillo, Jarstakos, Kesten, Orstanor, Sestar.

Heortling Cultural Trait

Quick to fight: At the start of each battle, roll initiative twice and choose the result you want.

Who?: Descendants of the great Orlanthi culture Hero Heort, a king and lawgiver who helped people survive the Great Darkness; tribes originally from south of Dragon Pass, moving north in various migrations and invasions during the Gods War and during history.

Trait common among: Dragon Pass Orlanthi tribes, Sartarites, Tarshites, Heortlanders, nomads, wolf pirates, brawlers, mercenaries, ֍ Air people anywhere.

Sample female Heortling names: Beneva, Berra, Dorasa, Esrolvula, Ivarne, Jareen, Kallyr, Leika, Onelisen, Yanioth.

Sample male Heortling names: Andrin, Argrath, Broyan, Farnan, Garandangian, Harmast, Jarang, Saronil, Tarkalor, Venharl.

Praxian Cultural Trait

Survivor: Increase your total number of recoveries by 1, and your recovery dice are one size larger. A d12 recovery die increases to 2d6, and 2d6 would increase to 2d8.

Who?: Hardy nomad survivors from Prax, the formerly vibrant wasteland to the east of Dragon Pass. Frequently connected to ancient pacts between specific herd animals and specific tribes, but also settled in Dragon Pass via exiles, invasions, travelers, and adventurers.

Trait common among: Hillfolk in Sartar, citizens of Swenstown and the eastern forts, nomads, survivors, Telmori, Praxians who favor Waha over Eiritha, ⛛ people everywhere.

***Sample female Praxian names*:** Delenda, Durinda, Egajia, Ernyne, Lalira, Lomeena, Norayeep, Saberak, Varaema, Varaneena.

***Sample male Praxian names*:** Harjoon, Nameed, Maharo, Orgdaka, Roneer, Surrak, Talkil, Toras, Vishi, Wahagrim.

OTHER HUMANS?

There are other human cultures in Glorantha, the Dara Happans, Westerners, and the Kralorelans to name three. But these cultures are not on screen as often in Dragon Pass and we're not doing anything else to support playing such characters. If you're playing a human from far away, choose the cultural trait that best suits your character concept.

Tarshite Cultural Trait

Advancing: When you create your character, and each time you gain a level, you immediately get an incremental advance (*13th Age* core book, page 189)! But the first time the rest of the party gets an incremental advance each level, you don't get one. So you always start out ahead. And then the others catch up.

Who?: Border zone between the Lunar Empire to the north and Dragon Pass/Sartar to the south. Culturally Orlanthi. Usually. But heavily influenced by Lunar invasion, governance, and colonization, so that its ways don't always seem right to the more conventional Orlanthi of Heortland and Sartar. Ernalda and Barntar are more popular than Orlanth, and some folk worship the Red Goddess directly.

Trait common among: Anyone connected to Tarsh, many Lunars, refugees, Wintertop Exiles, monarchs, missionaries, zealots, commanders, explorers.

Sample female Tarshite names: Durlindia, Erantha, Ernaldali, Harsta, Inkarne, Jorendona, Kerentha, Oriane, Sandene, Yaranbora, Yenesting.

Sample male Tarshite names: Annstad, Arim, Barterim, Danbal, Halifijeem, Jornkalor, Maroftoor, Ovardul, Phoronestes, Pyjeemstoor, Vostor.

DUCKS (DURULZ)

+2 Dex OR +2 Int

Actually we lied when we said that all the Elder Races had enjoyed aeons-long periods of dominance. At best, the ducks enjoyed a few uninterrupted years when the curses they're under didn't bring terrible new enemies to the surface. Which means we're probably lying a different way, categorizing the ducks as an Elder Race. Certainly the Aldrayami, Mostali, and Uz fail to recognize ducks as another Elder Race, since the clear sign that you're an Elder Race is that you've inherited a history of mutual-attempted-genocide.

The ducks are concentrated in the area of the Upland Marsh. Their strong ties to the area lend credence to the notion that their diminutive feathered condition is the consequence of a local curse. The ducks don't like talking about any supposed curse. They call themselves the durulz. Like other people, they're mainly farmers and hunters, but life in the shadow of the Upland Marsh forces them to confront the undead horrors created by Delecti the Necromancer.

If you're set on playing a duck, see page 408 of the Duck Point adventure, but don't read the other stuff, upon penalty of pinfeather removal. Trust us, you don't want to find out.

Tone and Durulz

Glorantha is a serious world, and it treats with issues of personal identity, ultimate meaning, true enlightenment, and the irreducible irrationality of existence. And then there are ducks, who look sort of like cartoon characters. What are they doing here? If you stick with Glorantha's usual approach, it seems that the durulz bear a curse, that they have a mysterious tie to the † Death rune, that they secretly appear to play a valuable role preventing the undead from overrunning the area around the Upland Marsh, and that other people find ducks somewhat peculiar.

Even if you accept those ideas as starting points, you have a lot of room for improvisation. When you decide how to portray the Durulz and their home of Duck Point (the site of the 3rd level adventure that starts on page 405), you are contributing to your personal vision of Glorantha. You have several great options. Mix-and-match these, invent your own approaches, and remember that your duck character may not be entirely like the rest of the ducks, especially not when you've got your One Unique Thing to play with.

Straight: Your players are probably familiar with elves and dwarves from various fantasy worlds. Well, here's something new. The ducks are just one more type of critter. They don't come prepackaged with a theme or tone. They are one more sorry race of mortals trying to feel its way through life, struggling to stay in place. Narrate details that portray the ducks as "just regular folks." They just hope to get through these times of turmoil without being wiped out.



Dark: No one's sure about the origins of the ducks except for one thing. They are cursed. When you spend any time with them, you can feel it. An ancient transgression can never be undone, and it marks each and every duck. If you spend three days in Duck Point, you understand why they hunt the undead. It suits them. It is as if the fate of the cosmos is being played out in miniature as † Death battles Undeath. If the PCs earn the trust of the ducks, the ducks favor them with a special blessing. It will strengthen them for the coming apocalypse, when the universe turns upside down and the dead attack the living.

Only True Humakti: They are Humakti who long ago cut themselves off from their own humanity. By emulating their god, they gain power over the undead, as well as the undeniable air of the outsider. Even in Duck Point, the ducks feel like outsiders. Now that the gods are at war, the ducks will save all the true people by showing them how to shed their corrupted selves.

Sweet Home in the Swamp: The truth is that the ducks enjoy paddling about the Upland Marsh where no one else can go, eating yummy snails, and slaying undead. The rumors about the curse might be true, but they no longer care, if they ever did.

Legendary sinners: The ducks are the cursed spawn of a lineage that, long ago, perpetrated an unforgivable blasphemy. Only in Humakt could they find refuge, and only by cutting away their former selves.

Comic relief: Glorantha is home to societies of many different flavors, and the energy of a people permeates their home. When you walk through the orderly Sun Dome Temple, you feel the authority of Yelmalio embodied in the stone. And

when you hang out at Duck Point, the energy is comic. The ducks talk funny. They walk silly. Duck society is goofy and laughable. Give a few of the ducks cartoony names. Everyone gets caught up in the silliness, and it's a fun diversion.

Change: Everything is different now, even Duck Point. Give it a serious twist. Maybe the Beast Men practically run the city now, with the ducks and humans reduced to support roles. Or Humakti ducks are winning the day against Delecti's undead, but it's only the recently illuminated ones who did well under the Lunars that are having all the luck. Or the ducks came out way ahead after Windstop, surviving so much better than everyone else that they've gained hegemony over humans and Beast Men far and wide.

New Day: Orlanth is back. Anything is possible. The ducks are on the verge of shucking their curse once and for all.

Two Paths for Duck PCs

In light of the varying interpretations of how duck heroes can be portrayed, we're offering two options. As usual, these options don't necessarily reflect the abilities of most duck NPCs. These are the powers of duck heroes.

We expect most duck player characters to choose the death drake option, but tricky characters who don't mind engaging with a bit of the race's inherent potential for comedy may want the *squawk* power instead.

Choose one of the following two racial powers for your duck player character.

Death Drake (Racial Power)

Once per battle as a free action after you miss with an attack against a non-mook enemy that has 5 hit points or fewer, you can reroll that attack. If the reroll still misses, you don't expend this power and can use it again on a different turn later in the battle.

The hit point threshold of the power increases as you gain levels, like so:

2nd level duck	7 hp
3rd level duck	10 hp
4th level duck	12 hp
5th level duck	15 hp
6th level duck	20 hp
7th level duck	25 hp
8th level duck	30 hp
9th level duck	40 hp
10th level duck	50 hp
11th level duck*	60 hp
12th level duck*	70 hp

**Adventurer Feat:* Your hit point threshold for using *death drake* is two levels higher than your level.

Champion Feat: You gain a +2 bonus to all defenses against attacks by undead.

DUCK NAMES

A duck has a given name and a nickname. Usually they go by their nicknames, but sometimes by their name and nickname. They are a much smaller community than the Orlanthi, so they don't have a complicated family naming system.

Nicknames

Amberdrake, Bittersord, Blackscap, Blinkmottle, Bluebeak, Bogwatcher, Boldbladder, Brackblood, Brightfeather, Clearwhistle, Deftwaddle, Drydottle, Duskwort, Fairflanks, Fatleaf, Fierceplume, Fozzlebeak, Giltwit, Glowstalk, Goodshrooms, Greenbeak, Greenface, Grubcatcher, Hardshins, Hoarfoot, Honeyrump, Keenwarble, Longneck, Midgeflower, Mildgizzard, Mistcall, Mizzledown, Mosswig, Mudcrown, Nettlebeak, Palespeck, Pinfeather, Plumshank, Pucewattle, Quagbanter, Quickpaddle, Redcrest, Redmurk, Reedsong, Ringeye, Ruddy Shoveler, Rudepebble, Rushwallow, Rustmantle, Screwpipe, Shagflax, Shrewdbill, Silverhead, Slopbank, Smaltstaff, Spintail, Spleengurgle, Sprypole, Starmolt, Stoutknob, Surefoot, Swiftlore, Tarscaup, Thricepeal, Thunderthroat, Truedive, Wetnape, Whitetail, Wildwheat, Wisemustard, Woadcheek, Yellowbelly.

Given Names

Hens: Abby, Bimmy, Haimy, Lolly, Myla, Tunny, Waddy, Zuzu

Drakes: Bepo, Harva, Nico, Polgo, Runk, Valor (or Waylor), Wilmar, Zeff.

Squawk (Racial Power)

Once per battle as a free action before you roll an attack OR before a creature rolls an attack against you, declare you're using this power on the roll.

If the attack roll hits, it's a miss instead. If the attack roll misses, it's a hit instead.

The power doesn't affect natural 20s or natural 1s. A natural 20 is still a critical hit. A natural 1 is still a fumbling miss.

Adventurer Feat: If you use *squawk* against an enemy's attack roll and the attack still hits, you don't expend the power and can use it again on a different turn later in the battle.

Champion Feat: If you use *squawk* on your attack roll and the attack still misses, you don't expend the power and can use it again on a different turn later in the battle.

TROLLS (UZ)



Dark Troll
+3 Str OR +3 Con

Special: When you assign a troll player character's ability scores, both Strength *and* Constitution must appear in the troll's top three ability scores. It's okay for one or both of these scores to be tied with a score that's out of your top three scores, but neither Strength nor Constitution can drop out of the top three at 1st level. Later, when you improve your ability scores at 4th and 7th level, we're okay with the idea that you might want to improve scores other than your Strength and Constitution, so that one of them (or both?) could drop out of your top three. But as a starting troll, both Strength and Constitution need to be in your top three.

Trolls aren't normal people: They're big, they're fierce, and they're tied to ancient powers that regard most other people as good things to eat. To a lot of people trolls are monsters, and the distinction that they're front-line warriors in the war against Chaos is lost. We're going to cover some basics of troll psychology and society below, but there are three points to make right away—one for players familiar with Glorantha, one for newcomers, and one addressed to everyone.

Glorantha fans familiar with earlier (and soon to be revisited!) products like *Trollpak* should understand we are not providing an in-depth view of what it feels like to be a troll in troll society. This is a book about the Hero Wars as they play out on the surface, and if your goal is to play a troll who lives in the Underworld and is in an adventuring party with a bunch of other trolls, you'll need to refer to earlier books, like *Trollpak*, or make it up yourself.

What this means is that troll player characters in *13th Age Glorantha* are almost certainly not well-integrated into standard troll society. As part of creating a troll player character, you're probably going to want to explain why you are comfortable being around surface people.

The simplest story, which you should feel comfortable using or adapting, is that the Hero Wars have shaken up all established orders. Creatures who would formerly have been enemies are working together to prevent the world from entirely unraveling.

Some basic facts: Trolls call themselves Uz. 'Troll' is a human term, and since you and I are probably human, we'll use it . . . most of the time.

● Darkness was the first of the elements, and trolls are the ● Darkness expression of the ⅄ Man rune. Until the Gods War, trolls lived in a place they called Wonderhome and which humans later referred to as Hell and the Underworld. When Orlanth slew Emperor Yelm, that bright sun plunged into the underworld, driving the trolls out of their Good Place and up to the surface.

On the surface, trolls were one more terrible affliction visited on the humans and gods attempting to survive the onslaught of Chaos in the Great Darkness that followed the death of the sun. Trolls can eat anything. Anything! But they prefer living things, and are especially fond of the ☥ Plant and □ Earth expressions of the Man rune—elves and dwarves!

Luckily for everyone, trolls also turned out to be capable of eating ▼ Chaos! So while the trolls slew a great number of humans and gods, they saved a whole lot more by eliminating Chaos. And when it counted most, the trolls joined the rest of the world fighting the I Fought We Won battle, and were therefore rewarded positions of power and responsibility in the great councils of the worldwide empires that kept the earliest ages of the world coherent, if not entirely peaceful.

Of course that all fell to pieces. Humans and elves cursed the trolls and the dragonewts for supposed betrayals. The dragonewts called on dragon magic and swallowed the curse, but trolls got hit hard by what they now refer to as *the curse of kin*. Since the curse, most troll births create litters of stunted creatures known as trollkin instead of healthy and powerful trolls. Trollkin are so reviled by most trolls that they're viewed as property, food, and convenient objects to serve as temporarily living balls for the trolls' beloved sport, troll ball. And not necessarily in that order. Great magicians have attempted to reverse the curse with varied results.

The current widespread race of trolls call themselves the uzko and are known to human scholars as 'dark trolls.' They're far less powerful than the Mistress Race trolls who can still be found deep in the Underworld and perhaps in the center of great troll fortresses like the Tower of Lead. Most of the

TROLL NAMES

Around Dragon Pass, all female trolls in a family tend to begin their names with the same initial sound. Sons begin their name with a sound taken from within their mother's name. Thus, the sons of Dozelin could be named Elinstak and Zeldoz, the sons of Kozzag could be named Zaggok, Kozchok, and Agzzag.

Male Troll Names: Aronzing, Astelkak, Astkoz, Azfizon, Bog, Bolargi, Cholkol, Elinstak, Elkozi, Grunge, Jatkorg, Jonakel, Jonjor, Kaltorb, Kanakel, Karvorki, Kitbod, Kozakang, Kozkal, Krakor, Kragel, Lagor, Lastak, Lorgzang, Lostani, Obash, Pengtak, Pentak, Sanjoz, Sigron, Snonang, Stagkan, Stalkoz, Taksag, Tikgak, Timak, Tongkal, Torgtan, Tortaz, Ubblag, Xigxag, Zakstan, Zeldoz, Zimak, and Zwiftig.

Female Troll Names: Bakgoz, Bakstal, Baktav, Balbek, Beljon, Belorg, Belzart, Benkoz, Chakos, Chalazak, Chomagor, Dangtaz, Dastalak, Dengaz, Dornel, Dorsnon, Dozalaf, Dozelin, Dozkal, Kantorg, Kozastel, Kozjorak, Kozrof, Kozzag, Makstan, Marazak, Marjaz, Martoraz, Melzorki, Mingtele, Mingtoz, Mingzak, Moralg, Mozag, Mozjat, Sostale, Tavtoki, Tiztod, Tozbod, and Xoroho.

Typical Troll Nicknames: Bighead, Blacktroll, Brooser, Gouge, Hungry, Queen Zag, Sidekick, Smash, Snarl, Squeeker, Stomper, and Trouble. As you can see by the number of semi-cursing names, male trolls are more often given nicknames by their female bosses.

world has never seen a Mistress Race troll. And as 13G player characters, you're not likely to either, at least not until we publish something like *Trollpak*! You'll find notes on several of the troll subtypes on page 294 in Chapter 5: Enemies.

In our campaign area, uzko largely live in the mountains and in the deep forests north of Dragon Pass, in areas like Dagori Inkarth, the Vale of Flowers, and around troll forts like the Castle of Lead. You'll find notes on these places in the ● Darkness Areas section of Chapter 6: Campaign World, starting on page 347.

Other variants: The consequences of the curse of kin spread different varieties of troll, including the hideous hybrids known as tusk riders, across many areas of the world. We're not covering cave trolls, great trolls, sea trolls, and the like yet as player characters, so see page 58 in the *Glorantha Sourcebook* or page 91 in *The Guide to Glorantha* for a more thorough write-up.

Ability score bonus and limitation: Yes, Uz are built differently than the other races and people in *13th Age*. The +3 bonus will sound enticing to some. The drawback may or may not be a drawback, depending on your class choice. Since all classes offer the option to boost the ability score they use for attacks, the requirement to have high Constitution and high Strength isn't likely to be a huge problem for anyone. It's no accident that trolls aren't naturally suited to sophisticated classes like the wizard and occultist. And speaking of classes . . .

Troll classes: There are five designated troll classes at present: Zorak Zorani berserker (page 114), hell mother (page 145), troll warrior (page 214), troll adept (page 438), and troll necromancer (page 438). Our rule is that trolls not be allowed to start as Humakti or Orlanthi warriors or earth priestesses. The intent is that trolls are different than other characters and shouldn't have the same wide range of character class choices. Trolls are meant to play as trolls, not as big fighters, big Humakti, or even as big barbarians. We'll have more troll classes in the future.

If you convince your GM to let you play a troll from one of the non-troll classes, perhaps via a One Unique Thing, or because you're not playing in Glorantha and you want your world's trolls to operate differently, that's between you and your GM. But to avoid min-max exploitation of the unique ability score modifiers, we'd suggest modifying trolls who have a non-troll class. Change the +3 bonus to Strength or Constitution to a +2 bonus. It's the GM's call whether you escape the need to keep both Strength and Constitution in the top half of your ability scores.

Rules for the Zorak Zorani berserker, hell mother, and troll warrior appear in Chapter 4: Classes. Rules for the troll adept (a variant of the *13th Age* druid) and the troll necromancer (a variant of you-know-who) appear in the Appendix alongside other class conversion notes.

Trolls can't abide iron: If you use an iron weapon, you take half damage from every hit you deal. If you wear iron armor, every attack against AC deals miss damage. Seriously, what this really means is that you don't use iron. For other possible but more rare problems with iron, see page 70.

Usually in Darkness: If you choose gods and runes so that you end up lacking the ● Darkness rune, you're going to want to use your *unique* or your backgrounds to explain how you are different from almost all other trolls.

Why are you here?: Trolls usually hang out with trolls. Your character is presumably hanging out with food. That is, with humans. If you are comfortable tinkering with Gloranthan storylines, give some thought to what you're doing hanging around with humans and not eating them.

For anyone who's not yet comfortable with Gloranthan improvisation, there's a simple story that can account for trolls who hang out with humans—in troll society, all multiple births are treated as trollkin, even if the new arrivals are obviously healthy normal trolls. Birth as a trollkin and escape to societies where you won't be treated as food-that-walks is a straightforward explanation for trolls that prefer being around humans, and not something that the humans will necessarily need to understand.

Two racial powers: Like the ducks, Gloranthan trolls have two racial powers. Unlike the ducks, each troll accesses both the powers at different times.

As a troll, your natural initiative roll at the start of a battle determines which racial power you possess in the

battle. A natural odd roll for initiative means you have the *dark walk* power this battle. A natural even roll for initiative means you have the *big eater* power this battle.

Since you have each power roughly half the time, a single set of feats covers both powers.

Adventurer Feat: You gain access to the adventurer feat benefits listed under both the *dark walk* and *big eater* racial powers.

Champion Feat: You get access to the champion feat benefits listed under both the racial powers.

Dark Walk (Racial Power)

You have this power in battles when your natural initiative roll is odd.

Once per battle

As a move action before you have used your standard action this turn, if you are not engaged, you can remove yourself from play. At the start of your next turn, return anywhere nearby that you could have moved to normally during your turn, and deal double damage against the first enemy you hit with an attack that turn. While removed from play, you take no actions and can't be targeted by enemies. (No monkeying around with delaying and such: return on your initiative and take your turn.)

Since some of the trolls who will be using this power are summoners, it's worth mentioning that your summoned creatures' attacks happen on their turn, which is after your turn. *Dark walk* can help you deal double damage, but as a rule it won't help your summoned creatures.

Adventurer Feat benefit: You gain a +2 attack bonus with all your attacks the turn after you return from *dark walk*.

Champion Feat benefit: Once per day, you can use *dark walk* twice in the same battle.

Big Eater (Racial Power)

You have this power in battles when your natural initiative roll is even.

Once per battle

Special: You can only use this power in a battle in which you have hit with at least one melee attack or spell attack.

When you heal using a recovery, you can use two recoveries to heal instead of just a single recovery.

Roll recovery dice normally for the second recovery, but don't add your Constitution modifier. If the first recovery was free because of a power or spell effect, the second recovery is not.

Adventurer Feat benefit: You can now add your Constitution modifier to the second recovery.

Champion Feat benefit: After using *big eater* in a battle, you have a +1 bonus to saves until the end of the battle.





CHAPTER 3: RUNNING GLORANTHA

By default, combat, healing, skill rolls, and adventuring options use the rules in the core *13th Age* rulebook. Exceptions and additions detailed in this chapter either do a better job of portraying adventures in Glorantha or are simply fun to add to the game.

We're starting the chapter by covering the rules for attuning and narrating runes, the creative storytelling mechanics that take the place of the icon relationship rules in core *13th Age*. Sections on new combat rules and new adventuring rules follow.

ATTUNING AND NARRATING RUNES

More fundamental to reality than even the gods are the runes. These cosmic forces define the conflicts and capabilities of the gods and their followers. Even spirit-talking shamans, atheist wizards and uncanny draconic mystics acknowledge the power of the runes, although they interpret their natures differently. In game terms, the powers of the runes ebb and flow through a character's life. With each character, a few divine runes and personal runes are the most common ones to influence them, but just as often it's some other, seemingly random rune that plays into a character's story. These runes operate on their own power, putting them outside the control of the characters. Instead, it's the players who determine how the runes affect the story.

Attune One Rune During a Full Heal-Up

When PCs take a full heal-up, each player character becomes attuned to one story rune, which is determined semi-randomly. Half the time, the rune is a random selection from one of your character's runes, and half the time it's a random rune that probably is not associated with the character.

Attuning is external: The rune you're attuned to represents what cosmic forces are at play in your life, sort of like a horoscope. It's not like a battery of power that the character carries around. The power exists in the universe, and power of a particular "flavor" is potentially in the character's future.

Roll 1d6: To see which rune your character is attuned to that day, roll a d6. On a 1, 2, or 3, you're attuned to your first, second, or third rune, respectively. On a 4–6, roll a d20 on the Random Rune Table to see which rune you're attuned to. You may end up connected to a power that your character normally has nothing to do with, or you may get a result that's the same as one of your three runes.

Empowered runes: If the random rune determined by the d20 roll turns out to be one your runes, we call it an **empowered** rune. Empowered runes function like other story runes, but will also provide you with a permanent gift when you use the rune or at some point later that day! See the Heroquest Gifts section below.

Bonus rune corner cases: Heroquests and other powerful supernatural experiences may occasionally result in a character acquiring a bonus rune, or even two bonus runes. Bonus runes are temporary—they stay with you until you attune to them once.

When you roll the d6 at the start of a day to determine which rune your character is attuned to, you attune to the bonus rune on a 4, or to a second bonus rune on a 5.

Every attunement of a bonus rune counts as an empowered rune. In other words, the bonus rune is part of your rune lineup until you attune it. When you narrate the rune later that day, you'll receive a heroquest gift, and then the bonus rune is no longer part of your story; you're back to your standard three runes.

Chaotic Empowerment

Chaos is the third result on the Random Rune Table, but you can't attune Chaos. When a player character rolls Chaos, the GM tracks the roll as a *Chaotic empowerment* that will be exploited later. Then the player character rolls a new random rune, continuing to roll until they get a result other than Chaos.

Each time a player character rolls Chaos, the strands of the cosmos have weakened slightly and Chaos has been empowered. This can have story consequences if the GM desires, but the principal effect is mechanical: the group's next battle against Chaos will be tougher. The next time the heroes battle Chaos, even if it's days and sessions later, the battle is tougher than it would have been without the Chaotic empowerment. The GM should make the Chaos battle tougher using the Building Battles Table (page 232) as if there was at least one additional hero in the adventuring group. If there are two Chaotic empowerments looming? Add monsters worth at least two additional heroes.

For extra credit, the GM can try to work the story of Chaos being stronger than it should be into something that relates to the player character whose unfortunate roll empowered Chaos.

That's not necessary, but it might spur surprising stories.

In the unlikely event that a large number of Chaotic empowerments have stacked up while the player characters manage to avoid fighting Chaos, Chaos needs to come looking for the PCs! Remember that battles in which Chaos has been empowered are going to be tougher than regular battles but the PCs will not be given any of the usual rewards for fighting tougher battles, even if the battle might ordinarily count as a bigger problem than a single fight.

If this sounds too harsh, realize that the laws of probability say Chaotic empowerment isn't going to come up often, even in a group with five adventurers. If your group finds itself on the Chaotic side of probability, consider adding PCs like Storm Bull berserkers, who replace the Chaos rune with the Eternal Battle rune, and therefore never empower Chaos (page 40).

Other Paths to Attuning a Rune

Specific heroquests and story events may allow a character to attune a rune. There is also one way to gain an extra attunement during play. Once per level, as an incremental advance (*13th Age*, page 189), you can choose to attune a rune instead of gaining any other benefits. It's not precisely the same as the other choices for incremental advancement, but it suits the story.

In all these cases, the rune to be attuned is determined in the same manner as you would attune a rune during a full heal-up. It may turn out to be one of your own runes, it may turn out to be empowered, it could be a random rune that has little to do with you, or you might empower Chaos with your first roll.

Random Rune Table

D20 Roll	Rune	D20 Roll	Rune
1	Air	11	Illusion
2	Beast	12	Life
3	Chaos	13	Man
4	Darkness	14	Moon
5	Death	15	Movement
6	Disorder	16	Plant
7	Dragonewt	17	Spirit
8	Earth	18	Stasis
9	Fire/Sky	19	Truth
10	Harmony	20	Water

Narrating Runes

Sometimes the power of an attuned rune can shape events around a PC, turning things in their favor. As with an icon die result of 6 in *13th Age*, the rune's power provides some advantage to the PC in the game world.

Narrating a rune expends your attunement to a rune. Narrating the rune is the player's choice; it's one of the ways in which the players co-create the story of the game. From the PC's perspective, the benefit might reflect some action on their own part, as when one prays for help. More commonly it occurs as fate, possibly without the beneficiary even realizing what has happened.

We use the term "narrate a rune" because we want it to be clear that it's an action performed by the player, not the player character. In practice, we sometimes use more casual language than the word 'narrate,' but we've also gotten used to the word narrate so that it no longer seems as formal.

Narrated Runes Are Not Powers

Your PC's powers, spells, talents, class features, and heroquest gifts indicate what mystic powers they can count on using in and out of combat. Narrated runes are not powers, per se. Instead, they're usually more like story events.

Not a power, unless the GM likes it: If the story that's being suggested by the player's narration sounds a lot like a character using powers, that only works if the GM is okay with it. As shown in the examples that start in a couple pages, the GM can usually reframe narrations that sound like powers to play out as a story event rather than outright power use.

When players are certain they want the narration to function like a power, we sometimes phrase the narration as a deal: "Yeah, this sounds a lot like you're doing something awesome by narrating this rune, and that's cool, and it's going to happen. But also, we're going to roll for a complication, like always, and if a complication comes up when you're narrating the rune this way, that's when things will get really interesting." Sometimes that scares the player off. Usually they have guts, and go straight on through.

Not during combat: As a player, you can narrate runes outside of combat, but as a rule, you can't narrate runes during combat. Your rune indicates a direction that the story can take. It doesn't indicate that your character is full of mystic power to be unleashed in battle.

Clever players should be alert to opportunities to narrate runes before combat. Runes might help you avoid a battle or start a battle with an advantage. They can certainly help you overcome obstacles that don't involve rolling initiative.

A generous GM might allow the right rune to help the heroes bring a battle to an end by escaping from an overpowering enemy. It's also possible that a rune story event could happen during a battle, so a PC could narrate a rune at that time without it having a direct effect on the fight.

For example, it wouldn't damage or blind enemies, but it might allow a captured foe to provide crucial information.

A generous GM might also decide to narrate a rune as a way of getting PCs out of a bad situation with story events during combat. We aren't that generous as GMs, but we presume someone reading this might be. If this happens, it's GM choice, not player choice.

Don't narrate other people's characters: Narrating a rune is about telling a heroic or compelling story, not about messing with other player characters. This isn't a narrative-tension game where you use your moment to shine as an opportunity to make other characters' lives more difficult, much less define or change elements of their stories or personalities or experiences that aren't your business.

Of course, it's possible that the other player may welcome the addition to the story. There's a difference between involving people and messing with them. But the general rule is that if you start narrating what's really another player's story, that player gets to take over the narration. And as always, the GM gets the final say in how the story applies to the game.

Complications

The story benefit of the rune is automatic, but the GM randomly determines whether the use comes with a complication. Sometimes when one rune's power grows, a countering force arises. The GM rolls a d20, and if the result is 1–5, there will be a complication. The complication is an immediate or delayed change to the story that's hard on the PCs.

Possible Complication Results

Something strange about the rune's story effect develops, an unexpected wrinkle that makes the story more interesting and probably less comfortable for the PCs. Here are a few generic examples of complications. Far better examples that spring from the story effects of the rune appear below in the detailed examples of narrating runes.

- Enemies get stronger.
- Enemies gain information about the adventurers.
- A PC loses a mortal connection (a friend, an ally, etc.).
- A new NPC who becomes a problem for the player characters is introduced to the campaign.
- Expectations grow. The PC now needs to do more than they had previously planned.
- The PC(s) receives an additional quest from a god or NPC.
- Forces associated with an opposed rune grow stronger. For example, a complication from a Movement rune could be a Stasis effect.
- Unexpected side effects create new problems!

Campaign-Level Events

As the GM, if you have plans for major, campaign-level events, such as the return of a major villain, sometimes it makes sense for these events to come into play in response to a player narrating a rune. In such a situation, the time is right for something dramatic. The PC is embodying the mythic powers that undergird the entire universe. They have somehow tapped into a level of metaphysical reality that's much deeper and more primal than the flesh-and-blood world. At times like this, big things can happen. As the GM, you can use these key moments to up the stakes dramatically. For example, if there's a major secret to be revealed, maybe it gets revealed when a rune has been activated. The power of a rune revealing itself in a mortal's life should indicate big, important things are happening to (and around) them.

Runes & Heroquesting

We'll get to examples of narrating runes and a big table of *Rune Associations* below. But first we're going to talk about how narrating runes works slightly differently when you are heroquesting.

Entering the Hero Plane

If you have one or more runes attuned when you enter the Hero Plane, you can choose to cancel those attunements and reroll an equal number of new runes. In a case in which you have more than one attuned rune, you can't pick and choose: you must re-attune all your runes or none of them.

Each new rune attuned is either one of the character's three runes (usually three, unless you've doubled up or have bonus runes) or a random rune from the Random Rune Table, determined in the same way as attuning a rune during a full heal-up. If you don't use the rune while on the Hero Plane, you keep the attunement when you return to the mortal plane.

Narrating a Rune while Heroquesting

As you'll see in Chapter 7, heroquests are usually based on a myth that the PCs attempt to emulate. Normally, deviating from the actions taken during the original myth count against you in a heroquest.

Narrating a rune while heroquesting is different. Narrating a rune to alter the story during a heroquest alters your story and your experience of the quest. As long as the story changes created by your rune aren't entirely antithetical to the spirit of the myth, narrating a rune to influence your heroquest will generally not count against you as a deviation from the myth. You are changing your experience of the myth and your experience of the heroquest, not the world's understanding of the myth.

There at least two commonly encountered exceptions to the rule that narrating a rune during a heroquest won't count as a deviation. The first occurs when you use a rune to shape the story in a direction that's *antithetical* to the myth. If you're questing into a Humakti myth about the destruction of a god of the ☉ Fire/Sky who had planned to ambush Orlanth, and you use a rune to keep that enemy god alive, you're functioning as an enemy and screwing up the myth. Don't expect things to go well for you. On the other hand, if there was a minor character, perhaps an ancestral hero, who is supposed to die as part of the myth, and the PCs find a way to use their own

powers while narrating a Life rune that keeps the hero alive, that's not a deal-breaker for the overall story of the myth.

The second exception to rune calling not causing a deviation during a heroquest occurs when the GM rolls a complication for your use of the rune. A complication during heroquesting . . . ah, sweet moment of narrative tension! Runic complications during heroquesting usually grow directly out of whatever the PC was accomplishing by narrating the rune. Using the Humakti example above, if the GM has secretly rolled a complication, the ancestral hero might turn up later in the myth where they shouldn't and interfere in what the PCs thought they were accomplishing—for example, by stealing the kill and the glory of the victory, so that the heroquest is technically a success, but the quester who stood to gain the most doesn't get the full rewards since the ancestral hero got in the way!

It's also possible that a deep-planning GM will play through the heroquest as if there was no complication . . . and introduce the complication in the mortal world later, pointing back to a change brought into reality that wasn't part of the PCs' intent.

Limitations: As in the mortal world, you can't narrate a rune during combat. You also generally can't use a rune to sidestep a combat stage of a heroquest. It's possible that a rune could help deal with a non-combat stage of a quest, however. Some non-combat stages will call out runes you could use to solve the stage, or to really help the process (as you'll see in the *Horn of Snakepipe Hollow* on page 400).

Examples of Narrating Runes

The examples that follow cover a range of approaches, as well as a range of potential complications.

Air

An Orlanthi warrior is rallying villagers to battle, and the player uses the Air rune. The player narrates that a gust of wind rushes into the village, rattles all the roofs, and scares the mob of villagers. When the gust instantly ends, and there's silence, the people laugh. Their courage is restored, and they are ready to fight! Exactly how ready to fight depends on the circumstances and is up to the GM. The GM asks the player what the character was doing when the wind rushed in. He says, "It was just as I concluded my speech and said, 'Together we shall win, by Orlanth!'"



With a complication? One version of a complication would be that a few of the villages are inspired way beyond their abilities and charge too quickly into more trouble than they can survive. Alternatively, maybe this particular village is going to keep coming to the PC for aid again and again because of how he inspired them in their hour of weakness!

Beast

We have two examples of narrating a Beast rune. The first is for a character who has randomly attuned the rune, the second is for a character who started as a Beast and is in the process of becoming more than a Man.

Example 1: A Humakti has randomly readied the Beast rune at the start of a session in which the player characters must overcome trolls and insect spirits that have occupied a hill fort the PCs need access to for a heroquest. The Humakti player wonders aloud what spirits eat insect spirits, and then she realizes the answer is clear: insect spirits eat themselves. Before the PCs assault the hill fort, the Humakti's player suggests to the GM that the Beast rune they're tied to that day could represent the bug spirits following their bestial nature and consuming each other. The GM agrees and plans to hit the PCs with damaged bug spirits who have been unable to regenerate fully from their frenzy.

If there's a complication, the GM cherishes the thought of rolling all the insect spirits into one utterly nasty (but ultimately simpler to beat) overfed troll insect spirit.

Example 2: Guy is playing a former herd man named Fido Two-Big-Clubs. Thanks to his One Unique Thing, Fido doubled down on the Beast rune, so it's not uncommon for him to a) embarrass the more sophisticated members of the group with bestial behavior; and b) narrate a Beast rune that turns out to have a significant impact on play.

Today is going to be one of the days for option b.

The PCs got weirdly lost during a heroquest and now they're barely surviving a dungeon, an honest-to-weirdness dungeon, full of random traps, bizarre monsters, and objects that appear to be artifacts so far beyond the PCs' tier that all they can do is gawk, like museum-goers, instead of take, like proper looting adventurers.

After the worst battle, one artifact catches Fido's eye: the pelt of a white bear, attached to the wall by adamantine chains. The power emanating from the pelt is obvious to everyone. This is another of the dungeon's "look at what you are not capable of handling" exhibits.

But Fido isn't going to leave it there. He narrates the Beast rune and says, "I'm not crazy enough to take this. I just want to touch it. Just a touch. And to survive, and learn what I can from it."

The GM is touched. Her thought when she came up with the pelt idea was that it probably came from the mate of the white bear slain by Harrek the Berserk. Superhero stuff.

"Are you ready to change your character forever?" she asks Guy.

"Yes."

"Well then we're not going to bother rolling a complication, because this whole situation is headed toward Hero stories, and that's a complication all in itself. This is the pelt of the white bear that was the mate of the bear slain by Harrek. A piece of its spirit, just a tiny fragment, melds with your spirit! You stagger back roaring and bowl over the rest of the group behind you, and when you all get up off the ground you find yourself back in the clan hall where you started the quest."

"Oh," says Guy. "This is awesome." And it is, because Fido becomes a white werebear. It's all kinds of complicated in a world where Harrek the Berserk is a one-man catastrophe. But it's a wonderful kind of complicated, and from now on, whenever Fido has a ▽ Beast rune to narrate, it's very big indeed.

● Darkness

Sean's champion-tier Ernaldan earth priestess, a Sartarite woman named Eonislara, randomly attunes the ● Darkness rune at the start of a session in which the PCs plan to assault an Ernaldan temple taken over by the Lunars. Eonislara believes that the temple's defenses have already been perverted by traitorous Red Clay priestesses. So Sean reminds the GM of the time the group saved a powerful troll priestess from a Lunar war party. The troll priestess didn't give her real name, but the group refers to her as Topknot. The player suggests a story in which Topknot is on a separate heroquest requiring her to swallow a portion of the Moon for an hour. Synchronicity, in the PCs' favor, has placed Topknot atop a hill with a view of the temple in the valley. The GM likes the cut of this story and agrees that Topknot's ● Darkness magic will swallow the light of the Red Moon for an hour as the PCs launch their assault just before midnight.

If the die roll for a complication comes up, the GM likes Sean's story even more, because now Topknot's magic will turn out to swallow more than the Lunar magic. She secretly also gets a giant bite out of the Earth temple's core, so that in a future adventure, trolls will rise from the deep and take the Earth temple almost without a fight, regardless of whether the PCs or the Lunars win the battle to come.

† Death

It's easy to stick to the simplest interpretations of a rune. But 'someone dies' is a fairly boring story, and since Humakt worshipers are the people who are going to be narrating the most † Death runes, it doesn't do to create too many cheap deaths as story events—killing things that need killing is what the Humakti are supposed to be handling with their swords. Our example goes deeper into Death's possibilities.

The PCs are on a long trek through a desolate area, depopulated by famine. The GM says that there's not a lot of interest in these ghost towns and fields that are going wild—unless someone has a rune they want to use. The Humakti's player suggests that they find the long-dead corpse of an Orlanthi warrior. Since the warrior died "with his boots on," the Humakti insists on a proper burial, with rites of honor. The rest of the group is used to the by-the-book ways of the Humakti, and they pitch in to help. "Instead of burying the warrior's sword with him, however, it feels right that I should keep it as my own blade, and I do. Somehow this sword's story is not done, and now that the warrior is dead, perhaps it's my turn to carry the sword along."*

The GM likes this development and adds that there are markings etched in the blade, too faint to be discerned. Since no benefit accrued to the group yet, the power of this rune and the meaning of the sword come into play later. At the next session, someone in town recognizes the Humakti's salvaged sword and directs him to the local clan that the dead warrior was from. The Humakti returns the sword and recounts the fate of the fallen warrior. The clan accepts the sword in an elaborate ritual, which includes the Humakti. In addition to the soft benefits of being on this clan's good side, the GM says that the Humakti can take an extra incremental advance, representing the ritual's blessing.

For a minor complication, the wielder is later confronted by the sword's spirit! The night after the Humakti finds the sword, they dream of the sword with its markings glowing like coals. The sword attacks, attacking the Humakti's MD, dealing psychic damage, with one-fourth damage on a miss. If the Humakti takes almost any action against the sword, it succumbs to the Humakti's power, and the Humakti wakes with a sense that the sword now accepts him as its owner. If the Humakti makes no move to oppose the sword, it attacks again.

To make that complication mean more, wait until the PCs go into their next combat before the sword fights against the usurper who has taken it from its owner.

*It's also worth mentioning that in canonical Glorantha, this story wouldn't work the same if the fallen warrior had been a Humakti. Humakti's swords decorate their graves and aren't reused or even touched. But retrieving and even using the sword is an honorable thing to do for an Orlanthi.



If you want to use your † Death rune to outright kill an enemy NPC rather than doing it the hard way while I'm the GM, talk to me. And everyone at the table should be ready to live with the complications if they come up, because they won't be pretty.



ᛝ Disorder

The PCs are trying to unite two feuding clans, with clan leaders gathered in a great hall. The trickster thinks he can soften hard hearts with a sweet song, but the trickster's player, Conrad, knows that what's really happening is that he's narrating the trickster's ᛝ Disorder rune. The trickster's childish, high-pitched song does nothing to soften anyone's heart, but it attracts every rat in the vicinity. Suddenly rats are swarming into the room, scurrying under tables and over feet. The whole room breaks into chaos as the clan representatives chase off the rats. The scene concludes with both clan chiefs manhandling the trickster and getting him to stop singing. When he slips out of their grasp, the two chiefs end up embracing—and laughing. The whole hall erupts in laughter, and the mood of enmity is broken. People even start feeding crumbs to the rats.

What sort of trouble could a horde of music-loving rats cause if there is a complication? Enough that the previously-feuding clans unite in their hatred of a common foe, the trickster. The rune's story effect more or less the same, if you squint—the feuding clans have made peace. But good luck on being thanked as you're trying to escape with your lives without killing anyone. Solving diplomatic problems with the ᛝ Disorder rune is risky business!

ᛟ Dragonewt

The group is recuperating in Jonstown with no particular agenda, and Paul wants to mix things up. His character has attuned the ᛟ Dragonewt rune, so he suggests to the GM: "You know all that magical paraphernalia that we looted from the Thanatari cultists? Well, one unidentified item turns out to be a dragonewt artifact that would be extremely valuable to one of the Lhankor Mhy scholars here in Jonstown. Maybe we have to give the item up, or maybe it's enough just to let the scholar see it and draw sketches of it. Anyway, we suddenly have a local scholar who's on our side and who can probably help us in the near future." The GM appreciates getting handed a "blank check," with the item, the scholar, and the scholar's future help all left undefined.

Complications hold delicious promises of future problems, either from dragonewts alerted to the re-emergence of their ancient artifact or a secret Thanatari cultist in the Lhankor Mhy temple.

ᛞ Earth

On a different day, Sean's earth priestess Eonislara is tangling once again with her double-edged relationship with the troll Hell mother dubbed Topknot. On this day, the GM has set up a double-whammy: while the PCs are obligated to go on a heroquest to find a misplaced ᛏ Death sword near the Upland Marsh, a horde of trollkin is pouring into the valley containing the temple the PCs took back from the Lunars.

They're only trollkin, so Topknot has plausible deniability, since it might not be anything to do with the trolls.

Eonislara's player narrates the □ Earth rune, saying that a herd of Earthshakers comes careening across the valley at the right moment, deterring the trollkin long enough for the PCs to finish the heroquest.

This type of mighty event is fine to suggest to the GM, who is happy with the idea that Earthshakers have been introduced to the mess! There may be unexpected consequences even without a complication.

With a complication, the trollkin may have succeeded in killing and eating an Earthshaker or two, pissing off Ernalda's sister Maran Gor, whose priestesses will be sending an earthquake at a minimum. Or maybe the Earthshakers can stomp on something vital all by themselves, possibly guided by a trickster-style trachodon: you can't trust those trachs!

ᛗ Eternal Battle

Rick's player character, Velkar Thorne, is the roaring embodiment of his violent and lusty god. Velkar has attuned his Eternal Battle rune but the day's mission is a diplomatic negotiation with the Greenhart clan that controls an ancient mine the PCs want to descend into to get an auspicious start to an Ernaldan heroquest. Velkar is bored, and a bored Storm Bull berserker doesn't stay bored for long!

The GM mentioned earlier that one of the Greenhart bodyguards, an Elmali thane, was giving the PCs a hard time when they came into the chief's hall. Velkar says he needs to piss, walks away from the negotiations, and walks up to the Elmali thane instead. Now Rick takes over the storytelling:

"Hey! Hey you!" says Velkar, stooping to point a finger at the Elmali, who flinches from Velkar's breath. "Why don't you show us your real face?" says Velkar, and he grabs the skin at the Elmali's temple and rips off the guy's face. Because y'see, the Elmali isn't an Elmali. He's a demon! And it's demon clobbering time!

Combat ensues, with the GM deciding just how much trouble this unexpected demon fight should be. Probably short and nasty, and afterward the Greenhart clan is ashamed at failing to spot Chaos, and negotiations for access to the mine that promised to become annoying are quickly concluded.

If Velkar had picked on an NPC that the GM was pretty certain was not Chaotic, the GM might have directed the berserker to his true target: "Uh, the Elmali's face doesn't come off. But as he's screaming in pain, you see the wind lord behind him smiling in a way that doesn't make any sense, and you realize it's the wind lord who is Chaotic." Something like that.

A complication for this narration could blow up or turn subtle. Blowing up, ᛗ Eternal Battle throws the PCs into a fight against the corrupt half of the Greenhart clan,



joining non-Chaotic Orlanthi in a terrible battle that tears the clan apart. On the bright side, when the PCs are victorious, access to the old mine won't be an issue.

For a subtler complication, it turns out that the wife of the real Elmali (not the demon!) is a priestess and one of Velkar's old lovers (cue other PCs groaning and saying, "What are the odds?"). She can feel that her husband is still alive, and probably being held inside some terrible ritual that helped the demon impersonate him so smoothly. She's not touched by Chaos herself, and she calls on Velkar to finish what he started and rescue her husband before the enemy realizes their demon has failed.

For more on how this style of rune narration can model a Storm Bull berserker sensing ᛘ Chaos, see page 110.

⊙ Fire/Sky

We'll provide two examples of narrating a Fire/Sky rune, one from the perspective of a player who is new to Glorantha, one from a player who knows Glorantha well.

Example 1: When Emma's character randomly attunes the ⊙ Fire/Sky rune, she takes some time to look up the rune to see what sorts of effects she might narrate. Although the fire elementals, patriarchal nobles, and Yelmalio warriors are interesting, she really likes the angle of enlightened purity, with Fire/Sky as the unsullied element far above the motley world. Later when the group arrives at Boldhome, the GM asks if anyone wants to narrate a rune to specify that the PCs can find resources or allies there. Emma narrates the ⊙ Fire/Sky rune, saying that an eccentric but beloved holy man lives here with a substantial following. The GM goes with it and that the holy man is a former Yelmalio priest, now abdicating all worldly duties to contemplate Dayzatar, the pure light of the world. Just what can an ascetic holy man do for a group of adventurers? Time will tell. As the group enters Boldhome, the characters know nothing about this holy man, and the players are eager to find out what will happen. When the PCs eventually meet the holy man, he takes a shine to them, and his favor creates a halo effect for the group, helping their status in Boldhome, and the GM works him into the story as a recurrent NPC.

With a complication? The ascetic holy man has inspired a warrior or two to lay down their arms and embrace a simpler life following him. To some, he's a counter-culture menace subverting the war effort, and the group gets caught in the rift created in the Boldhome community.

Example 2: Michelle has brought her long-time Gloranthan player character, Elsif Elena, with her into 13G. Elsif Elena is a unicorn rider, part of a small cult of woman warriors devoted to Yelorna, the star huntress, one of the ⊙ Fire/Sky sparks who fought to protect the world when Yelm had fallen during the Great Darkness.

Unfortunately, Michelle missed the previous session and it played out as a disaster. The PCs attempted to heroquest a lost myth to rekindle Ernalda's ovens, descending into the Underworld beneath a unique rock formation in the hills outside Bagnot. The ovens apparently had been plundered by ● Darkness and then snuffed out by Chaos. The GM tuned down the adventure since Michelle and Elsif Elena were missing (they'd agreed that she had gone to see ancestral lands, since she was originally from Tarsh), but the quest had turned into a near TPK after the main quester, Swen the Red, died in a battle with Darkness wasps and the GM decided not to fudge any die rolls.

The PCs fled! They took a campaign loss, and even as they were fleeing, they knew that Elsif Elena would never have allowed them to flee. The main quester succeeded with a heroic return, and the GM said they'd handle the full narration of the heroic return and the impending campaign loss in the next session.

As the GM begins explaining that a savage tide of giant insects is driving all the surviving Orlanthi and other humans from the area, and from partly ruined Bagnot, Michelle says "No. I have a Fire/Sky rune attuned. I'm narrating it. This is what Elsif Elena lives for. And you know Elsif is never surprised. She felt her allies fail in the quest and the powers of ● Darkness reach for what they shouldn't have and started riding back immediately. By the time she got back, there are stars riding with her overhead. She rides past the PCs as they are fleeing and picks them up and takes them with her; we're charging straight back into that heroquest and this time we're going to win." Elsif Elena's goddess, Yelorna, is also a goddess of † Death, so everyone knows that the alternative to winning is not running away. Not this time.

The GM wasn't expecting this. Normally you can't just turn around and attempt a failed heroquest. But it's not like the PCs got that far in the heroquest the first time, so it's almost all ready to go, and the part they dealt with before can be different and worse. This is a pivotal moment in the campaign: they've had the first heroic return, and what would be the first campaign loss, but a PC is narrating a rune that happens to be pretty much the PC's goddess' story of power to try and overcome the campaign loss.

So the GM asks the PCs if they're going to go along. Elsif Elena can't force everyone to accompany her, not even by narrating a rune—that would be too much power over other people's characters.

But of course the other PCs are overjoyed to have a star huntress leading the way against the ● Darkness! The trickster, who wants to wait and see if this ⊙ Fire/Sky narration ends up with a complication, is shouted down, and the group charges after Elsif Elena.

Thanks to the trickster's fretting, the GM decides that if there is a complication, it's going to be with ᛝ Disorder magic from Zorak Zoran making the ovens harder to get started, so that even if the quest ends up a huge success, food around Bagnot is going to taste like bugs for a year or two.

III Harmony

Jeskyra, an Orlanthi warrior with a singing voice so powerful that she is known across all the kingdoms, has randomly attuned a III Harmony rune on what the GM has presented as a side adventure, where Jeskyra is being called upon by a cousin to bless his wedding with a song. The wedding turns out to be a lot richer than Jeskyra had imagined possible. Exotic fabrics

and an amazing feast soon have Jeskyra's cousin's chieftain furious over the manner in which this upstart has managed to acquire and conceal wealth that dwarfs the clan's resources. The GM has set up the plot that Jeskyra's cousin is a bandit, with possessions about to surface that will prove the charges.

But Jeskyra's player, Sophie, doesn't want to see this happen, and she narrates her ᛘ Harmony rune, describing a sequence in which the bride's mother turns out to be an extremely popular Chalana Arroy priestess from a distant clan, and everything that is being used in the wedding is being distributed as gifts to the entire clan as soon as the ceremony and feast are over. It's a big switch in plans for the GM, but the bandit stats are useful for some bandit battle that's less in the family, so the GM runs with the new connections and asks the players to help create the character of the new NPC mother-in-law. If there ends up being a complication, the mother-in-law turns out to have detailed needs from the PCs.

For a change in approach, let's skip possible complications in this example and use the same story set-up with a different rune. After all, Jeskyra lucked out attuning ᛘ Harmony when she was headed to a wedding; that was going to work out for her one way or another.

So instead, let's say the rune that comes up is ☌ Moon. Not as simple. First let's try the positive route—Sophie decides to invoke the ☌ Moon as a symbol of positive change and balance. With this option, it does turn out that Jeskyra's cousin invited her to the wedding because he figured he would need her support when the chieftain made a move against him. But the chieftain is a jealous and hateful relic of the worst of the old guard. Jeskyra's cousin isn't a bandit, but rather an up-and-coming member of the Sartar Magical Union, and the riches he has displayed at the wedding are both a sign of his connection with the SMU and a symbol of power to steer his clan on a stronger course. There's about to be a fight, true, but Jeskyra's extended family is on a side she can support.

The second option for the ☌ Moon is a lot more brutal and possibly a lot closer to what we'd actually come up with under the time pressure of sitting around the table and trying not to slow everyone down. Sophie says, "The chieftain is a Lunar! He loses control of himself when Jeskyra sings a song about a traitorous chieftain, and it's combat time!" The question of the cousin's unexpected wealth is open in this storyline. The rune has been used as something like a summons of evil; the PCs needed an enemy they could bash and the rune helped shape that enemy. It's not as elegant or as satisfactory, perhaps, as the first option, but who can say how consequences would play out later in the campaign?

∴ Illusion

The group has successfully hacked and gambled their way through an Orlanthi heroquest. Anneka's Storm Bull berserker attuned an ∴ Illusion rune randomly at the start of the day but never got around to using it. Turns out that Anneka was just biding her time. After the climactic battle of the heroquest, Anneka's character seizes a weapon that was supposed to go to the quester, then proclaims that the quester's pre-eminence thus far has all been an illusion. In fact, Anneka has been the lead quester all along and is going to be the one to get the glory and the best rewards!

Hooo boy. We're bringing this example up to dig into the limits of the ∴ Illusion rune. The Illusion rune is about lies and deception. Anneka is trying to tell a story in which the quester has somehow been deceitful and the truth is that her Storm Bull berserker is the quester. And that's an attempt to reshape the truth rather than just tell a lie about it.

So the GM says that what Anneka can actually accomplish using ∴ Illusion is to fool people for a little while into thinking that her character is the quester. And if she doesn't roll a complication, she's also going to fool the myth and get the rewards. Maybe the GM would be a bit more lenient if Anneka wasn't hosing PCs with her narration of the ∴ Illusion rune. Or maybe he will be more lenient and let Anneka's PC get the rewards even if there is a complication. Because the long term question is: are the gods fooled? Has the myth been truly reinforced by this trick, or has this trick been played at the wrong time at the expense of cosmic harmony?

⧖ Life

Paul's character has randomly attuned the ⧖ Life rune. "Great. How much damage can I do with that?" he gripes. "I'm just going to heal all our enemies." Paul's like that sometimes. But later he puts the rune to good use. The group has come to the site of a massacre where their enemies, a squad of elite Lunar agents, have killed all the inhabitants of a small village. While the characters are looking for clues, Paul narrates the ⧖ Life rune. "We do find a survivor after all, a child hidden in a root cellar. As the only survivor of her village, she now inherits all their luck and magic, making her capable of judgment and deeds that a little kid couldn't normally accomplish. She provides us with useful information, or maybe even a vengeance blessing from her people."

As a possible complication, now the group is responsible for a child whose only home is in her sister's village far away. Maybe the PCs can avoid a long trek by owing a big favor to someone who can make sure she gets there.

⅄ Man

The group is in the small city of Wilmskirk, recuperating after some battles and resupplying. John's fighter with the ⅄ Man rune, a devotee of Yinkin, has a habit of running into people she's connected to, but in this case John narrates the rune differently. For a change, it's another character, the group's Humakti, who runs across someone he's connected to, another Humakti who shared duties with him for a special, secret trial a few years earlier. The other Humakti is overjoyed to see the PC again and extends her hospitality. With her help in Wilmskirk, the PCs can get what they need, plus some valuable secret information.

Whenever a rune leads to a new NPC, complications are easy to dream up. But don't settle for the easiest story: the trope of the NPC as a traitor has a negative tone and makes players wary of interacting with interesting



NPCs. A better complication is when a sympathetic NPC has enemies that become the group's enemies.

☾ Moon

The group is forced to climb and clamber up a rocky mountain face at night in the cold and the wind. The climb to the sacred cave near the summit looks doable, but it's going to exact a cost from them. The GM is thinking a recovery or two and maybe even a save or the loss of a power that might have helped the PCs survive the climb. Emma cuts in to narrate her random ☾ Moon rune. She describes the climb as getting worse and worse as they ascend, with sharper rocks and hail starting to pelt them. During a ferocious gust, everyone has to cling to the rocky slope and wait it out. But then the gust passes, and the air is warmer. They have passed through the worst, and now the ascent seems to get easier and easier as they go. The rocks are just as sharp and the wind just as biting, but intuitively they navigate the obstacles and shrug off the cold. Behind them, where no one is looking, the Red Moon can be clearly seen through the clouds.

A complication with a ☾ Moon rune naturally invites a PC to take a step or two down the path toward illumination. Perhaps Emma's character experiences not just the climb differently, but also social life. Once she returns to civilization, it will all feel different to her. She is just as socially competent as ever, but now she intuitively notices the hidden paradoxes in daily life. Maybe one day she will meet someone who can help her explore this new perspective in greater depth.

☯ Movement

We'll use two examples for the ☯ Movement rune, one that emphasizes change and one that emphasizes motion.

Example 1: The PCs are appealing for hospitality at the fortified gate of a settlement. The locals are suspicious of them, especially because there is a troll among them, and the local clan has always been known as troll foes. Emma narrates her ☯ Movement rune to say that there's been a shift of attitudes in the clan, especially among the young. The arrival of the Hero Wars means that a new time is here, and time for old ways is past. The group hears yelling inside the settlement as new voices rise up and establish this new position. They hear raised voices, cheers and commotion, unable to see what's going on—until finally the gates start opening.

To complicate this scene, dial up the upheaval in the community. It turns into a mutiny and possibly mob violence. As good Orlanthi say, "No one can tell you what to do," and "violence is always an option."

Example 2: Rico's low epic-tier Vingan heroine, Rue Brooflinger, started life as a pygmy from the impala tribe, out in the wastes of Prax. She hangs with Sartarites now, mostly, and has kept her ☁ Movement rune attuned through some hard adventuring, fighting three battles without finding occasion to narrate the rune.

Or perhaps Rico suspected the style of trick the GM had in store, because after the third battle, at a mountaintop temple eaten out by Krarsthtkids, the GM says that a full Lightbringer ritual will be necessary to purify the temple before the sun sets, or else the temple and the magic it stores will be lost to Chaos forever.

Magical rituals aren't usually that big a problem for this caster-heavy group, but the GM makes it clear that representatives of all the Lightbringers need to be present to even have a chance of success. Thanks to some formerly hapless but now freed sacrifices (Flesh Man), the group's trickster (Eurmal), Michael's Lhankor Mhy sword sage, and so on, the PCs can make an argument for having six of the seven Lightbringer roles filled. But the seventh? Chalana Arroy, the healer? No one has as much as a ☰ Harmony heroquest gift.

So Rue springs into action. She got her name when a broo pinned a Chalana Arroy priestess and would have done worse. Rue dropped her weapons, headlocked the broo, pulled it off the healer, and threw the monster into the swamp, a mighty feat for a woman who stands only 3'1" tall. Rico says that he's going to narrate the ☁ Movement rune. "Rue's connection with Chalana Arroy is strong, forged in the moment that gave Rue her name! Rue hears what's needed, looks out across the mountains, and knows just what to do. She can feel her Movement magic kicking in so she kicks into space. She leaps into the clouds, jumping from peak to peak, following a heroquest trail she hadn't realized was there. In 2d20 minutes she's back with a Chalana Arroy healer she found in the mountains and convinced to leave whatever she was doing, I don't know, that's up to you, Mr. We-Need-Every-Lightbringer-Sir. Rue has explained what's going on while jumping back and hopefully the healer is up to it."

This is pretty clearly Rue being awesome by using something that's a bit like a power. But whatever! Vinga is all about ☁ Movement and this high-speed kidnapping is connected to Rue's original founding story, the first events in the campaign. It feels great! And it lets the GM introduce a Chalana Arroy healer NPC to the story, and who knows what eccentricities and perils this healer will put the group through before she moves on to helping others?

So the GM says, "Sure. That's . . . actually really great. Roll the 2d20; love the random minutes. And then roll this *single* d20, because if there is a complication, Rue, there will also be broo." Some of the players know that's supposed to be pronounced broos, but they're either optimistic that maybe there will just be one broo or willing to forgive for the sake of rhyme. What the players haven't realized is that if there's a complication, the Chalana Arroy healer *will be* the broo, the Wild Healer of the Rockwoods, a unique Chaos creature devoted to the goddess of healing! The lessons of the Lightbringers, by definition, aren't the lessons you expect . . . .

⚘ Plant

Ron is playing a trickster in a new adventurer-tier campaign, and he chooses the ⚘ Plant rune as a personal rune. He's intrigued by the possibilities of stories involving unstoppable growth, and no one else in the group's campaigns has ever chosen the Plant rune. In the first session of the campaign, Ron's trickster has attuned a ⚘ Plant rune and the player decides to subvert the authority of a haughty warleader. The warleader is asking the player characters to track down an outlaw, but Ron says that the warleader is going to be embarrassed by a fungal infection that grows out of control. The Gamemaster points out that this effect seems pretty far afield from what ⚘ Plant power can do. We modern people see a fungus as a plant-like organism, but in Gloranthan terms a fungal infection is a disease, so it could be associated with Disorder, Death and Spirit. Jonathan pipes in that fungi are actually more closely related to animals than to plants, which is entirely unhelpful. Emma suggests that the warleader gets indecorously sick from certain strange fruits that his men have been harvesting wild. Her suggestion gives the event some context, so Ron and the GM agree on that direction. Since Ron spent a rune for this odd-ball, tangential event, the players are free to try to squeeze some practical advantage out of it. Maybe one of them can diagnose the warleader's illness and earn greater respect and support from him.

A GM might skip complications for this narrative, since it's not to the PCs' benefit and is something of a complication itself. Or maybe the strange fruits are harder on the war leader than just making him sick. Instead of enjoying the war leader's hospitality at a feast, they are forgotten, as people instead tend to their stricken leader.

ᛟ Spirit

The group is boating downstream on a large riverboat with a strange mix of cargo and passengers. The GM says that the voyage will take all day and asks if any of the players want to narrate runes and describe something that happens. Paul's character has the ᛟ Spirit rune attuned, and he says that one of the passengers is a spirit talker, someone with a number of invisible spirits in tow. One of these spirits leaves the spirit talker and secretly takes up residence in Mark's character's sword. The spirit will show itself when the time is right, and it will help the group out of jam somehow. Later, Mark's Orlanthi rebel finds his sword jiggling in its scabbard, and he can tell it's haunted. The players know that the spirit is a benefit, so they figure out some justification for the rebel trusting the spirit instead of roleplaying out a whole process of testing the spirit or any such utilitarian scene. For the rest of the session, every now and then the spirit rattles the sword, to draw attention to itself or to try to communicate. In the next session, the rune finally pays off. As the group is approaching a bandit camp through the woods, the sword rattles and then is still. The spirit has left it. Soon the PCs hear unearthly moans coming through the trees ahead, and when they investigate they find a Thanatari Doom Master and her mob of zombies that had been waiting in ambush. Only now the invisible spirit is provoking

the zombies to moan and lash about in agitation. The group now gets the drop on the Thanatari rather than the other way around. After the battle, they never find the spirit again.

As a complication, the spirit has a dark side. Maybe it slips out at night to torment people in nightmares. The rebel unwittingly brings the spirit with him wherever he goes, endangering people around him. Does he care? If not, *someone* is going to.

ᚩ Stasis

Stasis is one of those runes whose narrative applications are a matter of perspective. Here are two examples of player narrating ᚩ Stasis runes.

Example 1: On the Hero Plane, the PCs have defeated a great, subterranean serpent, and now it is making its escape, twisting down trackless tunnels into the depths. Sophie's character has a random ᚩ Stasis rune attuned. When the GM asks whether anyone has any way to prevent the serpent from escaping, Sophie narrates the rune. "As we all know, movement is an illusion, and only stasis is true. It looks as though the serpent is getting away, but here on the Hero Plane a deeper truth is active. The serpent is here with us, always has been, and always will be. Just as we see the tip of its tail appear down a tunnel, the tip of its snout appears in another tunnel, and here comes that serpent right back into the chamber with us." While half the players and characters are scratching their heads, trying not to think about this too hard, the serpent loses its head.

If this use of the ᚩ Stasis rune generates a complication, the GM might just turn Sophie's argument back around on the PCs at an inopportune moment later in the heroquest. Preferably when they're certain they have escaped from a situation and face-palm as they find themselves back where they started.

Example 2: Unlike Sophie's character, Daffi's volcano-god worshiping spearman Pyrakas has the ᚩ Stasis rune as his personal rune. Pyrakas is chief bodyguard for Queen Samastina of Esrolia. She is an adventurous queen, fond of making social and personal changes that startle and confound Pyrakas, but never overcome his devotion and duty.

Today Samastina and the adventurers are careening through the Smoking Ruins, searching for Samastina's stolen crown, a matter of some urgency. The GM brings everyone to a dismayed halt by describing some gaily painted tents in a cleared out square, pennants shifting in the breeze, jugglers and musicians and a few 'interesting' looking people browsing fruit carts and cake tables.

"Oh my god, it's the Puppeteer Troupe," says the player of the berserker, entirely out of character.

"No, no it isn't," says Daffi. "It's a minor illusion, it's like they're setting up their tents, by sending an illusion first. But they're not here yet. I'm narrating my ᚩ Stasis rune, okay! And I'm telling you they're not here yet. It just didn't happen. They planned to be here! They were supposed to be here. But they didn't make it. They just had too much fun last night at the Falling Ruins or over in the Big Rubble or wherever they were, and when it came time to really do the full magic and get the show moved, they didn't do it. So that's an illusion. A big nothing. We can see it wavering and repeating itself. It's not really finished. And if we turn around and walk away now, that's all it is. They may not show up for another week now that they missed the ∴ Illusion timing."

"You realize that you're just delaying the inevitable," says the GM, who knows that Daffi is avoiding interesting events but sticking close to Pyrakas' core values of serving his queen.

"We've got a crown to find and we don't have time to go chasing any red donkeys," says Daffi, who has, of course, read the entire rulebook, including the write-up of the Puppeteer Troupe on page 303.

"Okay, okay, a one-time deal: have fun by not having fun. See if I care. Now you'll need to have a REAL battle to get yourself out of here, fine by me, fine! But seriously, Daffi, when the Puppeteer Troupe do show up, they're coming for *you*. Roll that complication die. If you get a 1–5, well, I'm not even going to tell you yet."

And then the GM rummages through the Chaos monster stats, because when a fun Puppeteer show is canceled, there are consequences.

Daffi is fine with this, of course, and since he recognizes the sound of the GM rummaging for monsters, as the group turns from the illusion, Pyrakas unslings his badass magical spear, Firespitter, and tells the rest of the group, "Watch out now. There'll be monsters sniffing around the show, hoping for someone brought in by the tents."

ᛉ Truth

Analytical preface: Truth is a valuable commodity in roleplaying games. As discussed in a couple examples of One Unique Things on page 34 of the *13th Age* core rulebook, we usually discourage *uniques* that give characters too much access to the truth. But ᛉ Truth narrations are different. All rune narrations offer a chance for players to add to the story. It's a limited chance, a moment rather than an ongoing ability, in which a player says "this is how it is" and the GM figures out how that could be true. Players who mock ᛉ Truth rune narrations by attempting to create absurd stories that have no place in the game should probably be laughed off as temporary-tricksters and ignored.

Here are two examples of ᛉ Truth narrations, each with notes on how these versions of ᛉ Truth might be intersecting with the GM's plans or other characters.

Example 1: Late at night, a Humakti is walking back to an inn after failing to find the traitor who released disease spirits into the town's granary. Where roleplaying and skill checks have more or less failed (failing a bit too sideways into subplots instead of forwards!), the Humakti's player, Genevieve, decides to narrate the ᛉ Truth rune she has attuned to move the story onward. Genevieve narrates a bit of backstory, all without her sword of Humakt player character knowing that the ᛉ Truth rune has been activated. The player narrates that someone in town has been watching the Humakti, someone tormented by the memory of his own father, who long ago betrayed a blood oath and was killed by a Sword of Humakt. The memory of that righteous slaying works on

the man's conscience, and he comes out of the shadows to tell the Humakti what he knows about the disease spirits.

If there turns out to be a complication, the story that the villager tells turns out to be a few boatloads of Chaos more terrible than what Genevieve had in mind—this is one Truth-telling that is going to have far-reaching consequences that may pit the PCs against NPCs they had thought they could rely on.

For a twist in our story, imagine for a moment that Genevieve had to miss that session, and her friend Jimmy played her Humakti as a stand-in. Jimmy is not Humakti material, but rather more of an Eurmal-type. Jimmy decides to pick on the group's rogue, a duck with a shady past, narrating the ᛉ Truth rune to say that there are worms falling from the duck PC's pouch on the walk back from the granary! Chaotic worms! The duck is the traitor!

The GM says "Whoa, whoa, you don't get to muck with other people's characters when you are narrating a rune. Do you want any of this to be true?" says the GM, asking the duck's player.

"Well, okay. I've got some worms from the granary in my pouch and I guess they're worse than I thought if they're eating through the pouch. I'm taking them because I think they're from undead. I need to ask my shaman friend, Purefeathers. And skipping ahead, yeah, let's say they're going to turn out to be from undead. So the reason we haven't found a saboteur is that it's probably undead doing something like digging in from the sides somewhere. This sounds like a job for the Humakti to handle now that she knows. Humakti hate undead, Jimmy, so I'm feeding you your worst enemy."

Example 2: Michael has ported his longtime homebrew Glorantha character, Taronar Aronilsson, into *13th Age Glorantha*. Taronar is a Lhankor Mhy sword sage with an emphasis on the sage rather than the sword. Harkening back to Taronar's first appearances, in games where only Michael knew anything about Glorantha, Taronar's One Unique Thing is that he is a living Jonstown Compendium: his head is often floating in clouds of knowledge and he utters long and unpredictable statements about the world, sometimes relevant to the group's needs. This is particularly likely when he narrates a ᛉ Truth rune.

In today's game, the GM is explaining that Lunar heroquesters have reached an Orlanth quest's stepping-off point ahead of the PCs and may have completed signification portions of the quest already, putting the PCs at a disadvantage.

Michael pipes up, raising his hand and then speaking in Taronar's voice. "This would seem to have been the case. But according to a slim tome none of you care enough to hear named, which sits behind the deputy ink-maker's desk on the fourth stack of the third shelf in Nochet City, all who seek to communicate with their fellow questers while in this portion of Orlanth Adventurous' myths must maintain a steady and semi-ritualized application of fine *kafl*, smoothing the Air and allowing speech with fellow questers. The Lunars, I am certain, do not have access to copies of this pamphlet, and have no doubt embarked upon this quest without smoking. I, on the other hand, have brought several fine pipes, and more than enough ritually prepared *kafl*, and while the rest of you are swinging your swords and slashing toward victory, I will keep the pipes stoked and moving. We will no doubt find the Lunars lost and attempting to argue about their next steps somewhere in the midpoint of this adventure, adrift in a hostile realm that we will make lethally hostile for them, or I am not Taronar Truth-Teller."

With a complication, Taronar will turn out to know less about *kafl* than he does about myths! Whatever he's packing into the pipes works fine for communication but has unpredictable side effects.

᚛ Water

On a heroquest, the group has to sneak past a giant, fanged toad that guards the gate into a Fortress of Pain. They've been warned that the toad has gotten tougher to sneak past and tougher to fight, so they're trying to figure out the best approach. While they are discussing plans, one player narrates their ᚛ Water rune. A fog slowly drifts in, at first hardly noticeable, but then thicker and thicker. Soon the fog is so thick that the group thinks they have a good chance to get past the toad, and they do.

If there turns out to be a complication, the introduction of unexpected ᚛ Water power into the heroquest is going to have rippling consequences throughout the myth, not all of them in the PC's favor.

Runic Associations

What follows is not an exhaustive list of runic associations, but it should provide seeds and sparks for stories that make sense to you. We're aware that runic information is showing up in several different parts of the book. We're kind of okay with that, given the importance of the runes and the multiple ways they can influence your game.

Some of the elements in the table below aren't entirely explained in this book but will be familiar to longtime Glorantha fans.

Runic Associations

d20	Rune	Associated concepts, deeds, and forces.	Associated creatures and people	Common results of runic activity
1	Air	Violent change, disruption, pressure, rebellion, weather, the Middle Air, wind, storm, rain, breath, passion.	Wind children, Orlanthi, Uroxi, orators and other speakers, mammals, sylphs (elementals) Air Tribe members.	Things are different. Enemies have been driven off.
2	Beast	Bestial ferocity, instincts, might, tenacity, durability; or perhaps Yinkin-style: speed, elusiveness, aggression, lustiness.	All animals, Uroxi, Telmori wolfrunners, Tuskers, hunters, beastmen (minotaurs, centaurs, etc.).	There was a struggle.
3	Chaos	Insanity, degeneracy, destruction, hatred of creation, obliteration, perversion.	Player characters don't hold on to Chaos runes. But if you roll 'em, Chaos is empowered.	Good things have been perverted into horrors.
4	Darkness	Stealth, secrets, stillness, comfort, cold, loss, underworld, the unconscious.	Trolls, shades (elementals), Kitori (humans associated with Darkness), dehori (spirits), insects, spiders, the Underworld.	Things are quiet. Threats have been stilled or potential has been eaten. Something is missing or lost, probably forever.
5	Death	Death, separation, severing, ending, lack, want, loss, war.	Warriors, funerary rites, killers, Humakti, durulz.	A connection is broken. Something, perhaps a life, is over.
6	Disorder	Breakdown, misstep, failure or omission; physical, social, magical or moral. Lies, treachery, sin, corruption, poison, crime, old age, bastards, adultery.	Criminals, outcasts, tricksters, giants, dissidents and malcontents.	Something went wrong.
7	Dragonewt	Mysticism, transcendence, transformation, cosmic union, eternal vision.	Dragonewts, mystics of draconic wisdom, some earthshakers (dinosaurs), wyverns, wyrms, dragons.	You feel like you're about to finally hear the punchline to the Cosmic Dragon's joke.
8	Earth	Healing, agriculture, connection, rest, fertility, strength, solidity, rejuvenation, the terrestrial world, physical things, pragmatism, precious gems.	Ernaldans, Maran Gor, Babeester Gor, pigs, snakes, dwarves, elves, some earthshakers (dinosaurs), farmers, miners, gnomes (elementals).	Things are whole. The fragile has been shrugged off.
9	Fire/Sky	Vision, sky, stars, sun, light, purity, oversight, purgation, fire, incineration, volcanoes.	Yelmalions, Elmali, salamanders (elementals).	Things are clear. The obstacles have been burned away. Proper rulership established.
10	Harmony	Healing, cooperation, song and dance, togetherness, forgiveness, unity, sharing, friendship.	Healers, families, priestesses.	People are together.

d20	Rune	Associated concepts, deeds, and forces.	Associated creatures and people	Common results of runic activity
11	∴ Illusion	Falsehood, deceit, trickery, mockery, perjury, mimicry, caricature, performance.	Thieves, grifters, actors, performers, charlatans, lunatics, and Eurmali.	It's not what you thought.
12	ᛝ Life	Growth, birth, fecundity, plenty, sex, love, combination, pregnancy, potentiality, food, seeds.	Mothers, healers.	There's something new.
13	⅄ Man	Mortality, life stages, life transitions, mortal beings, communities.	Humans, elders, shamans, anyone embodying a temporary archetypal role (bride, levy soldier, initiate, juror, sacrifice, etc.).	Someone is making a transition.
14	⊕ Moon	Illusions, cycles, balance, paradox, illumination, inspiration, madness.	Lunars, lunatics, lunes (elementals).	You can see things in a new way. Opposites are reconciled.
15	ᘐ Movement	Change, conflict, escape, speed, impulsiveness, dynamism, variety.	Shadow cats, riders, migrants far from home, traveling merchants, sailors.	Things are rearranged.
16	ᛘ Plant	All plant life (be it nurturing, sheltering, intoxicating, or poisonous), aldryami.	Farmers, elves, herbalists.	Growth could not be stopped.
17	ᛟ Spirit	Discorporate beings, ghosts, spirits.	Shamans, spirits, curses and blessings.	The place looks and feels spooky.
18	⏢ Stasis	Permanence, immobility, endurance, survival, completion.	Traditionalists, stone workers, dwarves.	Things are in place.
19	ᛉ Truth	Treachery and other secrets revealed, knowledge revealed or recovered, promises, oaths, treaties, punishment (not vengeance), written word.	Scholars, Lhankor Mhy sages, seers, officials.	You all know, and you know that you know.
20	≋ Water	Drowning, flooding, deluge, seepage, life-giving rain, sheltering mist.	Fishers, sailors, river boatmen, newtlings, undines (elementals), mermen.	Something's moved "downstream." Opponents have been overwhelmed.
?*	ᛤ Eternal Battle*	Chaos killers, never-ending battle, things getting broken, bellowing, lethal drunkenness, an actual place in the Wastelands no one but Storm Bulls can survive.	Storm Bull berserkers, nomads, Chaos killers.	The wreckage is unusually broken, but at least it's been cleansed of Chaos.

* Eternal Battle is the Storm Bull rune that gets swapped into a slot generally occupied by another rune. See page 39.

COMBAT RULES

This section compiles most of the new rules that are part of Gloranthan battles. There are a few other new rules for combat with ᛘ Chaos monsters and ☋ Moon enemies, but those rules live in *Chapter 5: Enemies* in the sections on Chaos and the Lunars.

Battle Healing

Healing classes aren't plentiful in Glorantha and healing potions don't exist. But powerful Gloranthan heroes have innate battle magic that helps them help each other, which means it's good to have allies!

Every PC-level hero in Glorantha is attuned to the sources of magic power in a way that standard fantasy RPG characters are not. The PCs achieve their personal power not just through the mundane expedients of careful practice and expert equipment but also through esoteric means, such as meditating on secret mantras or chanting spirit songs every day at dawn. "Magic" is something everybody does, from prayers said over your weapons while you sharpen them to the spiritually proper order in which to add ingredients to a stew.

Mostly, this sort of magic is subsumed in the character's statistics and powers. The mighty things they do, maybe even their high ability scores, are made possible by the magic they undertake on a regular basis.

Battle Healing Rule

One power not covered by the standard rules is magical healing. By default, Gloranthan characters have some modest magical ability to help their allies rebound when beaten down.

Heal an Ally: As a standard action, a character can touch an ally next to them who is at 0 hp or below, call on their own magical power, and allow the ally to heal using a recovery. The player performing the impromptu battle healing also rolls a normal save (11+). If they succeed, the ally gains an additional 4 hp (champion: 10 hp; epic: 25 hp). If the save is a natural even roll, the character who performed battle healing can use battle healing again later in that battle. If the save was a natural odd roll (yes, even if it succeeded), that character can't use battle healing again until they've taken a quick rest.

A few characters have slightly different effects when they use battle healing. If you're not a worshiper of one of the ✝ Death rune gods (chiefly Humakt and Zorak Zoran, but there are others) or ⧗ Life rune gods (Ernalda foremost), don't worry about it.

Humakt & Zorak Zoran: If a devotee of one of these Death rune gods is using battle healing on *you*, *you're* the one who has to worry a little! When a devotee of these bloody-minded gods fails the battle healing save, the ally they healed *takes* 4 damage after they've healed using their recovery (champion: 10 damage; epic: 25 damage).

Ernalda: When you roll a natural 16+ with the save, your ally heals twice the additional hit points instead. (Doing the math for you, that's normally 8 additional hp at adventurer tier, 20 hp at champion tier, and 50 hp at epic tier.)

Daily, Once a Day

Playtest reports indicated that some players new to the *13th Age* system have difficulty tracking our use of the word 'daily.' For play balance, we use the game term daily to mean once a full heal-up, and the PCs get a full heal-up when they've fought four battles. Harder battles can speed that up, weaker battles slow it down. So don't confuse our use of the word daily in spells and powers with the days of the calendar.

Damage Types

For the most part, *13th Age Glorantha* uses the damage types as listed on page 160 of the *13th Age* core rulebook. To better model Gloranthan reality, we're subtracting one damage type (holy) and adding another (moon). Here's the full list, annotated for Glorantha.

Acid: ᛘ Chaos monsters are the most likely sources of acid damage. Since acid is all about eating things, and so are trolls, you can find some acid in the ● Darkness and ᛟ Spirit spells associated with the hell mother class.

Cold: Cold damage pops up here and there. Its rune associations are strongest with ● Darkness, but storm voices devoted to ᛜ Air and others channeling the terrible winds of the Storm Age also use it.

Fire: Strongly associated with the ☉ Fire/Sky rune, Emperor Yelm, and his children. Sometimes co-opted by the Lunar Empire.

Force: Rarely used by the worshipers of the gods we're dealing with. More familiar among the monotheists of Glorantha's West, who both call themselves wizards and have wizards among them.

Holy (NOT IN GLORANTHA): If you're bringing a *13th Age* character who ordinarily uses holy energy into the game, convert that to something that makes sense or just treat it as magical damage. Gloranthan undead aren't vulnerable to holy energy.

Lightning: Strongly associated with the magic of the ᛜ Air pantheon.

Moon: This is usually radiant red energy associated with the Red Moon. It's not necessarily Chaotic, but it's not what most of the world considers pure. Rarely, moon damage is associated with the elusive Blue Moon instead of the ubiquitous Red ☋ Moon.

Negative energy: As in the Dragon Empire, negative energy is strongly associated with undead. It's also sometimes involved with ᛟ Spirit magic, and doubtless shows up in ᛘ Chaos nests.



Poison: As in core *13th Age*. Not used much by our major pantheons, but more common among ▽ Beast, ☨ Plant, and ♉ Chaos worshipers.

Psychic: Many pantheons and runes screw with their enemies' minds.

Thunder: Like lightning, strongly associated with ☊ Air and the Orlanthi.

Flight Rules

Praise Orlanth, there are many moments when Gloranthan warriors take to the sky. These flight rules are exactly the same as the notes that appeared in *13 True Ways*. The intent is to keep flight simple.

Play flight exactly like other movement, but if there's space above them, you can fly over enemies you're not engaged with without allowing them to take opportunity attacks against you. You can be intercepted as you move, but only by other unengaged flyers that are already airborne.

We're also keeping engagement and disengagement rules the same when flyers make melee attacks against enemies on the ground. When a flyer makes a melee attack against a flying enemy, however, instead of engaging that creature, the flyer can choose to swoop past as part of the attack, but it takes a –2 attack penalty.

If your flight ends before you land or are grabbing onto something, you'll fall and probably take damage (see the impromptu damage tables in the core *13th Age* rulebook, page 186).

Grabbed & Grabbing

The grabbed rules on page 172 of the *13th Age* core rulebook turned out to be neither simple nor really how we wanted to play. We're taking this chance to update you with the rules we actually use at our table. Ignore the earlier rules, except for the notes on avoiding using grabs and on puny grabs that PCs might use, and play with what's below.

When a monster that is grabbing you starts its turn, it deals automatic damage to you as a free action. The automatic damage is equal to half the normal damage that it deals with the attack that damaged you. For example, the famished Crimson Bat's *maw that consumes armies* attack deals 180 damage, so the automatic damage when it has someone grabbed is 90 damage.

This automatic damage is in addition to the monster's normal actions and attacks.

When you are grabbed you are engaged with the creature grabbing you and you can't move away unless you teleport, somehow pop free, or successfully disengage.

If you are smaller than the creature that is grabbing you, it can move and carry you along no problem. If you are the same size or larger, the creature grabbing you has to let go of you if it wants to move.

Use your judgment to decide whether a given monster can grab more than one enemy at a time. The Crimson Bat's *maw* attack obviously can. An assassin beetle (ankheg from *13th Age*) equally obviously shouldn't be able to grab more than one target at a time. If it seems like a 50/50 judgement call, make it a 50/50 die roll!

That's all. Obviously you want to get away when a monster has grabbed you, and the usual way you manage that is trying to disengage. But you can also just fight back and hope to drop the enemy before their automatic damage drops you. Using a ranged attack when grabbed isn't fun because you're probably going to take an opportunity attack from being engaged, but that's just using the normal rules.

Interrupt Actions

Not many classes made use of interrupt actions in the core rules so it's worth repeating and clarifying the rule from page 162 of the core rulebook here: You can use one interrupt action when it's not your turn. When you do, you can't use another one until the end of your next turn. It's also worth clarifying that you can't use an interrupt action at the start of a battle until after your first turn in initiative has come up.

Mounted Combat

We're not including mounted combat rules in this book. It wasn't in our original plans and Orlanth knows we need to slim down somewhere. But while this book was in its art production



stage, Pelgrane Press published Rob's *Mounted Combat* article as a PDF. The issue includes material for 13G as well as the core *13th Age* setting, with mount mechanics for horses, warhorses, a variety of Praxian riding beasts, wolves, and even a giant spider and giant bug that might be perfect for trolls.

Stacking Rules

We normally avoid reprinting the *13th Age* rules in this book, but a significant number of the playtest questions we received indicated that players had not noticed the stacking rules for bonuses and powers that appear on page 161 of the core *13th Age* rulebook. We're going to reprint them here, updated with terms and examples from 13G.

In general, bonuses and effects stack with each other. The exceptions are as follows . . .

Magic item bonuses (and heroquest gift bonuses) don't stack: If you have one heroquest gift that gives you +1 AC, another heroquest gift giving you +2 AC only provides you with the higher bonus: +2 AC.

Many condition penalties don't stack: As you'll see on page 172 of the *13th Age* core rulebook, conditions like dazed and weakened and stunned come with attack and defense penalties, but penalties to the same stat don't stack with each other. Just use the worst one.

Powers, spells, and abilities don't stack with themselves or with other game elements with the same name: This works for both PCs and monsters. As a PC, you can use multiple powers and spells that all happen to provide a bonus to AC, and they stack. But you can't stack the bonuses from two uses of a power, such as the MD bonus from the wind lord maneuver *I will not break*. Powers and spells that say they are cumulative are an exception: the troll warrior's Damaging Dance talent, for instance, can keep stacking up melee damage bonuses if you keep succeeding on its associated saves with natural odd rolls.

Summoning Spells

The general rules for summoned creatures that apply to all Gloranthan spellcasters are somewhat different than the summoning rules that appeared in *13 True Ways*. Since summoning rules weren't even in the core *13th Age* rulebook, we're going to print Gloranthan summoning rules in full.

Note that these new summoning rules are not meant to be used with the druid and necromancer class from *13 True Ways*. Those classes have powerful summoning but have strict limits on the number of summoning spells they can cast. Going forward we're using more nuanced controls on the power level of summoning spells. We're highlighting the spots in these new rules that are different than the original summoning rules in *13 True Ways* as a courtesy to players who want to easily spot how summoning in Glorantha is different than what they have already been doing.

The rules that follow are written using the singular word "creature." Most spells summon a single creature at a time, and it's convenient to use the singular, but the earth priestess and hell mother have spells that can summon multiple creatures at a time. We'll spell out odd cases where the rules are slightly different when you have multiple creatures summoned at the same time.

Standard action spells: Casting a summoning spell generally requires a standard action. The creature(s) you summon appears next to you, though feats or powers might enable you to summon it nearby instead.

Four types (CHANGED): There are four types of summoned creature. Unless otherwise indicated, these rules apply to all four types. The four types are:

- *Superior* creatures that take their turns like any other creature.
- *Ordinary* creatures that fight better when controlled, but remain in the battle even if their summoner ignores them.
- *Independent* creatures that take their turns randomly, but usually to their summoner's advantage.
- *Minor* creatures that must be controlled by the summoner or else they vanish from the battlefield.

Duration & death damage (CHANGED): A summoned creature fights for you until the end of the battle, until it is dismissed, or until it drops to 0 hit points. At 0 hp, summoned creatures are slain and removed from the battle. Except for minor creatures, when a summoned non-mook creature is slain, deal psychic damage equal to the creature's level to the summoner. For summoned mooks, only deal that damage to the summoner when the last mook of the mob drops to 0 hp.

Note that not all summoned creatures are affected by their summoner dropping to 0 hit points or below! Superior and independent creatures keep fighting normally. Ordinary creatures stay in the fight, but won't be under control and might not be much use. Minor creatures disappear from the battlefield when you don't control them on your turn, so if you want to keep a minor creature around, you'll need healing quickly.

Minor creature hit point cost: Instead of costing the summoner hit points when dropped to 0 hit points, minor creatures cost the summoner hit points when they are summoned. This damage can never drop you to 0 hit points; if it would, you instead go down to 1 hit point remaining. The number of hit points required depends on the level of the minor creature you've summoned. (If you don't want to roll for damage against yourself with your lucky dice, the trickster or the GM will be happy to help.)

1st level minor creature	1d6 damage.
3rd level minor creature	2d6 damage.
5th level minor creature	3d6 damage.
7th level minor creature	4d6 damage.
9th level minor creature	5d6 damage.

Action economy (CHANGED): The differences between the four types of summoned creatures hinge on how active and self-directed they are.

The turn you summon them, all four types of creature take their turn directly after the summoner's turn in initiative order. The summoned creature continues to take its turn immediately after you (even if your initiative order changes) until the end of the battle.

Simpler timing (NEW): Having summoned creatures take their turn immediately after their summoner is the mechanically correct way to handle the timing. But in practice, we notice that hardly anyone wants to play that way. Most players want to mix their summoned creature's actions in during their character's turn. If you want to fudge the timing and allow this, it's almost always fine. So our simpler rule is that you can mix the actions together if you want, but if the GM decides it's confusing or the rules are starting to have conflicts, the GM can enforce the 'proper' turn order.

Superior creatures' actions: During its turn, a superior creature can act like any other creature, taking a standard, move, and quick action. The druidic and necromantic summoning in *13 True Ways* summoned creatures that we would now refer to as superior summonings. Earth priestess, storm voice, and hell mother summoning? Not so much.

Ordinary creatures' actions: An ordinary summoned creature only takes a standard, move, and quick action on its turn if its summoner used a standard action on their own turn to summon or control the lesser creature. If the summoner did not use a standard action to summon or control the creature, the summoner will roll a d6 on the creature's Default Action Table to find out what the options are for the lesser creature's turn. The default tables vary between creatures, but the general pattern is that rolling low gets you little or no effect and rolling high gets you closer to the summoned creature taking a full turn.

The wording for when an ordinary summoned creature can take a full turn is carefully set up to allow it to take all three actions the turn it is summoned. On the other hand, if you have two ordinary summoned creatures in play at the same time, each requires a different standard action to control. The rare spells that summon mobs of mooks are the exception: consider the entire mob to be a single creature; one standard action controls the entire mob.

Ordinary summoned creatures can intercept if their summoner used a standard action to summon or control the creature on their last turn. If the summoned creature rolled on its default action table on its last turn, it can't intercept.

For the record, the corner case in which a summoner is hampered prevents them from using their standard action to control their summoned creature, just as it prevents them from casting a new summoning spell.

Earth priestesses and hell mothers generally summon ordinary summoned creatures, at least with their summoning spells that count for something.

Independent creature's actions: Storm voices don't have as many summoning spells, but their spells generally summon independent creatures that don't require further actions to control. Independent creatures can't be controlled much at all—they always roll a die on an action table that's part of that independent creature's stat block and act accordingly. An independent creature that made an attack on its last turn can intercept. An independent creature that failed to make an attack on its previous turn can't intercept.

GAMEMASTER

Summoned creatures are not the same as real creatures. They're 'halfway there.' Even superior summoned creatures are only partly real, partly magical. Their abilities don't always match the capabilities of the creatures that the adventurers encounter *for real*. Sometimes this is reflected in a summoned creature's attacks or abilities. It's most often reflected in a summoned creature's hit points. No matter how you slice it, the stats for summoned creatures are not meant to be used as stats for standard monsters. The math for fighting PCs and monsters is different and what works for one won't work properly for the other.

Minor creature's actions: If you already have a minor creature summoned and don't use a standard action to control it, remove the minor creature from play at the end of your turn, before it gets to take its turn after your turn in the initiative order. If you do use your standard action to control the minor creature, it gets a full three complement of standard/move/quick action, like any other summoned creature.

Dismissal (CHANGED): A summoner who wants to avoid taking damage later when their summoned creature is slain can dismiss their own summoned creature as a quick action. It doesn't make any sense to dismiss a minor creature for this reason, but there is a good reason to use dismissal on one of your minor creatures: to allow you to summon another minor creature (see the end of the next section).

Multiple summoning spells at the same time (CHANGED): Druids and necromancers can only have one summoning spell active at a time, mostly because their superior creatures are powerful and time-consuming at the table because they don't use up the caster's actions. Most of the summoning spells for other classes, including the classes in *13th Age Glorantha*, don't have this one-at-a-time limitation, mostly because the creatures being summoned have to be controlled with the summoner's own actions to be fully effective.

The exception is that you cannot summon a minor creature while you have another summoned creature in play. If you already have a summoned creature and want to summon a minor creature, use a quick action and dismiss your first creature.

Summoning a non-minor creature while you have a minor creature in play is slightly different. You can do it, but that generally means you won't have used a standard action to control your minor creature, so it's going to go poof at the end of your turn anyway. But maybe that's all the time you need. And if you get an extra standard action on your turn and use it to control the minor creature to keep them both around for a turn, well, all power to you.

Hit points: Each summoned creature stat block indicates its base hit points. Starting hit points for summoned

creatures are nearly always lower than hit points for non-summoned versions of the same creature. Some class feats might increase the hit points of summoned creatures.

Attack bonuses (CHANGED RECENTLY): Summoned creatures use the default bonuses of their summoner's striking heroquest gift, if any. In other words, if you have a +1 attack and damage bonus from an adventurer-tier striking gift, so do any creatures you summon. (For long-time playtesters, yes, we changed this toward the end of the process, recognizing that at higher levels, summoned creatures were not functioning as offensive threats.)

The same logic applies to the default attack and damage bonuses for magic items, either from the core *13th Age* rulebook or that get introduced later in *13th Age Glorantha*.

Defense bonuses (CHANGED RECENTLY): Similarly, summoned creatures use the default bonuses of their summoner's armor, body, and mind heroquest gifts, if any. In other words, default bonuses to AC, PD, and MD from heroquest gifts (and magic items!) also apply to your summoned creatures.

As with the attack bonuses covered above, this only applies to default bonuses. Bonuses and abilities that come along with a gift or item that are not default bonuses only apply to summoned creatures if they specify that. At present, not many do.

Escalation die (CHANGED RECENTLY): Summoned creatures use the escalation die. There are creatures summoned by the druid and necromancer that don't, but all creatures summoned by new classes in *13th Age Glorantha* use the escalation die as if they were the player character who summoned them.

Allies? (CHANGED after the* Summoning Spells *article): Summoned creatures generally count as your allies, but you can choose to treat them as non-allies when that's better for you. For example, when a monster's attack chooses one of its random enemies, it's good for you to have your summoned creature count as an ally of yours and an enemy of the monster. But take the case of the rebel's 9th level power, *OK. Teamwork. OK*. Odds are the rebel PC in your group doesn't want to have to include your summoned creature as one of the random allies that might get a standard action from their effort at teamwork, so they can choose to ignore your summoned creature as an ally.

A corollary to this is that if PCs have spells or effects that count the *number* of allies, count all creatures summoned by a single PC as a single additional ally. This isn't a hugely important rule, but if it comes up in some weird corner cases, it's sitting here in case the GM wants to prevent tacky abuses.

No recoveries, bad healing (CHANGED): Summoned creatures don't have recoveries. If you cast a healing spell on a summoned creature that requires the use of a recovery, the summoned creature heals hit points equal to your level. If you use an effect that would heal a summoned creature without using a recovery, the summoned creature only heals half the normal hit points of the effect.

This problem doesn't apply to a summoned creature's own ability that lets it heal a bit, like the spirit of Voria summoned by the earth priestess. Such innate abilities work fine.

For simplicity's sake, we're using this rule for all summoned creatures, even undead summoned by the necromancer from *13 True Ways* or the Zorak Zoran deathlord.

Temporary hit points, on the other hand, still work normally for summoned creatures.

No nastier specials: If a creature you're summoning sometimes has nastier specials when it appears as a monster, that's not the version of the creature you're summoning … unless you create a story with the GM explaining why this *one* time you have managed to summon the powerful version of the creature that has the nastier special.

Spell or creature?: When a summoning spell is cast, it's definitely a spell. After casting the spell, a summoned creature is a creature, though if the GM is feeling puckish they might allow effects that generally only interact with spells to interact with a summoned creature. That seems dicey, but it's possible.

ADVENTURING RULES

Here are a few new rules to tweak the gear and adventuring rules from chapters 2 and 6 of the core rulebook towards rules that do a better job of representing Glorantha. The first section is on Gloranthan gear, the second is on Heroic returns from death, and the third is on incremental advance.

For more GM advice see the *13th Age Game Master's Screen and Reference Book*. The sections on montages and incorporating terrain into battles seem like the most useful bits for running games in Glorantha.

Gear

Gloranthan gear is subtly different than gear in other fantasy worlds. For starters, all Gloranthan metal comes from the bones of dead gods! Most Gloranthan weapons and armor, at least the stuff that humans use, are made of a metal that Gloranthans call bronze. Rather than making up new rules for a new world metal, we're going to use all our standard rules for Gloranthan bronze weapons and armor.

Armor in Glorantha

Using the definitions established for types of armor used in the *13th Age* core rulebook, hardly anyone wears heavy armor in Glorantha! Glorantha is a Bronze Age world. The Orlanthi aren't making heavy chainmail, much less plate armor, out of bronze. Animal hides, metal plates, leathers, these are the standard Gloranthan armors. Using the terms we established in *13th Age*, they would all qualify as light armor.

Luckily our focus isn't on simulating how armor works. Our game's separate worlds don't have to pay attention to each other's definitions. *13th Age* classes cross over well when we maintain the game's distinctions between light armor and heavy armor without worrying about simulating true armor types.

No Crossbows

Gloranthan ranged weapons aren't usually as advanced as the medieval weapons of most fantasy games. Gloranthan bows are shortbows and stronger bows that we might as well call longbows, but not crossbows.

Yes, there are cultures in Glorantha that use crossbows, but we're not focused on the Mostali dwarves or the Malkioni Westerners. If a crossbow wanders into your game, assume that all the characters we're talking about have at least a –2 attack penalty with it, even if someone weird shows them how to use it.

Dragon Empire: If you're using the Gloranthan classes in a Dragon Empire game, feel free to let them use crossbows as well as the class they were based on.

And About those Longbows

The Gloranthan characters we're dealing with in this book probably don't use longbows in the sense that our Dragon Empire characters and English yeomen use longbows. But the system works better with a couple different bows and the composite bows actually used in Glorantha might amount to something similar to a longbow.

Also, we don't think it's important enough to care. So we're sticking with the word "longbow" in the class weapon descriptions. If you have other more Gloranthan ideas, substitute your terms freely.

Iron Is Strong

One of the tropes we've inherited from the long history of Gloranthan roleplaying is that iron weapons and armor are superior to bronze weapons. Iron arsenals were originally the creation of Glorantha's dwarves, the Mostali, seeking a stronger weapon in their incessant wars with the trolls and elves. Unlike more esoteric dwarven creations, iron armaments were easy enough for humans to copy, so much so that few seriously skilled warriors lack iron gear if they want it. It's too rich for the general population, but heroes and adventurers are not the general population.

Since we're generally not interested in grappling with weapon minutiae, the rule that follows gives people who treasure iron's power something worthwhile to spend a feat on, while allowing others to ignore the question.

Anyone can pick up an iron sword or put on iron armor. (Well, anyone who isn't a sentient humanoid plant or a troll with ancestors from Hell!) But actually getting any real advantage out of using iron weapons and armor requires the Strength of Iron feat.

NPCs: Most NPCs, even if they're using iron armor or weapons, don't qualify as having the following feat and you don't have to worry about hitting a PC troll with iron's ongoing damage. On the other hand, important named NPCs could be assumed to have the feat while using iron weapons. Ignore the damage and hit point adjustments, but tick off the troll PC in the group by niggling at them with iron sickness when they're hit.

Uz and Aldryami can't wear iron armor or use iron weapons. If they're forced to for some reason, consider them weakened.

General Feat: Strength of Iron

Uz and Aldryami cannot take this feat.

Adventurer Feat: While wearing iron armor, increase your maximum hit points by an amount equal to your level.

Champion Feat: When you hit with an attack using an iron weapon, you gain a damage bonus equal to your level. When you hit a troll or an elf with an attack using an iron weapon, also deal ongoing damage to that troll or elf equal to your level. (Generally this feat only applies to melee weapons and magic thrown weapons that return to the thrower after being loosed, but not arrows. Very few Gloranthans are comfortable putting iron onto missile weapons and arrowheads that are likely to be harvested by their enemy after they've been fired.)

Other Runic Metals

We aren't attempting to model the way other games have handled iron and other metals in their game mechanics. If you've played in Glorantha often and are fond of the way that the different elemental pantheons have metals they can enchant to be as tough as bronze, feel free to use that as part of the story of your game. But it's not the type of effect we're adding to the crunch of our system. Compared to other F20 games, *13th Age* avoids mechanics that make certain monsters invulnerable to all but a few attacks. If you do opt to make different types of metal more significant in your game, use *resist damage* thresholds and *vulnerable* abilities instead of invoking invulnerabilities, but otherwise feel free to customize to match your players' expectations.

Treasure

Unlike *13th Age* and most other roleplaying games, *13th Age Glorantha* doesn't include a price list. Flip ahead to the character classes and you'll see that the class write-ups don't mention gold pieces, silver pieces, or any form of currency.

We touch on the coins that are used in Glorantha in the sidebar below. But before we introduce silver lunars and lead bolgs, we need to address what's already obvious: *13th Age Glorantha* is not about the money. Unlike most fantasy roleplaying games, it's not even entirely about the loot.

There are no magic swords for sale. There aren't even healing potions. The "treasures" that matter most are the blessings of the gods that may help the characters transform themselves into heroes. In the mythic world of Glorantha, where ancient powers come to life in the heroic deeds of the PCs, treasure mostly comes in the form of heroquest gifts. Less often, heroes acquire magic weapons or other items. Even these marvelous items are often recovered from the Hero Plane rather than forged in a wizard's laboratory.

Story, not economics: The PCs are likely to discover hoards of mundane treasure, such as coins, gems, jewelry, and more unusual valuables. Handle these finds with narration and story rather than with numbers. The heroes are presumed to have the connections and wherewithal to stay fed, clothed, and

GLORANTHAN COINS

So you know who's spending what, here's the write-up on coins used in Dragon Pass from *HeroQuest*.

The coinage of Glorantha is based on silver. While both gold and copper are used as coins, silver is by far the most common monetary metal. The Middle Sea Empire first introduced Silver coinage into Glorantha. The basic currency in Dragon Pass and Prax is a silver coin that weighs a little more than 1/8 ounce (4 grams). Called "Lunars" because most of the coins in circulation were minted by the Lunar Empire and stamped with the symbols of the Red Goddess. Before the Lunar Conquest, silver coins called "Guilders" were minted by the various city guilds in Sartar and Pavis. All of these coins are roughly equivalent in value. One cow is worth about 20 Lunars.

Gold was the first coinage of the world, brought to the people by the enigmatic Gold Wheel Dancers. In their honor, gold coins are still called Wheels. Gold, however, is scarce and very valuable. One golden Wheel equals 20 Lunars of silver. Gold is still mainly used as a means of settling debts between rulers rather than individuals.

The dwarves invented copper coins. As is usual with any innovation brought out by that most inventive race, humans shrink from acknowledging the contribution. The copper coin is called a Clack, or often just a Copper. It takes ten Clacks to equal one Lunar.

Bolgs are a troll unit of exchange. Argan Argar invented the bolg and it is the sole coinage used by that cult in paying trollkin mercenaries. The bolg is unique as a unit of money, for it is designed for use as a sling stone as well as handy cash.

1 Wheel = 20 Lunars
1 Lunar = 10 Clacks
1 Clack = 10 Bolgs

sheltered. No one tracks daily expenses, and to the extent that you worry about found treasure you should pay more attention to the stories being told than to anyone's "bank account."

Everyday finds: Presumably, the heroes are searching the bodies of their fallen enemies. They're checking for clues or something and just happen to pocket rings, coins, and other valuables. In the same way that no one tracks how much it costs to fix armor, replace boots, or buy food, no one tracks this minor source of cash. Assume that the heroes are finding and spending coins but that it's not worth detailing.

Substantial finds: Sometimes the heroes will come across something of special value, such as an exceptional article of jewelry or a fine piece of art. The fun here is that the PCs get to decide what to do with it. Do they donate it to a temple? If appropriate, do they sacrifice it in honor of a god? Maybe they gift it to a superior, which will call attention to their success and possibly help their social standing. Substantial finds are worth some amount of narration, but not too much.

Windfalls: Occasionally, the PCs will get a big windfall, such as the treasure hoard of a major villain. Such an event is a plot point of its own and worthy of some attention. What do the characters do with the windfall? Throw a big party? Give it to a leader to distribute among their lieutenants? Commission a new statue or renovate a damaged temple? As GM, you can frame the question by presenting a couple interesting options among NPCs who would know just the thing to spend that money on. Some players might want to make this decision based on how they can turn the windfall into practical advantage, and others will want to make this decision as a way to express who their characters are and how they engage with the world.

Death & Heroic Returns

The knowledge that death is not always permanent for the player characters is a major element of the stories that *13th Age Glorantha* has inherited from both its ancestral clans: F20 games and Glorantha.

D20-rolling fantasy games typically tackle player character returns via resurrection spells, occasionally complicating the matter with reincarnation spells that might bring you back in a different form than you were expecting. Not surprisingly, given our cultural expectations about resurrection, in F20 games these spells are usually associated with the classes that have the most to do with the powers of the divine. The *13th Age* core rulebook's implementation of the *resurrection* spell (page 100) sets some limits that aim at more compelling stories and an interesting game, but even so it's not all that different from other d20-rolling games.

Glorantha is permeated with divine power. The greatest heroes and demigod superheroes of Glorantha come back from death so regularly that the relevant questions are usually, "How long will it take them to fight their way out of the halls of death this time?" and "What will it cost them?" The moments when true heroes are fully slain are worth noting, and even then their souls have a way of being released from prisons years or centuries later.

No, our player characters aren't at the level of full Heroes. But they do have a chance of returning to life once or twice or thrice in their careers, even at the adventurer tier, and even though we don't have a *resurrection* spell in the book. (When Chalana Arroy healers arrive, the picture will change a little, but only a little.)

Returns are not immediate: Although it would be convenient for everyone if you could spring back to life immediately, that's not how it works. While your soul looks for a way out of the Underworld, your allies have time to worry over whether you are gone forever, and to mourn or pledge themselves to carry on your work. Even if you succeed with a heroic return, you won't come back from the Underworld until the next session or after a full heal-up, whichever comes first.



HEROES RETURN

Newcomers to Glorantha may not understand why the heroic return save is hard for lower level characters and progressively easier as characters gain power. The mechanic starts by modeling Gloranthan reality. The more power a hero acquires, the closer they come to gaining the ∞ Infinity rune that marks gods and Superheroes, the more the condition that mortals think of as "death" becomes a trick of the light, an illusion of circumstance, a temporary impediment. The souls of great Heroes endure with such great power that they force a path back into the mortal world.

The clearest expression of the phenomenon comes from the Humakti, the devotees of the god of † Death. Humakti despise resurrection and abhor undead. To the Humakti, dead is dead. But the Humakti have no problem when heroes return from apparent deaths. The Humakti understand † Death better than anyone and they're quite clear that the True Death isn't something you come back from, but great heroes don't experience True Death as easily as the little people.

Modeling the Gloranthan reality also provides game mechanics we're happy with. Death is close in the adventurer tier. At epic tier, when you, and the campaign, have even more invested in the character, there's a larger chance that you'll be able to return, at least once. And yes, it's chancy. The testimony of a hundred thousand dead gods says that † Death is always possible, even for those who mastered the ∞ Infinity rune.

If the end is death, the means don't matter: It ordinarily doesn't matter how you died, being hacked to death by broos is pretty much the same as being squashed by a Lunar meteorite or dying on a nomad's spear. There are two notable exceptions: horrible ♉ Chaos enemies like the Thanatari, who prevent all *resurrections* or heroic returns by taking heads; and complicated soul-imprisonments that are more long-term plotlines created by the GM than standard adventuring tropes.

Save the body?: Your allies have the chance to recover your body, assuming there is anything left to recover. It's not paramount that your body is recovered, because your body is truly dead. But maybe you had gear people want and it would be nice to make sure your body doesn't get turned into an undead or used against your allies. As you'll see, retrieving the body does help a little.

Dying on the Hero Plane: Heroquesting is dangerous, but it's easier to convince the mortal world that you're not *really* dead if you had already entered the Hero Plane on a heroquest! If you die on a 'normal' heroquest, you generally get a big bonus on your heroic return save (as covered below).

There are also heroquests where you're *expected* to die, in which case your return to the mortal world is part of the quest and doesn't require a heroic return. That type of intentional failure is built into the quest description, so it shouldn't come as a surprise.

On the other hand, there may be Death-related quests, or deep journeys into Chaos, that offer less chance or no chance for a heroic return. Again, those will be called out, so in general you can count on heroic returns being easier if you die while heroquesting.

Three Methods of Attempting a Heroic Return

There's more than one way to win a chance of escaping the afterlife back to the world of the living. Here are the three most likely methods. As you'll see, the three paths influence your heroic return save differently.

1) Narrating a rune and creating a story: Out of combat, preferably out of danger and resting, the surviving characters in the group need to take some action *and* use a rune that has a story connection to how the character might be able to return to life.

The most likely story is that one or more of your allies calls on a rune that has some connection with you to establish a link you can use to fight your way back to life. The obvious candidates are the runes you possess. There are stories possible with runes such as ⧗ Life, † Death, ● Darkness, ᔓ Movement, □ Earth, and so on, and each story could end up in a different style of return.

As usual, narrating a rune means that you also roll for complications. We'll address what might happen with complications below in the section about successful heroic returns. A complication when the heroic return outright fails kind of explains itself.

2) No rune, big cost, harder story: Narrating a rune isn't the only route. As a negotiated story between GM and players, there are other routes to connecting to a friend who is trying to climb their way out of the Underworld, but most all these routes involve sacrifice.

A living ally might sacrifice a heroquest gift they truly treasure, or swear a mighty oath that seems capable of causing their own death, or sacrifice a portion of their own power until some strange condition can be met.

3) No rune, no allies, you're on your own: If none of your allies narrate a rune without a complication, randomly choose between one of your three runes. That's the rune that gives you a chance to escape the Underworld.

The heroic return save: So the story is set up. Now it's time to attempt the heroic return save.

As an adventurer-tier character, you're going to need to succeed on a hard save, 16+.

As a champion-tier character, you'll need a normal save, 11+.

As an epic-tier character, you only need an easy save, 6+.

Heroic return modifiers: There are a few possible modifiers. On the plus side, if your friends managed to save your body and dispose of it with the proper funeral rites, you gain a +2 bonus to the save.

Again on the plus side, if your friends used a rune to try to search you out, instead of skipping the rune or forcing you to engineer your own escape, you get another +2 bonus.

The third possible bonus is that dying while on a heroquest generally gives you a +7 bonus on your heroic return save.

On the down side, for every time that you have succeeded with a heroic return save previously, you take a –5 penalty to the roll. In other words, a slain champion-tier character (11+) who'd already succeeded with a heroic return in adventurer-tier (–5) would need a 16+ to come back again.

Failure: If you fail the save, you're dead. Really, truly dead. Your spirit goes on to its place with your god, or if you are seriously unlucky, gets trapped by your enemies, which would explain why there was no coming back. You're gone. Start a new character.

Natural even failure*:* You're still dead. Really truly dead. But in one future battle point in this campaign, so long as there is one PC in the battle who knew you, you can use the *fight in spirit* rules as they appear on page 166 of the core rulebook to help your allies, except instead of a +2 or +1 bonus, you give a +5 and a +4 bonus. It's pretty much up to you whether the fight in spirit bonuses are in play because other PCs are being inspired by your memory or whether some part of your spirit is manifest in the wind, earth, or darkness.

Success: If you succeed with the heroic return save, your character returns to the mortal plane. But that sounds boring, and heroic returns are anything but boring. You're coming back from the Hero Plane having fought or talked or lucked your way out of the Underworld. This isn't your old body coming back, it's a new you, with your original soul (probably!). Any gear that was truly yours, part of who you are in the world, magically rejoins you soon after you return to life. Anyone who stole your gear off your dead body will find that its magic fades after you have returned in a new form.

Success bonuses: A successful heroic return is a big deal. It should be exciting for everyone, so consider giving everyone in the group an incremental advance, particularly if they can explain how the return has increased their powers or connection to the Hero Plane.

Returning changes you: If you're looking for a chance to push your player character in new or different directions, a heroic return is the time to make the change. Dying, harnessing the power to return, and finding or forcing your way back to the mortal world usually has personal or magical consequences. It's up to you whether the change is profound or minor.

If you're certain that your character didn't change at all while making a heroic return, that's possible. It's also probably notable. Perhaps even strange.

Heroic Return Examples

Here are some examples of how specific runes that were called on or involved with your heroic return might be reflected.

ᘓ ***Air:*** You drop out of a lightning bolt during a great storm. *Complication:* The storm also demolishes an area that was important to you or people you respect.

▽ ***Beast:*** You cut your way out of the belly of a great beast that the PCs were about to have to fight. *Complication:* That wasn't a beast the group was trying to fight. It was an Earthshaker sacred to Ernalda and her dread sister Maran Gor. But at least you're back.

● ***Darkness:*** You just show up in the night and you don't really remember how you escaped the Underworld. You slipped out and it forgot about you just as you forgot about it. *Complication:* Maybe the Underworld didn't entirely forget you. Maybe you're going to be replacing one of your usual runes with Darkness for a while.

□ ***Earth:*** You pull yourself out of the earth in a secret temple of Ernalda. *Complication:* Your return disrupted a hugely important ritual. Someone needs to set things right, and the priestesses are sure that person is you.

∴ ***Illusion:*** If you're the trickster, everyone hears banging and caterwauling, and heads out to where the animals are kept to find you stuck in the henhouse, where you claim to have been drunk and passed out while everyone else is pretty sure you were dead. If you're not the trickster, whoever that person who looked like you and died probably was a trickster, because you're actually fine, and have been getting things done while people thought you were dead. *Complications:* The world is not entirely fooled and you have to fight back creatures and emotions connected to your non-death to make this new reality stick.

☾ ***Moon:*** You are, of course, an enemy of the Moon, so the next time the Moon is in its Dying phase (that's once a week, so very soon), the Lunar demons that were fighting to keep you in hell weaken, you slay them and step out of the underworld into your home bearing a new heroquest gift. Victory! *Complication:* Well, maybe you're an enemy of the Moon and maybe you're not quite as much of an enemy as you were, given that you somehow return to the world when the Red Goddess is full.

And so on!

INCREMENTAL ADVANCE

We're adding one new option and one update to the rules for incremental advances presented on page 189 of the *13th Age* core rulebook.

Bonus rune attunement (new option): Once per level, you can attune a new rune. See the full rule for this incremental advance on page 50.

Power or spell (updated rule): This incremental advance can no longer be taken multiple times. You can choose a single new power or spell from your upcoming level once per level. We also recommend this change while playing core *13th Age*. It's not a huge issue, but it's a lot cleaner, and it's how we play these days.

HEROQUEST GIFTS

In Glorantha, permanent heroquest gifts largely take the place of magic items, providing a character with bonuses and special abilities. Heroes sometimes gain gifts on heroquests and sometimes on the mortal plane. Each gift is associated with a rune.

Acquiring Heroquest Gifts

There are two standard ways of acquiring a heroquest gift: gaining a gift from a successful heroquest and using an empowered rune.

Successful heroquesting: The somewhat predictable way of acquiring gifts is by succeeding on a heroquest, or in some cases failing! Some heroquests have special conditions that award specific heroquest gifts. Other heroquests use a quest score tracking system that awards gifts to successful questers based in part on how well the PCs have done on the quest (see the number of Heroquest Gifts Earned table on page 360 in *Chapter 7: Heroquests*).

As you'll see, a group of PCs usually earns about one gift per two members. Different heroquests offer different rewards, but there is a common pattern that counterbalances the luck inherent in rolling empowered runes: as a rule, one gift goes to the protagonist of the quest and, any others are divided up among other characters who survived the quest. Assign these extras to characters who the group believes was the most important part of their success OR the characters with the fewest heroquest gifts.

Empowered runes: The other common way to gain a heroquest gift is to use an empowered rune. When you randomly roll a rune that matches one of your runes, that rune is empowered. When you narrate it, you gain a permanent heroquest gift as well as the standard effect of the rune. If the rune is one that you have doubled up on, you gain two gifts instead of one. The gifts you acquire are generally from the same tier as you; at 1st through 4th level you're getting adventurer-tier gifts, and so on.

If you've earned a bonus rune while adventuring, its gets added to the three runes you started out with until it randomly turns up as an empowered rune and provides you with a heroquest gift! You lose the bonus rune after it has provided you with a heroquest gift, but the gift remains.

Timing of heroquest gifts: Generally, narrating an empowered rune gets you a heroquest gift soon afterwards. Part of the reason we're saying "soon afterward" is that we don't necessarily want the game to be forced to go on pause while you and the GM figure out which gift you're getting. So long as you know that you'll get the gift before not having it could become an issue, the idea is to keep the story rolling.

Sometimes the gift manifests as a direct consequence of the story you've narrated. Other times the GM elaborates side details that demonstrate how your character manifests or gains new power. Occasionally the GM might set a condition that will trigger the arrival of the gift: crossing



A HISTORY OF MY BLACK HORSE TROOP

The Hero Ethilrist of Muse Roost composed the first twelve volumes of his massive and pompous* A History of My Black Horse Troop *prior to the Hero Wars. The unfinished thirteenth volume, from which this fragment belongs, was written during the conflict. This section is believed to date from the mid-1640s.

Alesia was right. The world had changed, and not for the better. The war between the Red Moon and Argrath had raged on for over twenty years. Argrath conquered Saird, the Empire reconquered it, and then Argrath took it back yet again. My Black Horse Troop fought in each of those campaigns, as directed by the path of my soul.

Both Argrath and the Empire had changed as well. Argrath was now married to green-eyed Inkarne, as well as to Reaches All, and was called High King from Vanch to Esrolia. Like me, Argrath was a Hero who followed a path inscrutable to lesser mortals.

As a Hero, I was always welcome in Argrath's court, even though I fought against him more often than not. I rarely took up his hospitality, though not for the reasons others give. Harrek had been gone for more than a dozen years, and I of all men did not fear his return, for I had crawled back from the Underworld that time and could do it again if necessary.

to the Hero Plane on a heroquest, entering an ☐ Earth temple, defeating a ❦ Chaos foe—some further event that will make the story more interesting for everyone.

Trace of glory: Here's a dramatic trick for a character gaining or upgrading a gift. Have the gift be a permanent effect left by some powerful manifestation of runic power. The power might be tied to a campaign event, such as defeating a foe. Imagine that an Orlanthi warrior finally overthrows the ❦ Chaos idol that he's been seeking. Maybe as he topples the idol, lightning starts to arc around him. Finally it bursts out in all directions, burning out the last pockets of Chaos. From that point on, the character has the *Lightning Blade* gift, a little reminder of the power that they unleashed. That's better than finding a sword in a chest, right?

Player chooses: By default, the player chooses which gift to receive. For a heroquest, there's a list to choose from. For other gifts, think about your character's personal story, especially relating to that rune. What sort of gift makes sense? This is your chance to do some improvisational storytelling when the GM asks why you got that particular gift.

Gifts are singular: As a courtesy, don't choose a gift that another player already has for their character. Gifts should make characters more distinct. If another hero has already acquired a heroquest gift you had your heart set on, that's too bad for you. The exception would be if another PC has a gift you want but doesn't have it active because they have too many other gifts. At that point, maybe the gift should be yours . . . .

Basic bonuses don't stack: It's possible to have two heroquest gifts of the same type active, but they don't stack. You only get the highest of the two basic bonuses. You do, however, get access to both powers associated with the gifts. It may be worth calling out that this is subtly different than the magic item chakras of core *13th Age*, where you can only have one item of a chakra active. Plenty of adventurer-level gifts have special abilities that make them worthwhile even at epic tier.

One gift per level: The maximum number of heroquest gifts you can have active at one time is equal to your level. If the number of gifts you possess is greater than your level, choose the gifts that will be active that day when you get a full heal-up.

As a rule, you can't swap between heroquest gifts during an adventuring day. That seems to us to be the type of rule that's made to be broken by exceptional stories—but never abused by min-maxing.

Minimum by level: Sometimes heroquest gifts manifest as an expression of a character's increasing personal power. If a character levels up and has fewer heroquest gifts than those indicated on the accompanying table, the character gains heroquest gifts to make up the difference. These gifts must relate to something that the character has achieved, learned, suffered, experienced, or destroyed since the last

Minimum Heroquest Gifts Table (New Gifts)

Level	Adventurer	Champion	Epic
1	—	—	Dream on
2	—	—	—
3	Wait for it	—	—
4	1 adventurer	—	—
5	2 adventurer	—	—
6	3 adventurer	—	—
7	4 adventurer	1 champion	—
8	4 adventurer	2 champion	—
9	4 adventurer	3 champion	—
10	4 adventurer	3 champion	1 epic

level up. Players naturally tend to think first of their gods' runes, and their personal runes, but be sure to think of what different runes your character has been involved with. Connecting to new runes is the way of many true heroes. In terms of satisfying minimums, higher-tier gifts can also count as lower-tier ones. For example, a 7th-level character with 2 champion gifts and 3 adventurer gifts meets the minimum. That 7th level character wouldn't get a fourth adventurer gift.

Upgrading gifts: Any time they would normally give out a champion-tier gift, the GM has the option of upgrading two existing adventurer-tier gifts instead. Instead of an epic-tier gift, the GM can upgrade two existing champion gifts instead. The first gift relates to the story as a gift normally does, but the second one might hearken back to more distant events. Occasionally, when a gift upgrades, it also changes its nature. This shift usually happens only when something big has happened in the character's connection to fate and the runes, or when the player gives the GM $5.

Creating experienced characters: Some campaigns start at champion tier. Other times you'll need to create a higher-level character for a newcomer or for a player who lost their PC or wants to try something new. Start such higher-level PCs with at least the minimum number of gifts. Then, if you feel like the rest of the PCs have a good number of heroquest gifts, allow the new PC to roll a hard (16+) or normal (11+) save. Success with the save indicates that the new PC acquires a new adventurer-tier heroquest gift OR swaps out an adventurer-tier gift for a gift of their current tier, player's choice.

Choose half of the heroquest gifts, rounded up, from the PC's runes. Roll on the random rune table to determine which rune the other gifts come from. Hopefully the results suggest colorful stories that fit into the PC's backgrounds or suggest other story hooks.

Gift Types

Each gift is one of six types. Like the magic items in the *13th Age* core rules, five of these types also each have a basic bonus, which applies unless the gift's description says otherwise. The *exceptional* heroquest gift type doesn't have a basic bonus, but the other five types of gift always provide a basic bonus, as detailed below.

Gloranthan Gift Basic Bonuses

Striking: +1 bonus to attack and damage rolls (champion: +2; epic: +3).

Armor: +1 bonus to Armor Class (champion: +2; epic: +3).

Body: +1 bonus to Physical Defense (champion: +2; epic: +3).

Mind: +1 bonus to Mental Defense (champion +2; epic: +3).

Healing: Increase your total recoveries by 1. Once per day when you heal using a recovery, you can decide to use this gift recovery instead of one of your standard recoveries. Instead of rolling one recovery die per level, like usual, this gift recovery lets you heal 20 hit points (champion: heal 40 hp; epic: heal 60 hp).

WHY IS HEALING SET?

If a healing gift let you roll normal recoveries, one die per level, you wouldn't appreciate higher-tier healing gifts as much. Healing gifts use a fixed amount of healing so that you will want to gain higher-tier healing gifts later in your career. It's true that the healing gifts' basic bonus is stronger early in a tier than late in the tier, but you can choose the right time to use the gift's recovery.

And yes, this does mean that you need to keep track of whether this specific recovery has been used. Once used, you don't get it back until the next day.

Exceptional: Exceptional gifts have no basic bonus but have powerful effects.

Gift Powers

Each gift has a power. Heroquest gifts that don't specify a specific usage pattern or a recharge chance have powers that are always available; these powers are in the minority.

Unless otherwise specified, heroquest gifts that have a recharge chance or a usage pattern (such as daily or once per battle) require a free action to use. Free actions can be used when it's not your turn. Other action requirements, such as quick actions and standard actions, can generally only be used on your turn (though there are a few effects in the game that allow allies to take actions during your turn).

Many gifts list a recharge number (6+, 11+, 16+). You can count on using a recharge power once per day, but subsequent uses depend on successful recharge rolls. After each battle, when you get a quick rest, roll for each of your used rechargeable heroquest gift powers, including powers used in previous battles. If your d20 roll equals or exceeds the recharge number for the gift, you can use that heroquest gift power again. They all recharge when you get a full heal-up.

Of course, that also applies to gifts that have special recharge rules—they'll recharge when you get a full heal-up like your other gifts.

GIFTS BY RUNE

Typically, you know which rune is granting the gift before you know what the particular gift is. Often, more than one gift will fit the particular situation, especially with a little narrative license. Designing your own gifts may be worth the work, especially those gained under special circumstances.

When looking for gifts tied to a rune, be sure to scan all the descriptions for that rune. Many gift descriptions include a couple extra lines that tell you what other runes might have equivalent gifts. Although the effects at the game table

are identical, new names for these gifts suggest how they might present themselves differently in the game world.

Non-standard runes: Keeping things simple, we've sorted gifts for Storm Bull's ᛗ Eternal Battle rune into alphabetical order among the standard runes. If you somehow acquire a gift for a different rune we haven't covered yet, talk with your GM about what's appropriate or rename a gift from a different rune that makes sense.

Personalizing the names: Our names for the heroquest gifts are deliberately generic. We could have supplied more evocative names, but that's better left to each campaign and each instance of a gift. Truly evocative names won't fit into many campaigns. You're more likely to come up with a name that suits the gift to the player character, the campaign, and the situation.

One fun approach is to picture your character as a hero in a legend, and then think of a name for your new gift that sounds like a powerful part of the hero's story.

Sidebars in the ᛜ Air, ∴ Illusion, and ᛞ Moon sections each offer a different style of inspiration for personalized names.

Heroquest gifts as items: Another approach is to picture the gift as an item. It won't literally be an item, at least not an item that can be taken from you. But if you want the flavor of wielding a magic sword, it makes perfect sense to refer to your *lightning blade* gift from ᛜ Air as The Umbroli Blade, and picture it as a magical jagged broadsword that also adds to your hero's non-melee attacks. (See page 93 for notes on actual magic items.)

ᛜ Air Gifts

Themes: storm, lightning, wind, inspiration, violence, conquest, revolution, tenacity, creativity.

ᛜ Striking

Basic bonus: +1 bonus to attack and damage rolls (champion: +2; epic: +3).

Lightning (quick action – recharge 16+)*:*
Make the following attack.
Close-quarters attack
Target: One nearby enemy
Attack*:* +10 vs. PD (champion: +15; epic +20)
Hit: 1d8 lightning damage per escalation point (champion: 2d10; epic: 4d12).

Lightning Blade (recharge 16+)*:* When you roll a natural 16+ on a melee attack, the attack deals 10 lightning damage per level instead of your normal attack damage (champion: 15 damage/level; epic: 20 damage/level). This damage is not doubled on a critical hit.
● *Freezing Blow* (cold damage)
⊙ *Flameblade* (fire damage)



Thunderclap (recharge 16+)*:* When you hit an enemy with a melee attack while the escalation die is 3+, make the following attack.
Close-quarters attack
Targets: Each enemy engaged with you
Attack*:* +10 vs. PD (champion: +15; epic +20)
Hit: 2d6 thunder damage (champion: 4d8; epic: 8d10).
Miss: Half damage.

ᛜ Armor

Basic bonus: +1 bonus to Armor Class (champion: +2; epic: +3).

Enduring Spirit: While you have four or fewer recoveries left, you gain a +1 bonus to AC.

Lightning Ward (interrupt action – recharge 6+)*:* When a nearby enemy hits you with an attack, make the following attack.
Close-quarters attack
Target: The enemy that hit you
Attack*:* +10 vs. PD (champion: +15; epic +20)
Hit: 3d6 lightning damage (champion: 6d8; epic: 12d10).
Miss: Half damage.

Wind Step (interrupt action – recharge 6+)*:* When an enemy misses you with a melee attack, move away from it. That enemy can't make an opportunity attack against you. If other enemies are engaged with you, they can make opportunity attacks, but you can roll a disengage check before deciding whether to use the power.
ᛟ *Light Step*
ᛝ *Ebbing Step*

PERSONALIZING AIR GIFTS

Renaming your ֍ Air gifts is desirable, because the Orlanthi are all about displaying their personal power as uniquely as possible.

Proper names of other legendary heroes and ancestors can make a gift sound impressive and may even open the door to new storylines. You can borrow the name from one of the great Orlanthi heroes, like Harmast Barefoot, or Vingkot, or Hendrik, or make up a name to tell a piece of a new story you want your character associated with. For example, the *Refresh* healing gift isn't an appropriate name for a hero's legendary power—but call it *Harmast's Inner Wind* and you've got something.

֍ Body

Basic bonus: +1 bonus to Physical Defense (champion: +2; epic: +3).

Inspire Ally (recharge 6+)*:* When you are staggered or knocked unconscious, a rejuvenating wind rolls through the battle and one ally can heal using a recovery. If the other players can't agree on who gets the healing, then you decide. Note, you can use this power (a free action) just before going unconscious.
Ⅲ *Health Balance*
⧗ *Healing Martyr*

Sheltering Winds (recharge 6+)*:* When an energy attack damages you (acid, fire, poison, etc.), prevent up to 20 of that damage (champion: 50; epic 120). Orlanth bested the gods of the other elements, so Air can protect you from them.
⊙ *Elemental Primacy*
⧗ *Vital Integrity*

Redoubtable: After you use your fifth recovery since your last full heal-up, add +8 hit points to your recovery rolls until your next full heal-up (champion: +20 hp; epic: +50 hp).

֍ Mind

Basic bonus: +1 bonus to Mental Defense (champion +2; epic: +3).

Elemental Mastery: You gain a +1 bonus to saves against any energy effect, such as acid, fire, poison, etc. Orlanth rescued the other elemental gods from Hell, and he is their lord.

Inspired (quick action – recharge 11+)*:* Make a recharge roll for a recharge power you expended this turn. If successful, you regain that power, though you'll need to wait for a different turn to use it again.
⧋ *Eternal Recurrence*

֍ Healing

Basic bonus: Increase your total recoveries by 1. Instead of rolling one recovery die per level when you use this gift's recovery, heal 20 hit points (champion: 40 hp; epic: 60 hp).

Elemental Resilience (interrupt action – once per battle)*:* When you take energy damage, use a recovery to heal 20 + your Constitution modifier hit points (champion: 50 + 2 x Con hp; epic: 120 + 3 x Con hp).

Last Breath: When you heal using your last remaining recovery, you heal 30 additional hit points and can roll a save against a single save ends condition affecting you. You gain a +5 bonus to the roll. (champion: 75 hp; epic: 200 hp).
□ *Profundity*

Refresh (recharge 11+)*:* When you rally, you can roll a save against each save ends effect on you.

Second Wind (recharge 16+)*:* When you succeed on a save, you can also heal using a recovery. Instead of rolling recovery dice, heal 20 + your Constitution modifier hit points (champion: 50 + 2 x Con hp; epic: 120 + 3 x Con hp).

֍ Exceptional

Basic bonus: None.

Dint of Luck (quick action – recharge 11+)*:* Randomly choose one PC in the battle (including you); we suggest everyone rolls a d20 and high roller wins! The chosen hero can either heal using a free recovery or regain a per-battle power or roll to recharge a rechargeable power.

Touch of Orlanth (quick action – recharge 16+): Roll a d20 and note the result. Until the end of the battle, when you or an ally rolls that natural number with an attack roll, a bolt of lightning also appears from nowhere and strikes an enemy of the attacking character's choice. Make the following attack.
Target: One enemy in the battle
Attack*:* +10 vs. PD (champion: +15; epic +20)
Hit: 2d6 lightning damage (champion: 4d8; epic: 8d10).
Miss: Half damage.

⧋ Beast Gifts

Themes: physical prowess, animal form, ferocity, melee, hardiness.

⧋ Striking

Basic bonus: +1 bonus to attack and damage rolls (champion: +2; epic: +3).

Bestial Ferocity: When you hit with an attack while staggered, deal +1d6 damage to that enemy (champion: +2d8; epic: +4d10).
֍ *Undaunted Spirit*
□ *Blood for the Earth Guardian*

Cruel Striking (recharge 11+)*:* When you damage an enemy and it has 20 hit points or fewer after the attack, it also takes 5 ongoing damage (champion: 50 hp/10 ongoing damage; epic: 120 hp/30 ongoing damage).
† *Call of the Grave*

Greater Smashing: Each battle, the second time you roll a natural even hit, the target takes 20 extra damage (champion: +50 damage; epic: +120 damage).
⚔ *Subtle Resonance*
● *Shadow Bite*

Taste of Blood: The first time each day (after a full heal-up) you score a critical hit, your crit range expands by 1 until your next full heal-up.
⚔ *Keen Awareness*

▽ Armor

Basic bonus: +1 bonus to Armor Class (champion: +2; epic: +3).

Beastly Endurance (recharge 6+)*:* While you are staggered, when an attack damages you, prevent 10 of that damage (champion: 25; epic: 60).
□ *Mighty Stone*

Beastly Hide: The basic AC bonus for this gift applies to your Physical Defense as well.

▽ Body

Basic bonus: +1 bonus to Physical Defense (champion: +2; epic: +3).

Brawn (recharge 16+)*:* When an attack against your Physical Defense hits, the attacker must reroll the attack and use a PD of 15 instead (champion: PD 20; epic: PD 25).
□ *Durability*
⌓ *Stalwart*

Brute Force (recharge 6+)*:* When you move to engage an enemy, you can jostle that enemy away from one of your allies engaged with it. That ally can pop free from that enemy.
ᔓ *Onrushing Strike*

▽ Mind

Basic bonus: +1 bonus to Mental Defense (champion +2; epic: +3).

Hunter Instincts: You gain a +2 bonus to skill checks related to stalking prey, setting ambushes, tracking, and other activities related to hunting.

▽ Healing

Basic bonus: Increase your total recoveries by 1. Instead of rolling one recovery die per level when you use this gift's recovery, heal 20 hit points (champion: 40 hp; epic: 60 hp).

Brutal Rally (recharge 11+)*:* When you rally, make a basic melee attack.

▽ Exceptional

Basic bonus: None.

Ferocious Opportunity (quick action – recharge 16+)*:* Roll a d20 and note the result. Until the end of this battle, any time you or an ally rolls that natural number with an attack roll, the attacking character deals 12 damage to an enemy engaged with them (champion: 30 damage; epic: 75 damage).

Terrific Rending (recharge 16+)*:* When you deal at least 20 damage with an attack, make a *rending* attack (champion: 50 damage; epic: 120 damage).
Melee attack
Target: One enemy engaged with you
Attack*:* +10 vs. PD (champion: +15; epic +20)
Hit: 30 + Strength damage (champion: 75 + 2 x Str; epic: 180 + 3 x Str).
Miss: Half damage.
Natural 10 or less, hit or miss: You can use this power again this battle.

Chaos Gifts

Chaos has some wondrous and powerful gifts that could be yours for the asking. If you'd like to see what Chaos gifts could do for you and your adventuring career, may we suggest broaching this subject in private with your Gamemaster?



Bad Jonathan. Bad.

● Darkness Gifts

Themes: darkness, cold, silence, disappearance, devouring, survival.

● Striking

Basic bonus: +1 bonus to attack and damage rolls (champion: +2; epic: +3).

Shadow Strike (recharge 11+)*:* When you hit with a natural even attack roll, if your target has fewer hit points than you (after taking the damage), the target is weakened (-4 attacks and defenses) until the start of your next turn.
∴ *Bewilderment*

● Armor

Basic bonus: +1 bonus to Armor Class (champion: +2; epic: +3).

Supple Darkness (recharge 16+)*:* When an attack damages you, prevent 6 of that damage (champion: 16; epic: 40). When you use this power, you can immediately roll to recharge it (in addition to your normal recharge roll after the battle).

● Body

Basic bonus: +1 bonus to Physical Defense (champion: +2; epic: +3).

Primal Wholeness: You gain resistance 12+ against attacks that target Physical Defense.

Quiet: You can wear metal armor and lug around big, heavy weapons but make only about as much noise as if you were walking around naked. You gain a bonus to skill checks when you're trying to be stealthy equal to the basic bonus you're getting from the gift.

● Mind

Basic bonus: +1 bonus to Mental Defense (champion +2; epic: +3).

Comfort (recharge 16+)*:* An ally can reroll a failed save. Any of your allies can call upon this power. This effect is something the gift does on its own, and isn't an action triggered by the character with the power.

Mother Void (recharge 16+)*:* When an enemy targets you with an attack against Mental Defense, each enemy in the battle takes a –4 penalty to Mental Defense. Roll an easy save (6+) each turn to keep the effect going; on a failure, it ends.

● Healing

Basic bonus: Increase your total recoveries by 1. Instead of rolling one recovery die per level when you use this gift's recovery, heal 20 hit points (champion: 40 hp; epic: 60 hp).

Cocoon of Darkness (recharge 11+)*:* When you rally while no enemies are engaging you, you can choose to use a second recovery after rolling for the first one.

● Exceptional

Basic bonus: None.

Hell Vision (quick action – recharge 16+)*:* You gain resistance 16+ against attacks by enemies with 25 hit points or fewer (champion: 60 hp; epic: 150 hp).
† *Threshold Defense*

† Death Gifts

Themes: fatality, finality, ending, loss, severing.

† Striking

Basic bonus: +1 bonus to attack and damage rolls (champion: +2; epic: +3).

Fatality: The basic bonus to damage from this gift is one higher than normal (so +1 is +2, for example), and it applies to both hit and miss damage (if any). (Note that this doesn't increase the attack bonus.)
⛛ *Savagery*
☥ *Poisonous Sap* (extra damage is poison damage)

Finisher: When each enemy creature and mook mob in a battle has taken damage, you gain a +2 bonus to damage until the end of the battle (champion: +5, epic: +12).

True Strike (recharge 11+)*:* Instead of making an attack roll, choose 10 as the natural roll for that attack.
ᛉ *True Strike*

Vital Strike (recharge 16+)*:* When you hit with a natural 16+ attack roll, the target takes 15 extra damage (champion: 40 damage, epic: 90 damage).
⛛ *Vicious Blow*

† Armor

Basic bonus: +1 bonus to Armor Class (champion: +2; epic: +3).

Doom: Enemies engaged with you take a –2 attack penalty against allies without *doom* or some other effect that penalizes attacks against other creatures (for example, the Paladin's Challenge talent). You are the rightful subject of murderous intent.

† Body

Basic bonus: +1 bonus to Physical Defense (champion: +2; epic: +3).

Uncanny Resilience (recharge 6+)*:* When you take damage from an attack against your Physical Defense, prevent that damage for the moment. At the start of your next turn, roll a normal save (11+). If you fail, you take that damage at the end of that turn. If you succeed, make the same save at the start of your next turn. Keep this up until you take the damage or the battle ends.
ᛗ *No Stopping You*

† Mind

Basic bonus: +1 bonus to Mental Defense (champion +2; epic: +3).

Duality (recharge 6+)*:* When you fail a save against an effect created by an undead creature, you succeed on the save instead.

† Healing

You want Death's healing gift? Think twice.

† Exceptional

Basic bonus: None.

Death Grasp (recharge 16+)*:* When a nearby enemy drops to 20 + your Constitution modifier hit points or below, you can try to kill that foe with a death attack (champion: 50 + 2 x Con mod hp; epic: 120 + 3 x Con mod hp). That enemy must roll a save. If it fails, it dies. If it succeeds, you don't expend this power.

☓ Disorder Gifts

Themes: accident, randomness, dereliction, confusion. Through these gifts, the character's Disorder is sometimes contagious.

☓ Striking

Basic bonus: +1 bonus to attack and damage rolls (champion: +2; epic: +3).

Quixotic Battle: The basic bonus to attack and damage from this gift is one higher than normal (so +1 is +2, for example). When you attack while engaged with more than one enemy, the GM chooses your target. Expect to get the worst target most every time.
⚓ *Unfathomable Wisdom*

Smashing: The basic bonus to attack and damage from this gift is 1 higher than normal (so +1 is +2, for example). When you roll a natural 1 or a natural 2 with an attack, you take 2d6 damage and are dazed (–4 attacks) until the end of your next turn (champion: 4d10 damage; epic: 10d10 damage).
□ *Unwieldy Might*

Wild Swing (recharge 16+)*:* When you make an attack, you can declare it as a "wild swing." If your natural attack roll is 11+, you score a critical hit. Otherwise, you fumble. If the natural roll is 1–5, you don't expend this power.

☓ Armor

Basic bonus: +1 bonus to Armor Class (champion: +2; epic: +3).

Big Thumper: When an enemy misses you with a melee attack, you deal 4 damage to that foe and 2 to yourself (champion: 10 and 5 damage; epic: 24 and 12 damage).

☓ Body

Basic bonus: +1 bonus to Physical Defense (champion: +2; epic: +3).

Fortunate Failure (recharge special)*:* When you take damage from an attack targeting Physical Defense, roll a normal save. If you succeed, you take no damage from that attack. In fact, that attack probably fails against you in some bizarre or comical way. If you fail the save, you don't expend this power. This power recharges when you drop to 6 hp or below (champion: 15 hp; epic: 35 hp).

Painful Lessons (recharge special)*:* When you take damage, take only half that damage instead. Once you use this power, it doesn't recharge until you've been hit (and damaged) by six enemy attacks. Multiple hits from a mook mob count as a single hit.
ᘓ *Wisdom of the Gauntlet*

☓ Mind

Basic bonus: +1 bonus to Mental Defense (champion +2; epic: +3).

Slippery (recharge 16+)*:* When an enemy hits you with a natural even attack roll, subtract 1 from the natural roll.

Twisted Mind (recharge 16+)*:* When an enemy misses you with an attack that targets Mental Defense, deal 10 psychic damage to that enemy (champion: 25 damage; epic: 60 damage). It's not healthy for creatures to get their minds too close to yours.

☓ Healing

Basic bonus: Increase your total recoveries by 1. Instead of rolling one recovery die per level when you use this gift's recovery, heal 20 hit points (champion: 40 hp; epic: 60 hp).

Stumbling Recovery (recharge 6+)*:* When you fumble an attack roll, you can heal using a free recovery.

☓ Exceptional

Basic bonus: None.

Cheap Shot (quick action – recharge 6+)*:* One enemy you're engaged with takes damage equal to your normal melee miss damage.

Curse Calling (quick action – recharge 16+)*:* Roll a d20 and note the result. Until the end of the battle, when you or an ally rolls that natural number with an attack roll, the three closest enemies to that character each take 1d6 damage (champion: 2d8 damage; epic: 4d10 damage).

Dragonewt Gifts

Themes: mysticism, mystery, insight, exotic talents, discipline, transformation.

Striking

Basic bonus: +1 bonus to attack and damage rolls (champion: +2; epic: +3).

Fortunate Learning (recharge 6+)*:* When you score a critical hit with a natural 20, you deal crit damage instead of normal damage the next time you hit before the end of your next turn.

Nimble (recharge 16+)*:* When you hit with an attack while the escalation die is 3+, the target takes 10 extra damage (champion: 25 damage; epic: 60 damage). When you use this power, you can immediately roll to recharge it (in addition to your normal recharge roll after the battle).
Power Cycle

Armor

Basic bonus: +1 bonus to Armor Class (champion: +2; epic: +3).

Befuddle (recharge 11+)*:* When an enemy hits you the first time it attacks you, it rerolls the attack against AC 18 (champion: AC 23; epic: AC 28). If it still hits you, you don't expend this power.
Boggle
Bewilder

Body

Basic bonus: +1 bonus to Physical Defense (champion: +2; epic: +3).

Material Insight (daily)*:* When you would roll a skill check based on Strength, Constitution, or Dexterity, instead treat the check as if you'd rolled a natural 20.
Young God

Mind

Basic bonus: +1 bonus to Mental Defense (champion +2; epic: +3).

Mystic Insight (daily)*:* When you would roll a skill check based on Intelligence, Wisdom, or Charisma, instead treat the check as if you'd rolled a natural 20.
True Mind

Healing

Basic bonus: Increase your total recoveries by 1. Instead of rolling one recovery die per level when you use this gift's recovery, heal 20 hit points (champion: 40 hp; epic: 60 hp).

Shared Karma (interrupt action – recharge 6+)*:* When you become unconscious, a nearby ally gains 6 temporary hit points (champion: 15 temp hp; epic: 40 temp hp). The GM (gift) chooses the ally.

Exceptional

Basic bonus: None.

Centered Speed: You gain 3 temporary hit points at the start of a battle when you have rolled higher initiative than all enemies (champion: 7 temp hp; epic: 13 temp hp).

Earth Gifts

Themes: stone, earth, solidity, wholeness, health, support, cataclysmic power, vengeance.

Striking

Basic bonus: +1 bonus to attack and damage rolls (champion: +2; epic: +3).

Bloody Vengeance: You gain a +2 bonus to damage while you have four recoveries or fewer (champion: +5 bonus; epic: +12 bonus).
Heroic Determination

Protection (standard action – recharge 6+)*:* Make a basic melee attack. You also gain a +4 bonus to all defenses until the start of your next turn.

Rock-solid Strike (move action)*:* You "wind up" to deliver a powerful strike with your next melee attack this turn. If you hit, you deal +1d8 damage (champion: +2d10; epic: +4d12). If you miss, you take that damage instead.
Predatory Strike
Revelatory Strike (the "wind up" is spiritual rather than physical)
Crashing Wave

Armor

Basic bonus: +1 bonus to Armor Class (champion: +2; epic: +3).

Stone Tough (recharge 11+)*:* You are able to sustain some punishment. When you take damage, roll two of your recovery dice and prevent that much of the damage (champion: five dice; epic: twelve dice). (*Design note:* Lots of defense powers are best for little guys who don't want to be hit. This one's good for big warriors, or at least warriors with large recovery dice.)
Shield of the Mind Alone
Blood of the Wilds

Body

Basic bonus: +1 bonus to Physical Defense (champion: +2; epic: +3).

Rock Body (recharge 6+)*:* When ongoing damage is applied to you, roll an immediate save as if you were saving against that damage. If the save succeeds, cancel the ongoing damage effect. If the save fails, you suffer from the ongoing effect as usual.
Return to Center

☐ Mind

Basic bonus: +1 bonus to Mental Defense (champion +2; epic: +3).

Stone Mind (recharge 6+)*:* When an attack against your Mental Defense damages you, prevent that damage (but not any effects).

☐ Healing

Basic bonus: Increase your total recoveries by 1. Instead of rolling one recovery die per level when you use this gift's recovery, heal 20 hit points (champion: 40 hp; epic: 60 hp).

Deep Reserves: When you use your extra recovery from the basic bonus, you instead heal damage equal to 5 total recovery dice + your Constitution modifier (champion: 9 recovery dice + 2 x Con mod; epic: 16 recovery dice + 3 x Con mod).
ᚠ *Grounded*

☐ Exceptional

Basic bonus: None.

Aura of Endurance (quick action – recharge 11+)*:* Roll a d20 and note the result. Until the end of this battle, any time you or an ally rolls that natural number with an attack roll, that character heals 8 hit points (champion: 20 hp; epic: 50 hp).

Shelter: Enemies take a –4 penalty to opportunity attacks against you.

ᚠ Eternal Battle Gifts

Themes: never-ending warfare, killing Chaos, rampaging nomads, breaking things, destruction, survival through carnage.

ᚠ Striking

Basic bonus: +1 bonus to attack and damage rolls (champion: +2; epic: +3).

All-in (recharge 16+)*:* As a free action, turn one of your missed attacks into a hit. In addition, until the end of the battle, you take half the damage you would have dealt with a hit from each of your own natural odd missed attacks.

Chaos Killer: When you slay a non-mook Chaos creature (or the last mook in a Chaos mob), you gain a cumulative +1 bonus to attack and damage until the end of the battle.

ᚠ Armor

Basic bonus: +1 bonus to Armor Class (champion: +2; epic: +3).

Horns: While you have higher initiative than any enemies in a battle, add your level to your miss damage.

Little Scratch (recharge 16+)*:* The next time this battle you are hit by a natural odd attack roll, you take only half damage.



ᚠ Body

Basic bonus: +1 bonus to Physical Defense (champion: +2; epic: +3).

Hanging On (recharge 16+)*:* Until the end of the battle, when you roll a 1 on your berserker die, gain a +1 bonus to either AC, PD, or MD. These bonuses can stack.

ᚠ Mind

Basic bonus: +1 bonus to Mental Defense (champion +2; epic: +3).

Obstinate: While you're staggered, when an enemy hits with an attack against your Mental Defense, it must reroll the attack once. The second attack is against MD 16 (champion: MD 21; epic: MD 26).

ᚠ Healing

Basic bonus: Increase your total recoveries by 1. Instead of rolling one recovery die per level when you use this gift's recovery, heal 20 hit points (champion: 40 hp; epic: 60 hp).

Big Laugh (recharge 6+)*:* Double the sum of your berserker die and the escalation die, then heal that many hit points (champion: quadruple the sum of the two dice; epic: six times the result). (If you're not a berserker, you're just using the escalation die.)

ᚠ Exceptional

Basic bonus: None.

Bull Up: You gain a +2 bonus to the first death save you make each day (champion: When you heal using a recovery, roll one extra recovery die if you dropped to 0 hp previously that battle; epic: You also gain a +2 bonus to the second death save you make each day).

⊙ Fire/Sky Gifts

Themes: fire, heat, light, purity, purgation, superiority, priority, rule.

The Sun died and was reborn. The Sun is the Lord of Glorantha. Fire is our gift from the Sun. The gifts associated with the Fire/Sky rune reflect these traits.

⊙ Striking

Basic bonus: +1 bonus to attack and damage rolls (champion: +2; epic: +3).

Fiery Blows: Instead of granting the basic bonus to damage, your attacks deal +1d6 fire damage (champion: +2d8; epic: +4d10). Your basic attack bonus is still the same.

Haughty Might: The basic bonus to attack and damage from this gift is one higher than normal (so +1 is +2, for example), but you can't rally during a battle.

Primacy: The sun strikes first and hard. During your first turn each battle, you deal +2d8 fire damage with your first hit (champion: +4d10; epic: +8d12).
☯ *Unhesitating Blows* (normal damage, not fire damage)

Pure Strike (recharge 11+)*:* This gift is for the warrior who wants nothing but a clean hit and is too good to accept anything less. When you use the power, the basic bonus to attack and damage from this gift is one higher than normal (so +1 is +2, for example), but you deal no miss damage.

⊙ Armor

Basic bonus: +1 bonus to Armor Class (champion: +2; epic: +3).

Untouchability (once per battle, and recharge special)*:* When an enemy of lower level than you misses you with an attack, it takes 8 psychic damage (champion: 20; epic: 50). This power recharges when you score a critical hit.

⊙ Body

Basic bonus: +1 bonus to Physical Defense (champion: +2; epic: +3).

Elemental Superiority: You have resistance 14+ to acid, cold, fire, lightning, negative energy, poison, and thunder damage. This resistance is negated when an enemy gets past your resistance and returns when you take a quick rest or full heal-up. (Note that moon and psychic get through normally, as well other damage types not listed.)

⊙ Mind

Basic bonus: +1 bonus to Mental Defense (champion +2; epic: +3).

Focus: You gain resistance 12+ against attacks that target Mental Defense.

Purity: While you're at maximum hit points, when an enemy hits with an attack against your Mental Defense, it rerolls the attack once. The second attack is against MD 17 (champion: MD 22; epic: MD 27).

Sovereignty: In any normal social situation with adventurer-tier NPCs, you seem to have the status, authority, pedigree, or background to deserve respect (champion: champion-tier NPCs or lower; epic: epic-tier NPCs or lower).

⊙ Healing

Basic bonus: Increase your total recoveries by 1. Instead of rolling one recovery die per level when you use this gift's recovery, heal 20 hit points (champion: 40 hp; epic: 60 hp).

Dawn's Hope (recharge 16+)*:* When you succeed on a death save, in addition to healing using a recovery you can take actions normally that turn, as if you'd rolled a natural 20.
ᘓ *Second Wind*

⊙ Exceptional

Basic bonus: None.

Brilliant Restoration (recharge 6+)*:* When you save against an enemy's ongoing effect and no other harmful ongoing effects are affecting you, make a *searing light* attack.
Close-quarters attack
Target: One nearby enemy
Attack*:* +10 vs. PD (champion: +15; epic +20)
Hit: 3d6 + Wisdom damage (champion: 6d8 + 2xWis; epic: 12d10 + 3xWis).
Miss: Half damage.

III Harmony Gifts

Themes: cooperation, unity, amity, healing.

III Striking

Basic bonus: +1 bonus to attack and damage rolls (champion: +2; epic: +3).

Equal Karma (recharge 16+)*:* When a creature hits you with an attack that damages you, it takes the same amount of damage, up to a maximum of 20 damage (champion: 50 damage; epic: 100 damage).

III Armor

Basic bonus: +1 bonus to Armor Class (champion: +2; epic: +3).

Peace (quick action – recharge 11+)*:* If you haven't attacked yet this battle, enemies take a –4 penalty to attacks against you until you make an attack.

⁞⁞⁞ Body

Basic bonus: +1 bonus to Physical Defense (champion: +2; epic: +3).

Shared Endurance (daily)*:* Use this power when an enemy targets you and at least one of your nearby allies with an attack against Physical Defense, before the attacks have been rolled. The enemy must reroll each attack that hits. The rerolls are against PD 15 (champion: PD 20; epic: PD 25).

⁞⁞⁞ Mind

Basic bonus: +1 bonus to Mental Defense (champion +2; epic: +3).

Belonging: In regular social situations with adventurer-tier NPCs, you appear to others as someone who belongs there (champion: champion-tier or lower; epic: epic-tier or lower). You easily fit in with new groups of people, unless there is some particular reason for others to be suspicious. The gift has no power in unusual social situations.

Protection: You gain a +1 bonus to saves.

- *Quiet Ending*
- *Cyclic Restoration*
- *Escape*
- *Rectitude*

⁞⁞⁞ Healing

Basic bonus: Increase your total recoveries by 1. Instead of rolling one recovery die per level when you use this gift's recovery, heal 20 hit points (champion: 40 hp; epic: 60 hp).

Shared Hope (recharge 6+)*:* If you haven't rallied yet this battle, when a nearby ally attempts to rally, they can use your rally instead. Their rally doesn't require a save, but your next rally does, as if you've rallied once already.

⁞⁞⁞ Exceptional

Basic bonus: None.

Shared Liberation (recharge 16+)*:* When you succeed on a save, one of your allies can roll a save against an ongoing effect, provided either you or that ally has 30 hp or fewer (champion: 75 hp; epic: 180 hp). You don't expend this power if your ally fails their save.

Shared Luck (quick action – recharge special)*:* Roll a d20 and note the result. Once this battle, you or one of your allies (your choice) can use that number as a reroll for any d20 roll. When you roll to recharge the power, the number you rolled is your recharge number.

- *Fighting Spirit*

∴ Illusion Gifts

Themes: trickery, deceit, falsehood, fakery.

∴ Striking

Basic bonus: +1 bonus to attack and damage rolls (champion: +2; epic: +3).

Diverting Strike (recharge 6+)*:* When you hit an enemy with an attack, it can't make opportunity attacks until the start of your next turn. If the creature is large or double-strength, the recharge roll is an 11+ instead of 6+. If the target is huge or triple-strength, the recharge roll is 16+ instead of 6+. If it's bigger than huge, no recharge roll.

Painful Trickery (once per battle)*:* When you attack, declare the attack as a "painful trick" before the attack roll. If you hit, one target of the attack takes 20 extra damage (champion: +50 damage; epic: +120 damage). If you miss, you take the damage.

- *Spirit of Pain*

Reckless Trick (recharge 6+)*:* When you miss with an attack, reroll the attack with a +4 bonus. In addition, until the end of the battle, enemies attacking you add the escalation die to their attack roll (no additional effect if the enemy already adds it for some reason).

- *Doom Strike*

∴ Armor

Basic bonus: +1 bonus to Armor Class (champion: +2; epic: +3).

Not So Dead (interrupt action – recharge 11+)*:* When you would take damage and drop to 0 hp or below, prevent 10 of that damage (champion: 25; epic: 60).

- *Heart of the Wild*
- *Resurgent Spring*

∴ Body

Basic bonus: +1 bonus to Physical Defense (champion: +2; epic: +3).

Veil of Confusion (recharge 16+)*:* When an enemy targets you with an attack against Physical Defense and misses, all effects of the attack against you are canceled and the enemy instead rerolls the attack against one of its allies engaged with you.

∴ Mind

Basic bonus: +1 bonus to Mental Defense (champion +2; epic: +3).

Labyrinthine Mind (recharge 16+)*:* When an enemy hits you with an attack against your Mental Defense, it's dazed (save ends) as it comes into contact with your mind or your magic or the twisted knots of this gift.

PERSONALIZING ILLUSION & LIFE GIFTS

∴ *Not So Dead* in the armor category reads as a comment tag, but you could emphasize distinct visual effects by renaming it *Shimmering Runes*, *Guardian Spirits*, or *Guardian Butterflies*.

⧖ *Chance for Life* began its career as a *13th Age* magic item called *Helm of the Undaunted Hero*. You could call back to that origin-as-item story by picturing the gift as a living flowering carnivorous plant from the Godtime that eats bad magical conditions instead of meat! Call it *Saw-toothed Flower Cap* and defy the Life rune stereotypes!

∴ Healing

Basic bonus: Increase your total recoveries by 1. Instead of rolling one recovery die per level when you use this gift's recovery, heal 20 hit points (champion: 40 hp; epic: 60 hp).

Imaginary Life: When you rally, you gain 4 temporary hit points (champion: 10 temp hp; epic: 25 temp hp).
⦶ *Effulgence*

∴ Exceptional

Basic bonus: None.

Desperate Step: When you fail a disengage check with a natural even roll, you can turn it into a success, but if you do, you take damage equal to your level from one of the enemies you're engaged with. If you use the power a second time in a day, the damage is double your level, then triple, etc. The damage multiplier resets when you take a full heal-up.
ᔓ *Daring Dodge*
ᛞ *Hair's-breadth Escape*

⧖ Life Gifts

Themes: life energy, prosperity, renewal.

⧖ Striking

Basic bonus: +1 bonus to attack and damage rolls (champion: +2; epic: +3).

Rejuvenation (recharge 6+)*:* When you make a basic melee attack, roll a save against one ongoing damage effect.

Resilience (standard action – recharge 11+)*:* Make a basic melee attack and heal using a recovery.
☐ *Earth Might*

⧖ Armor

Basic bonus: +1 bonus to Armor Class (champion: +2; epic: +3).

Bright Heart: Heal 2 additional hit points each time you heal using a recovery (champion: 5 hp; epic: 12 hp).
⩛ *Animal Vitality*
☐ *Hale Flesh*

⧖ Body

Basic bonus: +1 bonus to Physical Defense (champion: +2; epic: +3).

Bursting Health (recharge 11+)*:* When an attack targeting your Physical Defenses damages you, you can rally as a free action. You must still succeed on a save (11+) if you've already rallied this battle, as normal, but if you fail the roll you don't expend this power.

Vitality: Increase your maximum hit points by 4 (champion: +10 hp; epic: +25 hp).
⩛ *Bestial Bulk*
☐ *Flourishing Flesh*

⧖ Mind

Basic bonus: +1 bonus to Mental Defense (champion +2; epic: +3).

Chance for Life (recharge 6+)*:* When your turn starts, roll a save against one save ends effect.
Ⅲ *Pure Mind*
ᔓ *Ceaseless Spirit*

Lifetouch: You gain a +5 bonus to death saves, if failure would kill you. You also gain a +5 bonus to last gasp saves.

⧖ Healing

Basic bonus: Increase your total recoveries by 1. Instead of rolling one recovery die per level when you use this gift's recovery, heal 20 hit points (champion: 40 hp; epic: 60 hp).

Glorious Rally: When you rally, you also gain 6 temporary hit points that last until the end of your next turn (champion: 15 temp hp; epic: 35 temp hp).

Resurgence (interrupt action – recharge 16+)*:* When you drop to 0 hit points or below, heal using a recovery before falling unconscious. Roll the recovery as if you were 3rd level (champion: 6th; epic: 8th).

⧖ Exceptional

Basic bonus: None.

Aura of Healing (quick action – recharge 16+)*:* Roll a d20 and note the result. Until the end of this battle, any time you or an ally rolls that natural number with an attack roll, that character can heal using a recovery.

ᛟ Man Gifts

Themes: connection to family, clan, lineage, ancestors, and fellow initiates; common mortality of all humanoids.

ᛟ Striking

Basic bonus: +1 bonus to attack and damage rolls (champion: +2; epic: +3).

Deadliness: When you hit an enemy with an attack, deal 1d10 extra damage to that enemy (champion: 2d10; epic: 4d10). If you do, you also take that extra damage.
ᛉ *Parity of Blood*

Severity: The basic bonus to attack and damage from this gift is one higher than normal (so +1 is +2, for example), but when you miss with an attack, you take 4 damage (champion: 10 damage; epic: 25 damage).
ᛞ *Overreaching Strikes*

ᛟ Armor

Basic bonus: +1 bonus to Armor Class (champion: +2; epic: +3).

Wholeness: You gain a +1 bonus to all defenses while at maximum hit points. This power hearkens back to the mythic time before Grandfather Mortal met Death.
ᛜ *Perfection*

ᛟ Body

Basic bonus: +1 bonus to Physical Defense (champion: +2; epic: +3).

Humanity's Integrity (quick action – recharge 16+): Until the end of the battle, you have resistance 16+ to attacks against Physical Defense by creatures that are not humanoids and don't have the Man rune.

ᛟ Mind

Basic bonus: +1 bonus to Mental Defense (champion +2; epic: +3).

Kinship: If you share something in common with another nearby creature, especially lineage or religious initiation, you can both tell intuitively that you share this commonality.

ᛟ Healing

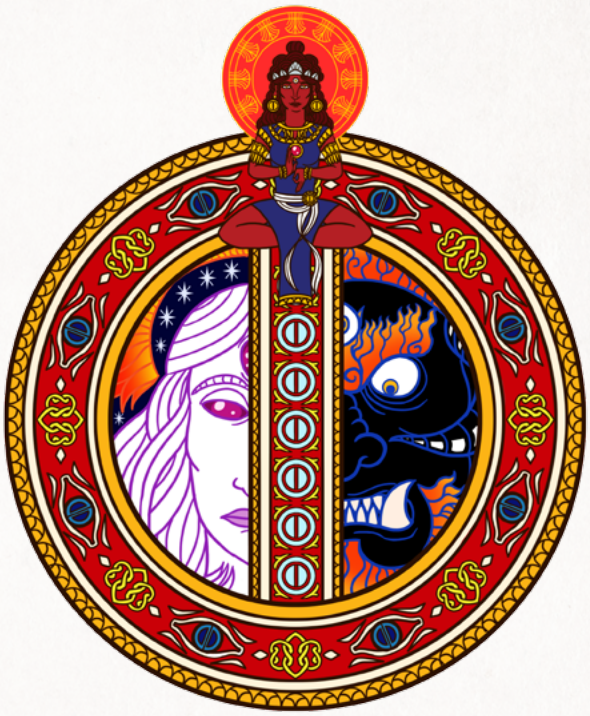
Basic bonus: Increase your total recoveries by 1. Instead of rolling one recovery die per level when you use this gift's recovery, heal 20 hit points (champion: 40 hp; epic: 60 hp).

Companionship (recharge 11+): When a nearby ally heals using a recovery, they add +6 to the amount healed (champion: +15; epic: +25). When you use this power, you can immediately roll to recharge it (in addition to your normal recharge roll after the battle).
ᛁᛁᛁ *Empathy*

ᛟ Exceptional

Basic bonus: None.

Path of Departure & Return (special): You take a –5 penalty to death saves and last gasp saves. On the bright side, you gain a +10 bonus to heroic return checks! This gift is destroyed the first time you roll a heroic return check, but if the check succeeds, replace this gift with *two* heroquest gifts from random runes, representing unpredictable experiences in the Underworld.



ᛜ Moon Gifts

Themes: transcendence, balance, transformation, insight, cycles.

ᛜ Striking

Basic bonus: +1 bonus to attack and damage rolls (champion: +2; epic: +3).

Dexterous Battle (recharge 11+): When an enemy you are engaged with hits you, roll a Dexterity check against the attacker's MD. If you succeed, the attack misses instead.
ᛟ *Swift Parry*

Dying Crescent: When you miss with a melee attack, you can deal 3 damage both to the target and to yourself, in addition to regular miss damage (champion: 7 damage, epic: 18 damage).
ᛞ *Bloody Mess*
ᛏ *Gravewalk*

PERSONALIZING ☾ MOON GIFTS

The key question when renaming ☾ Moon gifts concerns the gift's relationship to the Red Moon. A public Lunar-sympathizer might refer to the *Dexterous Battle* gift as *Jar-eel's Third Lesson*. An Orlanthi is going to be happy to know it by its unembellished name, or perhaps refer to it as *Enemy's Sword Secret*. Likewise, an Orlanthi may not want to use the name *Return of the Light*, but calling that exceptional gift *Argrath's Returning Wind* harnesses the forces in play. Alternatively, you could take a swing at associating yourself with the mysteries of the Blue Moon, and call the power *Return of the Blue*.

Liberation (quick action – recharge 6+)*:* If you have hit with an attack this turn, allow an ally to roll a save against an ongoing save ends effect as a free action.

☾ Armor

Basic bonus: +1 bonus to Armor Class (champion: +2; epic: +3).

Crescent Come (quick action – daily)*:* If you are staggered, you regain an expended power as if you had taken a quick rest. You automatically regain a per-battle power, but a recharge power requires a successful recharge roll. (Daily powers aren't regained during quick rests, so you're out of luck there!) You can regain a racial power, class power, gift power, or even a magic item power this way.

☾ Body

Basic bonus: +1 bonus to Physical Defense (champion: +2; epic: +3).

Subtle Dodging (recharge 11+)*:* When an enemy misses you with an attack targeting your AC or PD, change that miss into a fumble (no damage or possibly a negative outcome).
● *Shadowy Protection*

☾ Mind

Basic bonus: +1 bonus to Mental Defense (champion +2; epic: +3).

Violent Revelation (recharge 16+)*:* If the escalation die is 3+, use a daily power or a power that has a recharge value of 11+ or higher and that requires a standard action as a quick action. It can be a gift's power or your own.
ᘓ *Sudden Strike*

☾ Healing

Basic bonus: Increase your total recoveries by 1. Instead of rolling one recovery die per level when you use this gift's recovery, heal 20 hit points (champion: 40 hp; epic: 60 hp).

Waxing Life: When you heal using a recovery, roll a d8. If the result is less than or equal to the escalation die, heal +10 hp (champion: +25 hp; epic: +60 hp).
ᘓ *Strong Breath*

☾ Exceptional

Basic bonus: None.

Return of the Light (quick action – daily)*:* Roll a d20 and note the result. Until the end of the battle, when you or an ally rolls that natural number with an attack roll, that character regains or recharges a daily, recharge, or per-battle power.

☯ Movement Gifts

Theme: change, speed, motion, turning.

☯ Striking

Basic bonus: +1 bonus to attack and damage rolls (champion: +2; epic: +3).

Flurry (recharge 16+)*:* When you make a basic attack, make a second basic attack against a different enemy.

Parting Strike (recharge 16+)*:* When you succeed at a disengage check, make a basic melee attack against an enemy engaged with you before you move away.

Swift Strike (quick action – recharge special)*:* Make a basic melee attack. On a hit, deal 10 damage instead of your normal damage, and no damage on a miss. This power recharges when you have only 4 recoveries left and again when you have no recoveries left. (champion: 25 damage, epic: 50 damage).
⚔ *Serpentine Strike*

☯ Armor

Basic bonus: +1 bonus to Armor Class (champion: +2; epic: +3).

Spiral Step: Add this armor's bonus or the escalation die to your disengage checks, whichever is higher.

☯ Body

Basic bonus: +1 bonus to Physical Defense (champion: +2; epic: +3).

Confident Stride: Enemies that are your level or lower can't make opportunity attacks against you.

ᔓ Mind

Basic bonus: +1 bonus to Mental Defense (champion +2; epic: +3).

Adapting Mind: When you are hit by an attack that targets Mental Defense, each subsequent time that battle that an attack with the same name hits you, you can make the attacker reroll the attack against MD 15 instead of your own Mental Defense (champion: MD 20; epic: MD 25).

Unfettered (recharge 16+)*:* Spend a recovery to end one of the following conditions: dazed, weakened, or stuck.

ᔓ Healing

Basic bonus: Increase your total recoveries by 1. Instead of rolling one recovery die per level when you use this gift's recovery, heal 20 hit points (champion: 40 hp; epic: 60 hp).

Freedom: When you rally, you automatically succeed at disengage checks until the end of the turn.

Rebound: When you succeed on a death save, you can also take an immediate move action.

ᔓ Exceptional

Basic bonus: None.

Culmination (quick action – recharge 16+)*:* Roll a d20 and note the result. Until the end of the battle, when you or an ally rolls that natural number with an attack roll, increase the escalation die by 1.

ᛘ Plant Gifts

Themes: growth, plant features, sustenance.

ᛘ Striking

Basic bonus: +1 bonus to attack and damage rolls (champion: +2; epic: +3).

Unstoppable Growth: While the escalation die is 3+, you deal +1d8 damage whenever you hit with an attack (champion: +2d10; epic: +4d12).
ᛜ *Full Moon Strike*

ᛘ Armor

Basic bonus: +1 bonus to Armor Class (champion: +2; epic: +3).

Deep Roots (move action – recharge 6+)*:* You "plant" yourself in place, and you can't move until the end of your next turn. (You can still use your move action for something else other than moving.) While planted, you take only half damage from attacks and effects, including ongoing damage.
ᛒ *Stance of Stone*
ᛟ *Immovability*

ᛘ Body

Basic bonus: +1 bonus to Physical Defense (champion: +2; epic: +3).

Simple Growth (once per level)*:* The first time you take an incremental advance, you gain the increased hit points advance for free in addition to the advance you choose.

ᛘ Mind

Basic bonus: +1 bonus to Mental Defense (champion +2; epic: +3).

Our Kind (recharge 6+)*:* Until the end of the battle, whenever you are confused, you are instead dazed (keep the same duration).

ᛘ Healing

Basic bonus: Increase your total recoveries by 1. Instead of rolling one recovery die per level when you use this gift's recovery, heal 20 hit points (champion: 40 hp; epic: 60 hp).

Fruition (recharge 11+)*:* When you heal using a recovery and heal to maximum hit points, roll a save. If you succeed, the recovery is free. If you fail, you don't expend this power.
ᛅ *Draconic Perfection*
ᛉ *Impeccability*

ᛘ Exceptional

Basic bonus: None.

Flagrant Blossoms (recharge 6+)*:* After the battle, or after a few minutes, flowering plants grow and blossom through the area. The choice of type of plant is up to you, usually, though your subconscious may influence things more than you'd suspect. The plants often have long-lasting magical or social effects on the areas they sprout in (up to the GM).

ᛟ Spirit Gifts

Themes: possession, spirit allies, unseen forces.

ᛟ Striking

Basic bonus: +1 bonus to attack and damage rolls (champion: +2; epic: +3).

Battle Spirit (recharge 16+): The basic bonus to attack and damage from this gift is one higher than normal (so +1 is +2, for example) until the end of the battle. When you gain this gift, you lose two recoveries. You regain the recoveries when you lose or de-activate the gift.

Force Confrontation (recharge 6+)*:* Until the end of the battle, you can ignore the spirit body effect that forces creatures attacking a spirit to use their highest mental ability score as their attack score. (If your highest ability score is mental, using this power instead gives you a +2 attack bonus against spirits until the end of the battle.)

Armor
Basic bonus: +1 bonus to Armor Class (champion: +2; epic: +3).

Spirit of Warding: The basic AC bonus for this gift applies to Mental Defense as well.
● *Shadowy Depth*
ϒ *Armor of Clarity*

Body
Basic bonus: +1 bonus to Physical Defense (champion: +2; epic: +3).

Ancestral Accomplice (interrupt action – recharge 16+)*:* When you would be stunned, you are hampered instead (use the same duration).

Mind
Basic bonus: +1 bonus to Mental Defense (champion +2; epic: +3).

Spirit of Warning (recharge 16+)*:* The spirit warns you of impending danger—sometimes. When you roll initiative, gain a +10 bonus to your roll after seeing it.

Healing
Basic bonus: Increase your total recoveries by 1. Instead of rolling one recovery die per level when you use this gift's recovery, heal 20 hit points (champion: 40 hp; epic: 60 hp).

Healing Spirit: When you rally using this gift's bonus recovery, it only requires a quick action. The spirit does the healing for you.

Exceptional
Basic bonus: None.

Song of Forgotten Ancestors (daily)*:* When you attune a rune you don't ordinarily possess, roll a d20. If you roll a natural 18–20, you gain a heroquest gift from that rune after you narrate it, but its chance of a complication becomes 1-10 (champion: 17-20; epic: 16-20).

Stasis Gifts

Theme: consistency, stability, steadiness.

Striking
Basic bonus: +1 bonus to attack and damage rolls (champion: +2; epic: +3).

Certainty (recharge 11+)*:* When you roll damage for one of your attacks, after seeing the roll, take the average for those damage dice (rounded up) instead (for example, a 4 on each d6, 5 on each d8, or 6 on each d10).
† *Killer's Hand*

Armor
Basic bonus: +1 bonus to Armor Class (champion: +2; epic: +3).

Solidity: When you are at maximum hit points and an enemy hits you with an attack targeting Armor Class, the enemy rerolls the attack against AC 15 instead (champion: AC 20; epic: AC 25).
⊙ *Original Unity*
⧗ *Undaunted Hope*

Body
Basic bonus: +1 bonus to Physical Defense (champion: +2; epic: +3).

Inviolate Form (interrupt action – recharge 16+)*:* When an enemy scores a critical hit against you, change it to a normal hit instead. The drawback is that the next critical hit you score this battle will also be a normal hit instead.
⊙ *Lawful Order*

Mind
Basic bonus: +1 bonus to Mental Defense (champion +2; epic: +3).

Intransigence (recharge 16+)*:* When an attack that targets Mental Defense hits you, cancel the attack's non-damage effects against you.
ϒ *Rectitude*

Healing
Basic bonus: Increase your total recoveries by 1. Instead of rolling one recovery die per level when you use this gift's recovery, heal 20 hit points (champion: 40 hp; epic: 60 hp).

Intractability (recharge 11+)*:* When an attack damages you, use a recovery to prevent that damage (including ongoing damage), but not effects.

Exceptional
Basic bonus: None.

Memory of the Golden Age (quick action – daily)*:* A nearby ally who is making last gasp saves or death saves heals to maximum hit points and stops making those saves, but remains unconscious until the battle is over. (*Note:* Golden Age survival strategies were not foolproof.)
□ *Ernalda's Slumber*

ᛉ Truth Gifts

Themes: knowledge, certainty, insight, fairness, honor, justice, judgment.

ᛉ Striking

Basic bonus: +1 bonus to attack and damage rolls (champion: +2; epic: +3).

Inevitability (recharge 16+)*:* When you miss with a natural even attack roll, take damage equal to 10% of your starting hit points to turn it into a hit instead (champion and epic tier versions use the same percentage).

Proof: While you are the only one engaged with an enemy, deal +1d6 damage when you hit it (champion: +2d6; epic: +4d6).

Worthy Opponent: You can only use this power when there at least two enemies left in a battle. When you hit the most dangerous enemy in the battle (or one tied for most dangerous, GM's assessment), deal +1d4 damage to it (champion: +1d8; epic: +2d10).

ᘓ *Champion's Torc* (Air is all about picking fights with the biggest foes)

᚛ *Monster Killer* (the Deep is home to massive sea monsters)

ᛉ Armor

Basic bonus: +1 bonus to Armor Class (champion: +2; epic: +3).

Perfection: This gift's bonus to Armor Class is +2 while you're at maximum hit points (champion: +3; epic: +4).

Retribution (recharge 16+)*:* When an attack targeting Armor Class hits you, make a basic attack against the attacker. If you miss, you don't expend the power. You take a –4 penalty to attacks against enemies other than that enemy until it is defeated.

ᛉ Body

Basic bonus: +1 bonus to Physical Defense (champion: +2; epic: +3).

Loyal Defender (recharge 11+)*:* When an enemy you're engaged with targets your ally with an attack that doesn't include you, that enemy targets you instead of that ally. You must be a legal target. Your defense for this attack is 20 (champion: 25; epic: 30). Declare your choice before the attack is rolled.

Withstand (recharge 16+)*:* When an attack targeting your Physical Defense damages you, take only half damage from it. When you use this power, you can immediately roll to recharge it (in addition to your normal recharge roll after the battle).

ᛉ Mind

Basic bonus: +1 bonus to Mental Defense (champion +2; epic: +3).

Genius: You gain a +4 bonus to all skill checks based on Intelligence.

Right Mind (recharge 11+)*:* When you fail a save against a mental effect (confused, dazed, an effect created by an attack against Mental Defense, etc.), reroll the save. If it's a natural even roll, you don't expend this power.

ᛉ Healing

Basic bonus: Increase your total recoveries by 1. Instead of rolling one recovery die per level when you use this gift's recovery, heal 20 hit points (champion: 40 hp; epic: 60 hp).

Totality (recharge 11+)*:* When you heal using a recovery, and you are within 10 hp of your maximum hit points, heal to maximum (champion: 25 hp; epic: 60 hp).

ᛉ Exceptional

Basic bonus: None.

Surety Blessing (quick action – recharge 16+)*:* Roll a d20 and note the result. Until the end of the battle, when you or an ally rolls that natural number with an attack roll, that character can improve the result of the attack. A miss becomes a hit, a hit becomes a critical hit, and a critical hit does triple damage instead of double. A fumble is a fumble is a fumble.

᚛ Water Gifts

Themes: Flowing streams, oceans, adapting, cleansing.

᚛ Striking

Basic bonus: +1 bonus to attack and damage rolls (champion: +2; epic: +3).

Punishing Rush (quick action – recharge 16+)*:* Make a basic attack against an enemy you have already hit this turn.

᚛ Armor

Basic bonus: +1 bonus to Armor Class (champion: +2; epic: +3).

Leaping Rapids (recharge 11+)*:* When an enemy scores a critical hit against you with an attack that targets Armor Class, turn it into a normal hit if you succeed on a save (11+).

ᘐ *Split-second Dodge*

Resurgence: When you rally, you also gain a +4 bonus to AC until the end of your next turn.

□ *Earth Power*

Body

Basic bonus: +1 bonus to Physical Defense (champion: +2; epic: +3).

Coursing Waves (recharge 6+)*:* When you take damage from an opportunity attack, prevent 20 of that damage (champion: 50; epic: 120).
☙ *Evasion*

Mind

Basic bonus: +1 bonus to Mental Defense (champion +2; epic: +3).

Endless Depths (daily)*:* Until the end of the battle, when an enemy hits you with an attack against your Mental Defense, you gain a cumulative +1 bonus to MD until the end of the battle.

Healing

Basic bonus: Increase your total recoveries by 1. Instead of rolling one recovery die per level when you use this gift's recovery, heal 20 hit points (champion: 40 hp; epic: 60 hp).

Flowing Strength (recharge 11+)*:* When you heal using a recovery and it heals you up to your maximum hit points, a nearby ally also heals half the remaining hit points.

Exceptional

Basic bonus: None.

All Waters Cleanse (recharge 16+)*:* Until the end of the battle, when ❦ Chaos steals the escalation die, you or one of your nearby allies can heal using a free recovery.
⧗ *Hope Remains*

GIFTS AS LOOT

Sometimes the NPCs or monsters may be using heroquest gifts in the form of magic items. You beat them, you take their stuff, and now you've got a magic item, right?

Yes. But if what you've actually acquired is a gift in the form of an item, you've only got it temporarily. We'll refer to this type of rare item/gift acquisition as unearned gifts. When you acquire an unearned gift, you can use it normally, but whenever you get a full heal-up you must roll a normal save. Succeed and the unearned gift stays with you another day. Fail and the magic of the unearned gift dissipates. You might still have the physical object the power was invested in, to keep as a trophy perhaps, but the magic that made that item special is gone.

If you manage to acquire a new heroquest gift while using an unearned gift, you might be able to turn the power of your unearned item into your own rune's heroquest gift. That seems less like something we're going to write rules about and more like a unique story to handle with your GM.

OPTIONAL RULE: GIFTS AS SIGNATURE MAGIC ITEMS

Sometimes you want your hero to carry a true magic item. As explained on page 77, you're always free to explain a heroquest gift as an item. But that's not always cool enough. If what you want is to set yourself up with a magic item that will be a more-or-less permanent part of your character's story, here's an option.

Choose one of your heroquest gifts. Alternatively, choose a gift you really want and are going to quest very hard to get! Once you've got it, explain how that heroquest gift is a specific magic item that is a permanent part of your character's story, as much a part of you as the white bearskin god he wears as a cape is part of Harrek the Berserk.

Assuming your GM agrees, this gift is now your signature magic item. It can't be taken from you permanently. Losing it for a session or three might be a good example of a campaign loss. But it's part of you now. You'll get it back somehow, assuming you're alive.

Better yet, when you change tiers, rising to 5th level or 8th level, your gift will eventually also level-up. The GM rolls a normal save (11+) when you level up to a new tier. If it succeeds, your signature magic item will probably rise to match your new tier at some point during the next session, assuming there's a story moment where the transformation feels cool and justified. If the save fails, the GM will keep rolling at the start of each session, or perhaps you'll narrate a rune with such brilliance that the GM will acknowledge your signature touch and advance your item without the random roll.

USING MAGIC ITEMS FROM 13TH AGE

We have focused on heroquest gifts as an alternative to the way *13th Age* handles true magic items because we feel that heroquest gifts capture the way Gloranthan heroes progress toward becoming Heroes. But now that we've done the work and played 13G awhile, we're aware that there is also no problem using *13th Age*-style true magic items in *13th Age Glorantha*.

Most of the rules for acquiring heroquest gifts can carry over to how your PCs might acquire true magic items. As gifts from the gods, or from spirits, or temples, or the magic of the Hero Plane, acquiring an appropriate true magic item could easily make sense as a consequence of narrating an empowered rune. We suggest putting true magic item choices in the hands of the GM, but player input counts, particularly when narrating an empowered rune.

The rules consequences of mixing true magic items and heroquest gifts aren't complex. For starters, the basic bonuses of your heroquest gifts don't stack with the default bonuses of your true magic items. For example, the basic bonus of a cloak in *13th Age* is to Physical Defense, and that won't stack with the basic bonus to Physical Defense of a body rune in 13G.

Add the number of your heroquests gifts and your true magic items together to determine where you stand on the Minimum Heroquest Gifts Table on page 75. Similarly, consequences ensue if your PC's combined total of gifts and items exceeds the PC's level. If it does, the GM and the rest of the play group are authorized to take control of your character as described on page 285 of the core rulebook. For extra fun, your friends should treat all your heroquest gifts as if they also had quirks related to their powers . . . which they should invent as they wish.

Gloranthan magic items: You'll find some epic-tier magic items as part of the Sartar Magical Union write-ups that begin on page 326. We'll probably create lower-level items at some point soon, but for this volume we focused on heroquest gifts.



CHAPTER 4: CLASSES

CLASS BASICS

The classes outlined below fall into three categories: entirely new classes, transformation classes, and updated classes.

The five entirely new classes (berserker, earth priestess, hell mother, Humakti, trickster) appear with all their details and powers. These classes are heavily tied to Gloranthan themes. With some translation work they can find a home in core *13th Age* games, but in this book we've focused on how the classes play in Glorantha games.

The five transformation classes (Orlanthi warrior, rebel, storm voice, troll warrior, wind lord) are a new development for the *13th Age* system. Each transformation class is based on an existing class from the *13th Age* core rulebook. We're aiming to avoid reprinting large blocks of text from the core classes, so playing a transformation class requires you to look back at the *13th Age* core book as you design your character, though not necessarily during play if you harvest what you need.

The monk material on page 177 is a class update. We've added a talent and some new forms to model a Gloranthan monk dedicated to Ernalda and Yelm. The rest of the monk material suggests other ways of using the monk in 13G games.

***Classes from Core* 13th Age:** For notes on using other *13th Age* classes in your campaign, see page 439 of the Appendix.

Ease of Play

From the simplest character class to the most complex, the classes go something like this:

- The **Orlanthi warrior** is modeled on the *13th Age* barbarian. Simple, easy for newcomers.
- The **troll warrior** is also based on the *13th Age* barbarian. Slightly more involved than the Orlanthi warrior because: a) hit points change each battle; and b) you're playing a non-human troll, and trolls are weird.
- The **Humakti** is good for people who want to play straightforward fighter-types. It has some fun options, but nothing too complex.
- The **rebel** is based on the *13th Age* rogue. It's ever so slightly more complex because it has more stuff.
- The **berserker** models the concept of a warrior who goes berserk and smashes enemies in more intricate detail than the straightforward barbarian/Orlanthi warrior/troll warrior. The **Zorak Zorani berserker**, devoted to the troll war god, is simpler to play than the Storm Bull berserker because it doesn't make use of berserker dice powers. The Zorak Zorani has summoning spells, but they're relatively straightforward.
- The **wind lord** is based on the *13th Age* fighter but it has more going on with special exploits that can be used only when you've triggered them in advance.
- The **storm voice** is very much a *13th Age* sorcerer, but seems to us to be slightly more complex to play, partly because its cyclical *gather storm* feature is somewhat more involved than the sorcerer's *gather power* feature it replaces, and partly because the storm voice has a few summoning spells.
- The **Storm Bull berserker** uses unique mechanics that require some investment before play. You'll have interesting decisions most every round of combat. It's true that thoughtful play isn't the type of thing that Storm Bulls themselves are known for, so this is a case of our design appealing to a player who has different psychology than the character.
- We're presenting a few new talent and form options for the **monk** class from *13 True Ways*. It's a rewarding class with a fair amount of options to track. Requires *13 True Ways*.
- The **trickster** may or may not be complex to play, depending on what talents you have chosen. But even if you've chosen simple talents, the class randomly percolates away from your first talent choices, so eventually you'll be fuster clucking with the pros. Not an ideal class for a newcomer with no sense of humor. For that matter, a class that will be huge fun for some players and a misery for others. Read before play.
- Like the hell mother, the **earth priestess** has a number of categories of spells and magical effects at her disposal, ranging from daily spells to favors that can be distributed to allies who perform well and qualify for a reward. She's close to the most complex of the classes because of the number of choices she makes involving spells, favors, and summoning. As the only at-will summoner in the game, she most always has another creature fighting on the table alongside her. That mechanic slows your turn down, especially if you're not an experienced player. But unlike the hell mother, the earth priestess rarely manages to summon superior creatures, so the requirement to use her standard action to control her summoned creature may make her turns a bit simpler.
- The **hell mother**, the new troll spellcasting class, binds spirits that have unpredictable release triggers and helpful effects on allies; summons unpredictable monsters to fight for her; casts recurring daily spells that can make her turns take longer than most other classes; and has a selection of

at-will spells that are powerful but can also shut themselves off one-by-one in a battle. And oh yes, she's almost definitely a troll. Occasionally, the combination of summoning a superior dehori while having a daily spell recurring can give the hell mother three actions in a turn. It won't happen often, but since it can happen, we're rating the hell mother as the class with the most going on. If the indecisive or slow player in your group chooses to play this class, you may be in for long nights. It's best for experienced and quick players.

Class Formatting

The class stats format is pretty close to how we handled character classes in *13 True Ways*. Small differences include the use of runes, where appropriate, and scattered instances when we decided to write flavor for powers or spells that either required a touch of explanation or for which we were inspired. There's not much flavor text, but for this book we kept it in instead of cutting it at the last moment.

Base Stats for Gloranthan Characters

The classes presented in this chapter are at the top of the table. The four classes in italics at the bottom of the table are class variants detailed in the appendix.

Class	Base HP	Usual Base AC*	Base Physical Defense	Base Mental Defense	Background Points	Recovery Dice	Typical Runes
Berserker: Storm Bull	8	9	11	11	8	d10/level	Air, Beast, Eternal Battle
Berserker: Zorak Zorani	7	12	10	10	8	d8/level	Darkness, Death, Disorder
Earth Priestess	6	12	10	11	8	d6/level	Earth, Harmony, Life
Hell Mother	5	11	10	11	8	d6/level	Darkness, Man, Spirit
Humakti	8	15	10	11	8	d8/level	Death, Truth
Monk (Square Round)	7	10	11	11	8	d8/level	Earth, Fire/Sky
Orlanthi Warrior	8	11	11	10	8	d10/level	Air, Movement
Rebel	6	12	12	10	8	d8/level	Air, Movement
Storm Voice	6	10	11	10	8	d6/level	Air, Movement
Trickster	6	9	12	14	8	d10/level	Illusion, Disorder
Troll Warrior	6**	11	11	10	8	d10/level	Darkness, Man
Wind Lord	7	13 or 14	10	10	8	d10/level	Air, Movement
Fire/Sky Priest	7	14	11	11	8	d8/level	Fire/Sky, Truth
Fire/Sky Warrior	8	16	10	12	8	d10/level	Fire/Sky, Truth
Troll Adept*	6***	10***	11	11	8	d6/level***	Darkness, Man,
Troll Necromancer	6	11	10	11	8	d6/level	Darkness, Man, Spirit

*The base AC numbers assume that the PC is in the armor that suits them best; see the class write-ups for details. PCs who know how to fight using a shield get +1 AC when they have a shield in one hand (which means they shouldn't be using a two-handed weapon).
**The troll warrior's hit points increase each battle you fight. See the Survivor Tough class feature on page 217.
***The troll adept, like the druid it is based on, is likely to vary these stats based it talents.



BERSERKER

If there's a problem that can't be solved by smashing it, it's someone else's problem.

Overview

The berserker contains two variations, each corresponding to a different unhinged Gloranthan god whose most powerful devotees function as berserkers.

Storm Bull, aka Urox, worshiped by Storm Bull berserkers: Storm Bull is Orlanth's brother. There's no trace of royalty in this god of destructive ☋ Air, just raw animal rage and a hatred of ☤ Chaos so deep that he dared to wrestle the Devil. (See page 345). Berserkers devoted to Storm Bull are known as Storm Bulls.

Zorak Zoran, worshiped by Zorak Zorani berserkers: Cosmic troublemaker and destroyer. He is a ● Darkness god associated with the trolls, but happy to accept any devotee who can manifest powers of hate, destruction, undeath, and ⧗ Disorder. Universally feared, but also acknowledged as a fierce warrior against ☤ Chaos. See page 114 for a picture of Zorak Zoran bashing Yelmalio at the Hill of Gold and stealing his ☉ Fire powers.

Organization: Storm Bulls and Zorak Zorani have markedly different abilities. They share the core mechanic of the berserker die but use it in very different ways. For clarity's sake, the class begins with the structure and mechanics that the berserkers have in common. The common-section also includes the talents, since many are shared, and those that aren't are flagged with runes indicating which berserker can choose which talents.

The common section is followed by separate write-ups for each of the variations, more or less as if they were separate classes. The two types of berserker do *not* share the exact same ability scores, defense scores, hit points, level progression, etc. Each type of berserker starts with the stats that apply to the type and suggestions for backgrounds, followed by its unique devotee class feature, any other features, and the class powers available to that berserker.

We start the specific write-ups with Storm Bulls on page 102 and conclude with Zorak Zoran's berserkers starting on page 111.

Design intent: Obviously other fantasy worlds contain berserkers, but it's not entirely clear that the flavors of berserker we're presenting fit perfectly outside

Glorantha. These berserkers are tied strongly to the mythic heroics of violent Gloranthan gods of Death and Eternal Battle. It's certainly possible to use these options in non-Gloranthan and Dragon Empire games, but our class design decisions about mixes of powers, feats, and talents spring from Gloranthan myth, not from judgments of the best way to create a general purpose berserker.

Complexity: The berserker is not our simplest version of a character who goes into a rage and slays things! If you are new to the *13th Age* system, or if you want to stick to rolling attack dice and dishing out good damage, you might want to play the barbarian from the *13th Age* core rulebook or the Orlanthi warrior transformation class appearing on page 180. This applies even if your PC worships Storm Bull or Zorak Zoran; the barbarian class can work for devotees of either of these gods, while the Orlanthi warrior class can work for Storm Bull worshipers who don't want to fiddle with the berserker's choices.

If you'd like a more nuanced and variable experience of running a frenzied warrior, either of our berserkers should work for you. The Storm Bull berserker isn't hugely complex, but it does require you to make interesting (and not entirely obvious) decisions during character creation and during combat. The Zorak Zorani berserker's complexity comes from decisions you'll make in play rather than decisions in character creation.

We're aware that there's a twist of irony to creating a berserker frenzy character that requires a calm head and thoughtful decisions to play well. It's an irony that's not uncommon in this style of crunchy combat action game. Sometimes we try to avoid it. In this class, we indulged.



There's also a natural progression from Orlanthi warrior to berserker. My campaign includes a Barntar-worshiper who started as an Orlanthi warrior and then wanted to play something with more decisions during play. No trouble to convert the character over to being a berserker.

Class Features

All berserkers share the central class feature that gives the class its oomph.

Devotee

You must choose the devotee feature dedicated to your god: Storm Bull Devotee (page 105) or Zorak Zoran Devotee (page 114).

The devotee features are exclusive and provide access to class elements not available to devotees of the other gods.

DRAGON EMPIRE BERSERKERS

Playing a berserker can be a fun alternative to playing a barbarian. To use the class with the Dragon Empire icons instead of the Gloranthan gods, start with these probable god-to-icon translations.

Storm Bull Devotee: In the Dragon Empire, Storm Bull's single-minded devotion to the destruction of Chaos translates better to the Crusader's path than the Great Gold Wyrm's guardian sacrifices. The High Druid is certainly a good fit for Storm Bull's unbridled power. Someone like the Red from the Three? Maybe.

Zorak Zoran Devotee: Crusader! Lich King! If you squint, Orc Lord.

Berserker Fighting & the Berserk Die

Unlike the barbarian class, which chooses when to rage, berserkers fight wildly most of the time. For Storm Bulls, the berserker die isn't optional; it's what you do. For Zorak Zorani, the berserker die is an option they can choose round by round, though sometimes their berserk is forced.

You'll find the rules for the Storm Bull's use of the berserker die on page 105. The rules for the Zorak Zoranis' Controlled or Berserk feature and their simpler approach to the berserker die appear on page 114.

Berserker Talents

The talents available to both types of berserkers are listed below.

Class elements that can be chosen by Storm Bulls are marked with the ᛗ Eternal Battle rune.

Class elements that can be chosen by Zorak Zorani are marked by the ● Darkness rune.

● Amanstan's Master

Twice per day, when you miss with a melee attack, deal half the melee attack's damage as fire damage to a random nearby enemy as a free action.

Adventurer Feat: You have *resist fire 14+*.

Champion Feat: Once per battle, you can reroll the independent action roll for one of your summoned fire elementals. A fire elemental you have summoned won't attack you, even if confused, but may still attack your allies.

Epic Feat: Your spells that summon fire elementals are recharge 16+ spells instead of daily.

Blood Frenzy

You gain access to the *blood frenzy* power (below). You don't automatically get this power; you still have to choose it as one of your berserker special powers.

Blood Frenzy

Daily ◆ Interrupt action

Effect: Once you've started blood frenzy, it puts you into a different berserker-state until the end of the battle.

While you are in blood frenzy, once per round when you become staggered or are hit by an attack while staggered, roll a save. If you succeed, you heal using a recovery, and if the natural roll for the save was even, the recovery is free. In addition, whether the save succeeds or fails, add 1 to your blood frenzy count.

Keep track of your blood frenzy count during a battle. If your berserker die result is ever less than your blood frenzy count, you go out of control. At the end of a battle, your blood frenzy count resets back to 0.

Out of control: While you are out of control, you must make a melee attack against an enemy during your turn. 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 won't save you from a 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. While you are out of control, you don't accept surrenders and you tend to chase after fleeing enemies.

Yes, in a long battle in which you have used *blood frenzy* often it's possible that you will swing in and out of being out of control round-after-round. Your allies need to learn to stay out of your way. . . .

Adventurer Feat: You can reroll your first failed blood frenzy save each battle.

Champion Feat: Twice per day after seeing your roll, you can add your Constitution modifier to your blood-frenzy save.

Epic Feat: You can also roll a blood-frenzy save when you roll a natural 19 or 20 with an attack.

Bull's Rush

Once per day after you roll initiative, you can decide that you're going to act first. Everyone else rolls initiative, then your initiative is set one point higher so that you take the first turn in the battle. (You can still use your original natural initiative roll if there was some effect hinging on it.)

In the strange event a battle features multiple creatures using this style of power (say, for instance, that you're fighting the Crimson Bat from page 433), use the original initiative rolls to determine which of them actually goes first.

Adventurer Feat: You can base your initiative bonus on your Strength modifier instead of your Dexterity modifier, if you wish.

Champion Feat: Bull's Rush is now recharge 16+ instead of daily.

Bully

You cannot take Bully if you have the Scrapper talent.

Once per battle as a free action while you aren't staggered, you can reroll your berserk die and abide by the reroll.

Adventurer Feat: You gain a +1 bonus to all defenses while you aren't staggered.

Champion Feat: When you drop a non-mook enemy to 0 hit points, or drop the last mook of a mob, roll a hard save (16+). If you succeed, you can heal using a recovery.

Epic Feat: Enemies engaged with you that have 48 hit points or fewer (9th level: 60 hp or fewer; 10th level: 72 hp or fewer) suffer from fear: they're dazed (–4 attack) and cannot benefit from the escalation die.

Clanging Shield

You gain access to the *shield chewer* berserker die power (below). In addition, when you fight with a one-handed weapon and a shield *and* have *shield chewer* in your lineup, you gain a +2 bonus to AC.

Shield Chewer

If you are fighting with a shield, reduce your AC by 1 until the end of the battle. Then increase your crit range until the end of the battle by 1 (both the penalty and the crit range bonus are cumulative).

OR

If you aren't fighting with a shield, gain temporary hit points equal to your Constitution modifier (double your Constitution modifier at 5th level; triple it at 8th level). (You could fight with a shield awhile, then throw it aside and grab a two-handed weapon to finish the battle, but any AC penalties and crit range increases you've gained from the first half of the power stick with you until the end of the battle.)

● Death is Near

When you are staggered at the start of your turn, your berserker die is one size larger than usual.

As a 1st level Zorak Zorani berserker with a d4 berserker die, that bumps you up to d6. If your berserker attacks have already bumped your berserker die up a size or two, congratulations: while staggered you roll an even larger die.

Your berserker die never grows beyond d12 (see the full list of die sizes on page 116).

Adventurer Feat: Instead of increasing by one size when you are staggered, your berserker die increases two sizes (but still max d12).

● Great Weapons

Once per battle as a free action when you miss with a berserker melee attack while fighting with a two-handed weapon, deal no miss damage and ignore all effects that would have triggered from that roll to reroll that attack against a different enemy you are engaged with.

Adventurer Feat: One battle per day, you can use this Great Weapons ability three times, on different rounds. You take a -2 penalty to the second and third attacks.

Champion Feat: Increase the damage dice of your melee attacks with two-handed weapons by one size. (Normally, 1d10 increases to 1d12, 1d12 increases to 2d6, and that's as high as it goes.)

One Breath

When you roll initiative, you can swap out a single berserker die power for one of your other berserker die powers. That's a power-to-power swap, but you're not also juggling slots around; save that for between battles.

If you do decide to swap in a power, be quick about it. If your turn comes up and you're still puttering about trying to figure out what powers you're swapping in and out, it's too late: you only got the one breath! The GM should say "Too late, you're a berserker, fight as you are."

Adventurer Feat: If you decide not to swap in a different berserker die power after rolling initiative, add your Constitution modifier to your initiative.

Champion Feat: You gain an additional adventurer-tier berserker die power.

Epic Feat: You can now build your lineup out to eight berserker die powers, filling in slot 7 and 8. There are epic powers that get you rolling a d8 instead of a d6 for your berserker die, and when you do, you're ready.

● Scrapper

You cannot take Scrapper if you have the Bully talent.

Once per battle as a free action while you are staggered, you can reroll your berserker die and abide by the reroll.

Adventurer Feat: You gain a +2 bonus to all defenses while you are staggered.

Champion Feat: While you are staggered (not just when using this ability), your recovery dice are one size larger.

● Zombie Minion

You have a zombie minion the same level as you that frequently fights alongside you in battle.

Unlike the necromancer's skeletal minion (*13 True Ways*, page 84), your zombie minion is too clumsy to act as any type of servant! More importantly, unlike the skeletal minion that fights alongside its master, your zombie minion is exactly as reliable as the undead servitor of a champion of ☓ Disorder should be! You never know whether your minion is going to be in shape to fight until battle begins: if your natural initiative roll is 11+, your zombie minion fights beside you this battle. If your natural roll is 10 or less, your minion is in worse shape than you thought, either falling apart uselessly as combat begins or suffering some other mishap worthy of your ☓ Disorder and † Death god.

Ordinarily your zombie minion can't heal. When it drops to 0 hp, it's destroyed for that battle. When you take a quick rest, you can create, summon, or dig up a new zombie minion, or patch the old one back together—the story is up to you.

Technically, the zombie minion is not a summoned creature, so those rules don't apply to it. (We say "technically" because if you like the story flavor that you are summoning a zombie minion, that's up to you, but the summoning rules don't apply.)

When your zombie minion holds itself together to fight, it takes a standard action and a move action each turn. (Technically it has a quick action also, but we advise skipping its use unless there's something really important it can do in the battle.) Your minion acts on your initiative; you decide whether it takes its turn before or after you. The listed attack and damage values are for melee attacks. To be clear, this minion isn't powerful. It neither deals nor withstands much damage. Alone, it's not going to slay your enemies for you, but it might slow them down and it's good at intercepting.

Your minion's story, or stories, are up to you. It might have started life as an enemy, or as extended trollkin family. It might be a troll zombie. It might be a human zombie. It might change frequently as zombies get used up, but that won't change the stats.

Baseline Stats

Use the following stats as the baseline for your zombie minion.

Level 1 Zombie Minion

Attack +6 vs. AC
Natural 16+: Both the zombie and its target take +1d4 damage.
Damage 4

AC 17 **PD** 15 **MD** 11 **HP** 14

Level 2 Zombie Minion

Attack +7 vs. AC
Natural 16+: Both the zombie and its target take +1d4 damage.
Damage 5

AC 18 **PD** 16 **MD** 12 **HP** 18

Level 3 Zombie Minion

Attack +9 vs. AC
Natural 16+: Both the zombie and its target take +1d6 damage.
Damage 7

AC 19 **PD** 17 **MD** 13 **HP** 22

Level 4 Zombie Minion

Attack +10 vs. AC
Natural 16+: Both the zombie and its target take +1d6 damage.
Damage 8

AC 21 **PD** 19 **MD** 15 **HP** 27

Level 5 Zombie Minion

Attack +11 vs. AC
Natural 16+: Both the zombie and its target take +1d8 damage.
Damage 9

AC 22 **PD** 20 **MD** 16 **HP** 36

Level 6 Zombie Minion

Attack +13 vs. AC
Natural 16+: Both the zombie and its target take +1d8 damage.
Damage 11

AC 23 **PD** 21 **MD** 17 **HP** 45

Level 7 Zombie Minion

Attack +14 vs. AC
Natural 16+: Both the zombie and its target take +1d10 damage.
Damage 14

AC 25 **PD** 23 **MD** 19 **HP** 54

Level 8 Zombie Minion

Attack +15 vs. AC
Natural 16+: Both the zombie and its target take +1d10 damage.
Damage 14

AC 26 **PD** 24 **MD** 20 **HP** 72

Level 9 Zombie Minion

Attack +17 vs. AC
Natural 16+: Both the zombie and its target take +1d12 damage.
Damage 18

AC 27 **PD** 25 **MD** 21 **HP** 90

Level 10 Zombie Minion

Attack +18 vs. AC
Natural 16+: Both the zombie and its target take +1d10 damage.
Damage 20

AC 28 PD 26 MD 22 **HP** 108

Zombie Minion Feats

Like the ranger animal companion feats, the necromancer's zombie minion feats don't build on each other. You don't have to take zombie minion feats in any particular order, you only need to qualify for the tier of the feat you are taking.

Adventurer Feat: Your zombie minion now adds the escalation die to its attack rolls.

Adventurer Feat: When an enemy attempts to disengage from the zombie minion, it takes a penalty to the check equal to the escalation die.

Adventurer Feat: As a quick action, you can set your zombie minion ablaze, or extinguish the blaze. While it's flaming, your zombie minion's damage dice increase by one size, and it deals fire damage with its melee attacks, but it takes damage equal to your level each time its natural attack roll is odd.

Champion Feat: Add a d8 to your zombie minion's damage rolls.

Champion Feat: You zombie minion now fights for you when your natural initiative roll is 9+, instead of 11+.

Epic Feat: The first time each battle that your zombie minion fights and drops to 0 hit points, roll a hard save (16+). If the save succeeds, the zombie instead fights on, with hit points equal to the natural roll of the save.



STORM BULL

Most everyone in Glorantha refers to Storm Bull berserkers as Storm Bulls. Almost everyone in Glorantha is grateful that Storm Bulls exist, in the big picture, but everyone also prefers that the Storm Bulls' existence remains a distant fact instead of a local phenomenon.

Play Style: Setting up your berserker die powers is important. In play your berserker die set up the choices you'll make on your turn.

Ability Scores: Storm Bulls rely on Strength and have a few good reasons to care about their Constitution.

Storm Bulls get a +2 bonus to Strength or Constitution, as long as it isn't the same ability you increase with your racial bonus.

Backgrounds for Storm Bull: Consider *bull scion*, for the chosen protégé who trained under the King of the Sky Bulls; *strongarm bully*, for the intimidating brute who was up to no good before Urox found him; *farmwife's bastard*, for the rural child whose biological father was evidently a bull of some magical sort; *wild child*, for someone who grew up in the wilds on the outskirts of human settlement; *Chaos hunter*, for one who has helped track down and eradicate pockets of Chaos; *rescued Chaos child*, for the unfortunate soul raised in an experimental Lunar crèche, one who clings to the Storm Bull as savior and defender; *semi-reformed carouser*, for the character whose devotion to Urox might have started as an efficient use of a personal tendency toward wild drunkenness; *former herd man*, for a warrior who has recently left beasthood and the morokanth behind in Prax; and *former mercenary captain*, for a warrior whose bad experiences with Chaos broke them from command before Storm Bull helped smash them back together again.

ALTERNATIVES?

If you know Glorantha well, you *might* opt for a weirder god for your berserker. Perhaps your character's unique story is that you are somehow a devotee of Orlanth Madman (an aspect of the deity no one else seems to remember), or a more obscure Gloranthan deity like Shargash (the Dara Happan Fire/Sky god of the city of Alkoth) or Gagarth the Wild Wind (another crazy Air brother). Closer to home, we originally planned to present Babeester Gor's avenging daughter as another berserker variant, but realized we needed to see the class in play longer before designing a third worthwhile variant.

If you do opt for a more unusual deity, reskin and rename the powers as you wish.



THE LAWSPEAKER LECTURES ON STORM BULL, GOD OF THE ETERNAL BATTLE

Storm Bull is a god of untamed animal power and passion too unruly to be welcome in many pantheons. He is the son of Umath and brother of Orlanth. In the Golden Age, the Storm Bull led his sons down to the fertile lands of Prax. The mother of the land was Ernalda, and she gave the Storm Bull her daughter Eiritha as his wife.

During the Gods War Storm Bull went on many rampages and destroyed great tracks of life, killed many gods and sent them to Hell. He spread fear, warfare, and disruption everywhere. Storm Bull's wild and intense fury could beat even Chaos, and so this frenzied deity led the war of the Greater Darkness. He fought the Devil to a standstill and trapped him under a mountain of adamant.

Storm Bull is tolerated even in civilized Orlanthi lands only because he is so skilled against the forces of Chaos. Where Chaos is active, Storm Bull is a popular cult.

He is shown as a burly warrior with a bull's head, or as a gigantic version of the hoofed animal favored by the artist's tribe or people.

Gear

At 1st level, Storm Bulls start with at least two melee weapons (because they tend to break things easily and weapons are no exception), possibly some light armor, a half-empty or half-full wineskin, and a couple other minor trinkets they must have acquired the last time they'd had just the right amount to drink because who did these belong to anyway?

Armor

Storm Bulls may actually wear heavy pieces of bronze and iron, but they won't wear much of it. Their frenzied fighting style doesn't work well for long in truly heavy armor, so the odd pieces of metal and leather and hide they wear usually add up to light armor.

Storm Bulls have such low AC because they're not oriented toward avoiding enemy attacks. They nearly always get hit, but unlike a lot of other people, Storm Bulls can take it.

Storm Bull Armor and AC

Type	Base AC	Attack Penalty
None	8	—
Light	9	—
Heavy	11	–2
Shield	+1	—

Melee Weapons

Storm Bulls are happiest with rugged weapons that won't break easily. Greataxes, swords, sometimes even clubs. Nothing fancy.

Ranged Weapons

Storm Bulls can throw weapons in a pinch but most prefer to hang on to their weapons, get close, and wreak havoc in melee.

Storm Bull Melee Weapons

	One-Handed	Two-Handed
Small	1d4 dagger	1d6 club
Light or Simple	1d6 hand-axe, warclub	1d8 spear
Heavy or Martial	1d8 longsword, battleaxe	1d10 greatsword, greataxe

Storm Bull Ranged Weapons

	Thrown	Bow
Small	1d4 dagger	—
Light or Simple	1d6 javelin, axe, spear	1d6 shortbow
Heavy or Martial	—	1d8 longbow

Basic Attacks

Melee attack

At-Will
Target: One enemy
Attack: Strength + Level vs. AC
Hit: WEAPON + Strength damage
Miss: Damage equal to your level

Ranged attack

At-Will
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: WEAPON + Dexterity damage
Miss: —

Storm Bull Level Progression

Berserker Level	Total Hit Points	Total Feats	Berserker Die Powers	Special Powers	Level-up Ability Bonuses	Damage Bonus from Ability Score
Level 1	(8 + CON mod) x **3**	1 adventurer	3 adventurer	1		ability modifier
Level 2	(8 + CON mod) x **4**	2 adventurer	4 adventurer	2		ability modifier
Level 3	(8 + CON mod) x **5**	3 adventurer	5 adventurer	2		ability modifier
Level 4	(8 + CON mod) x **6**	4 adventurer	5 adventurer	3	+1 to 3 abilities	ability modifier
Level 5	(8 + CON mod) x **8**	4 adventurer 1 champion	4 adventurer 2 champion	3		2 x ability modifier
Level 6	(8 + CON mod) x **10**	4 adventurer 2 champion	4 adventurer 3 champion	3		2 x ability modifier
Level 7	(8 + CON mod) x **12**	4 adventurer 3 champion	4 adventurer 4 champion	4	+1 to 3 abilities	2 x ability modifier
Level 8	(8 + CON mod) x **16**	4 adventurer 3 champion 1 epic	4 adventurer 4 champion 1 epic	4		3 x ability modifier
Level 9	(8 + CON mod) x **20**	4 adventurer 3 champion 2 epic	4 adventurer 4 champion 2 epic	4		3 x ability modifier
Level 10	(8 + CON mod) x **24**	4 adventurer 3 champion 3 epic	4 adventurer 4 champion 3 epic	5	+1 to 3 abilities	3 x ability modifier

Note: Although not listed on this table, this class gets three talents. It does not get more at higher levels.

Storm Bull Berserker Stats

Initiative, AC, PD, MD, Hit Points, Recovery Dice, Feats, and some Talents are level dependent.

Ability Bonus	+2 Strength or Constitution (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (light armor)	9 + middle mod of Con/Dex/Wis + Level
Armor Class (shield and light armor)	10 + middle mod of Con/Dex/Wis + Level
Physical Defense	11 + middle mod of Str/Con/Dex + Level
Mental Defense	11 + middle mod of Int/Wis/Cha + Level
Hit Points	(8 + Con mod) x Level modifier (see level progression chart)
Recoveries	(probably) 9
Recovery Dice	(1d10 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Typical Runes	Air, Eternal Battle, and a personal rune
Talents	3
Feats	1 per Level

Class Features



Storm Bull Devotee

Air ᛟ Eternal Battle
You cannot take this feature if you have taken Zorak Zoran Devotee.

Increase your total recoveries by 1.

You also gain the ᛟ Eternal Battle rune as your unique rune. It's not part of the usual rune choices; in fact, this talent is normally the only way to acquire the rune. For you, ᚠ Chaos rune results are instead ᛟ Eternal Battle runes (see page 39 for details on the rune that embodies Storm Bull's never-ending war against Chaos).

The Storm Bull Berserker Die

At 1st level, your berserker die is a d6. At the start of each your turns, as long as you're conscious, roll your berserker die and note the result as your current berserker roll. This roll serves two main purposes: first, you trigger one of your berserker die powers when you roll the die; second, your berserker roll is added to your attack rolls in place of the escalation die.

At epic tier there are options that could lead to using a bigger berserker die, at least temporarily, but for most of your adventuring career you'll be using a d6.

No berserker die when you are down: If you start your turn unconscious, you don't roll your berserker die. Keep your previous berserker die result around in case some odd effect uses it, or someone heals you and you're later able to make an attack when it's not your turn.

You also can't use any berserker die powers while unconscious. Normally we don't have to spell that out, but there would be some enticing exploitations of talents like Wild Frenzy if we didn't clear this up from the start.

Triggering berserker die powers: Your berserker roll triggers one of your berserker die powers that is slotted into that die result. In truth, it would be more accurate to say that the die roll triggers one of your berserker die powers, and that gives you a choice between two effects, because every berserker die power offers an either/or choice between two effects.

The first of the two power effects is often a choice that can't stack with itself. It may be better than the second effect, but since two uses of the same power don't stack (for example, two acquisitions of *resist damage 12+*), you're better off choosing the second effect for subsequent triggers of many berserker die powers.

No escalation for you: You don't add the escalation die to your berserker attacks. Instead you add your current berserker roll result to each of your berserker attack rolls. Note that your berserker die doesn't entirely replace the escalation die when there's a game mechanic that refers you to the escalation die. It won't come up often, but heroquest gifts and other elements that refer to the escalation die are going to use the escalation die rather than your berserker die.

We had a few playtester questions on this mechanic, so we'll spell it out: this is an advantage for two big reasons. First, in most battles, your berserker die is going to average a higher result than the escalation die. Second, there are desperate times when player characters lose the ability to add the escalation die to their attacks, but you won't care. The two most common cases of this happening are when monsters have fear abilities (*13th Age* core rulebook, page 200) and when ᚠ Chaos steals the escalation die. Not surprisingly, Storm Bulls don't care about Chaos stealing the escalation die! Fear abilities may still daze a Storm Bull, but that will be offset by getting to use the berserker die.

Number of powers: At 1st level you'll have three berserker die powers from your choice of a Devotee feature and three berserker die powers chosen from the adventurer-tier pool (as shown on your class progression table). That's a total of six berserker die powers, enough to slot a single power into each of the six possible results of your berserker die lineup.

The choice of which power gets slotted where is up to you! Some players put their best powers at 5 and 6, where they know that the +5 or +6 bonus to attack will make it more likely that the power will get its full effect. Other players look for compensation with a low berserker die roll by slotting in a strong power. Another approach is to consider each power's effects and realize that some of them are much more useful with a high die and others are fine with a low die.

You can rearrange your berserker die powers whenever you take a quick rest.

'One-battle' berserker die powers: A few berserker die powers are one-battle powers. You can slot one-battle powers into your berserker die lineup once per day. At the end of any battle in which you used that power at least once, you must remove it from your lineup. If you roll the power multiple times that battle, lucky you; but if the one-battle berserker die power never comes up, you can keep it in the lineup for the next battle. If you haven't used it but you voluntarily remove it during a rest, you can't slot it into your lineup a second time. (For an example, see the berserker die power line-up on page 109 at the end of Storm Bull's champion tier berserker die powers.)

You'll note that choosing whether you want to swap in a one-battle power while you are getting a quick rest means that you're guessing about which powers are likely to be most useful in the next fight. If you want more control over tailoring your combat powers to the fight you're having, instead of the fight you imagine you might have, you could take the One Breath talent.

It's theoretically possible to choose so many one-battle powers that you eventually run out of powers to fill all your berserker die slots. You should avoid that. If you can't fill all your berserker die slots with powers, all you'll get from rolling an empty slot is the berserker die bonus.

Special powers: You have a number of special powers as indicated in your specific devotee progression table. The special powers appear after the berserker die powers.

Many special powers rely on a berserker die power such as *thrash the Devil* to trigger their use. These die-trigger powers have a ⚅ symbol.

Other special berserker powers have different conditions. You can use these powers according to how they're defined—you don't have to wait for a berserker die trigger.

PLAYERS

If you're puzzled about which berserker die powers to slot where, remember that the power slotted on the 6 is much more likely to hit and the power slotted on the 1 is least likely to hit. *Thrash the Devil* is a fine example of a power you'll want to slot as high as possible—if you opt to use a daily power thanks to *thrash the Devil*, you want it to hit! In contrast, *pure fury* and *the harsh wind* have effects that don't much care about hitting, so they're perfect for the low end of your berserker die slots.

Berserker Die Power: Storm Bull Devotee provides you with the *thrash the Devil* berserker die power (that must always stay in your lineup) and two slots of the *bring it on* berserker die power (that are optional). None of these three powers count against the three berserker die powers you can choose at 1st level.

The *bring it on* powers are a bit weak. You'll probably want to replace them in your berserker die lineup when you level up and gain new berserker die powers. But at least they fill out the lineup when you don't have other berserker die powers, either because you are low level or because you have a bunch of expended one-battle powers.

Thrash the Devil, on the other hand, must always remain as part of your berserker die lineup. You can't swap it out because it's part of your identity as an Uroxi berserker.

Adventurer Feat: While fighting at least one ♉ Chaos enemy, you gain a +2 bonus to all saves. (Yeah, that means you lose the save bonus when the final Chaos enemy of a battle drops to 0 hit points.)

Champion Feat: Twice per battle when you are fighting at least one Chaos enemy, you can reroll your berserker die at the start of your turn as a quick action. You must abide by the reroll.

Epic Feat: One battle per day, you can squint real hard and consider Lunar enemies to be Chaos enemies for the purposes of all your powers.

Bring It On

Special: *You start with two slots of this power in your berserker die lineup. At higher levels, replace them with better powers*

Until the end of the battle, when you take damage while your berserker die is even, reduce that damage by an amount equal to your berserker die.

OR

Gain temporary hit points equal to your Constitution modifier (double your Constitution modifier at 5th level; triple it at 8th level).

Thrash the Devil

Special: *This power is always in your berserker die lineup.*

Until the end of the battle, you gain *resist damage 12+* against attacks by ♉ Chaos.

OR

You can use one of your die-trigger special powers this turn. If you don't, instead deal damage equal to your Strength modifier to one enemy engaged with you (double your Strength modifier at 5th level; triple it at 8th level).

Adventurer Feat: If you choose to deal damage with the second option, add the escalation die to the damage you deal. (Add it before doubling or tripling your Strength modifier at higher levels.)

Champion Feat: The damage resistance against Chaos increases to 14+.

Storm Bull Berserker Die Lineup

Fill these slots with *thrash the Devil*, berserker die powers chosen below, and (at low levels) *Bring It On* (up to 2 slots).

d6	Berserker Die Power
1	
2	
3	
4	
5	
6	

One slot must be *thrash the devil*.

Example 1st Level Lineup

d6	Berserker Die Power
1	Pure Fury
2	Bring It On
3	Horns and Hide
4	Bring It On
5	This is Eternal Battle
6	Thrash the Devil

Adventurer-Tier Berserker Die Powers

Place each power into one slot of your choice on your berserker die lineup.



All Bull

You gain a +5 bonus to the next save you make this battle. Good luck making that count! (Remember that as a rule, bonuses can't stack with themselves. If you've used this once and haven't rolled a save yet, using it again won't help.)

OR

At the start of your next turn, roll an additional berserker die and choose the result you want.

Bellow & Beware

You gain one use of the Barbaric Cleave power (*13th Age* core rulebook, page 80) this battle, which can trigger when you drop a non-mook enemy or the last mook of a mob with a melee attack. (After using the Barbaric Cleave you could trigger this berserker die power again and get another use.)

OR

You gain +2 to all defenses until the start of your next turn or until you are hit by an attack.

Adventurer Feat: You gain a +2 attack bonus with the Cleave attack.

Champion Feat: If the Cleave attack hits, you can heal using a recovery.

Epic Feat: If there is no enemy engaged with you to use your Cleave attack against, as a free action you can move to a nearby foe before making the attack.

The Bull Is Strong

You can use one of your die-trigger special powers this turn.

OR

The next time you hit with a berserker melee attack this turn, add an extra WEAPON die to your damage (add two WEAPON dice instead at 5th level; add three dice instead at 8th level).

The Destroying Wind

Until the end of the battle, when you hit with an attack, gain a damage bonus equal to your berserker roll (double your roll at 5th level; triple it at 8th level).

OR

The next enemy you hit with a melee attack this turn takes a –1 penalty to AC until the end of the battle. (No additional effect against an enemy who has already taken that penalty from you).

Adventurer Feat: The penalty to the enemy's AC increases to -2.

Champion Feat: If the enemy has already taken the AC penalty from you, apply the penalty to one of their other defenses.

Epic Feat: The damage bonus of the first part of this power increases to quadruple your berserker die.

Hang On & Kill

One-battle Berserker Die Power

Any ongoing damage you are taking at the moment becomes ongoing healing instead! Keep rolling saves against this ongoing healing, but all the saves are easy saves.

OR

Heal using a recovery, but only for half the normal hit points. The next time you hit with a berserker melee attack this turn, you gain a damage bonus equal to the other half.

The Harsh Wind

If you are staggered, heal using a recovery.

OR

You take damage equal to your level + your Strength modifier, and gain +2 to all defenses until the start of your next turn.

Adventurer Feat: If you take damage from *the harsh wind*, deal that much damage to an enemy engaged with you.

Champion Feat: When you heal using *the harsh wind*, you can roll a normal save (11+). If the save succeeds, the recovery is free.

Epic Feat: The defense bonus, if any, is now +3 instead of +2.



Horns & Hide
Until the end of the battle, when you engage one or more enemies, each of those enemies takes damage equal to your Strength modifier (double your Strength modifier at 5th level; triple it at 8th level).

OR

You gain a bonus to AC equal to your berserker roll until the start of your next turn.

Pure Fury
Your next berserker melee attack that misses deals half damage instead of damage equal to your level.

OR

Your crit range with berserker attacks expands by 1 (cumulative) until the end of the battle.

This is Eternal Battle!
Until the end of the battle, you gain a bonus to AC equal to the number of enemies engaged with you. (Yes, it will change as enemies come and go.)

OR

Roll a d6. If you roll less than or equal to the number of enemies you are engaged with, you gain an extra standard action this turn.

Champion-tier Berserker Die Powers

The Bloody Facts
One-battle Berserker Die Power
If the damage you deal with your next berserker attack this turn equals or exceeds your current hit points, you can heal using a recovery.

OR

Increase the escalation die by 1.

Gore
One-battle Berserker Die Power
Until the end of the battle, your crit range expands by 2 against enemies that have more hit points than you.

OR

Once this turn as a quick action, you can make a berserker basic melee attack that deals half damage. On a miss, it deals no damage to the target and damage equal to your level to you.

Set 'em Up
One-battle Berserker Die Power
If you spend your move action this turn to set your feet on the ground and DO NOT move, your next berserker attack this turn deals double damage on a hit, or triple damage on a crit.

OR

Choose an enemy you are not engaged with. If you engage that enemy before the end of your turn, it takes damage equal to double your Strength modifier (triple your Strength modifier at 8th level).

Think a Second
Deal damage to an enemy engaged with you equal to your level. Then, after this turn is over, swap *think a second* out for another berserker die power.

OR

When you hit an enemy with a berserker die attack this turn, all of its resistance abilities are negated (hard save ends, 16+).

Tough or Crazy
One-battle Berserker Die Power
Until the start of your next turn, you take only half damage from the next attack that hits you.

OR

Make a melee attack against a non-mook target this turn as a quick action. If the target doesn't drop to 0 hp after your attack, it deals half the damage of its at-will melee attack to you as a free action.



ONE-BATTLE BERSERKER DIE POWER EXAMPLE:

Here's an example of a 5th level Storm Bull's starting berserker die powers. Let's call him Mel.

d6	Berserker Die Power
1	Pure Fury (adv)
2	The Bloody Facts (One-battle)
3	The Harsh Wind (adv)
4	Gore (One-battle)
5	This is Eternal Battle (adv)
6	Thrash the Devil (mandatory)

After a couple battles, Mel has used both *the bloody facts* and *gore*. Those were the two champion-tier berserker die powers Mel knew, so now that he has to replace them with other berserker die powers, he has to reach back to the four adventurer-tier powers he knows. But he already has three of his adventurer-tier powers in his lineup, so Mel is reduced to slotting in one of his default *bring it on* powers from his Storm Bull Devotee class feature. Since powers can be rearranged during any quick rest, Mel's player juggled the lineup a little, swapping places between *the harsh wind* and the new power *horns & hide*. (New powers are shaded.)

d6	Berserker Die Power
1	Pure Fury (adv)
2	Bring It On (default)
3	Horns & Hide (adv)
4	The Harsh Wind (adv)
5	This is Eternal Battle (adv)
6	Thrash the Devil (mandatory)

Epic-Tier Berserker Die Powers

Almost in Control

One-battle Berserker Die Power

Until the end of the battle, you can roll an additional berserker die at the start of your turn and choose the result you want.

OR

Until the start of your next turn, you gain a damage bonus to your attacks that hit equal to 1d12 x the escalation die.

Bloody Destiny

One-battle Berserker Die Power

Until the end of the battle, you can reroll your melee attacks that have a natural roll less than or equal to your berserker die. (You only get to reroll an attack roll once per turn, if the reroll is also low, tough luck.)

OR

If you drop a non-mook enemy (or the last mook in a mob) with a berserker attack this turn, you can take an extra standard action during your *next* turn.

Full of the Bull

One-battle Berserker Die Power

Roll to recharge one of your expended heroquest gift powers with a bonus equal to the escalation die.

OR

If you are not staggered, roll a normal save (11+). If you succeed, you gain an extra standard action this turn. If you are staggered, heal using a free recovery.

Urox Urox Urox

One-battle Berserker Die Power

Until the end of the battle, roll a berserker die that is one size larger (usually increasing from d6 to d8). If you roll 7+, that's good for your attack rolls but you won't get to use any of your berserker die powers in those slots unless you have the One Breath talent and its associated feats.

OR

Until the start of your next turn, you gain *resist damage 16+*.

ᛗ Special Powers

As a Storm Bull, you emphasize berserker die powers. You've got special powers, but unlike the Zorak Zorani, they're not your main thing.

Storm Bull special powers sit in one pool. They're available from 1st level on.

Die-Trigger Powers: Powers that can be used only when you've earned the right to trigger them with a berserker die result have a ⚄ symbol beside them.

⚄ Final Blow

Daily

Make a basic melee attack against a staggered enemy as a quick action.

Adventurer Feat: If the attack misses, you regain final blow at the end of the battle.

Champion Feat: This power is now recharge 16+ instead of daily.

⚄ NOOOOOOOOOOO!

Daily

When ᛘ Chaos has stolen the escalation die, as a quick action take the escalation die back from Chaos for you and (mostly!) your allies until the start of your next turn.

Adventurer Feat: In addition to taking the escalation die back, until the start of your next turn, your crit range with berserker attacks expands by an amount equal to the escalation die.

Champion Feat: When you use this power to take the escalation die back, the chance that Chaos can steal the escalation die again is reduced by 2 until the end of the battle (in other words, usually to a 1–3 on the d20).

Epic Feat: This power is now recharge 11+ instead of daily.

Rampage

Daily

Make a basic attack as a quick action. If the attack misses, either you or one ally engaged with the target of your attack (your choice) takes half damage from the attack AND the *rampage* effect continues during your next turn, only ending when you hit with the rampage attack or choose not to use the attack that turn.

Roaring Return

Daily

If your berserker die is less than the escalation die, heal using a recovery as a quick action.

Adventurer Feat: Add a number of recovery dice to your roll equal to your berserker roll.

Champion Feat: The recovery is now a free.

Epic Feat: This power is now recharge 16+ instead of daily.

NO SENSE CHAOS?

If you've met Storm Bull in *RQ*, *Heroquest*, *or King of Dragon Pass*, you know that sniffing out ᛘ Chaos is one of his signature abilities. But if you've digested how *13th Age* handles information gathering by *uniques* and skill checks, you're aware that we dislike character powers that say "I get to spot this monster or GM plot ahead of time so that we can avoid drama." Anticipation of evil assaults fits some games but not our system.

So we're not giving Storm Bull berserkers an ability called Sense Chaos. Here are our alternative suggestions.

First, some portion of a Storm Bull's backgrounds should enable them to have a better chance of spotting ᛘ Chaos than other characters. When it's right to roll a skill check to see if the PCs notice something Chaotic, the Storm Bull should be decent at that check. And if you're failing forward, maybe the Storm Bull fails but still figures out who is Chaotic, but also misidentifies a few other weirdoes as Chaotic. Ooops.

Second, when a Storm Bull's player is narrating an ᛗ Eternal Battle rune, it's quite alright for them to say that they have sensed Chaos, and to start the story as they wish. (There's an example of this on page 55.) It's a little close to making a narrated rune feel like a character power, but finding and killing Chaos is what Storm Bulls are all about. By that, we mean that Storm Bull the god is *not* about avoiding conflict. When you narrate a rune and find ᛘ Chaos that needs to be dealt with, the next step is to deal!

Which brings up another fun option: sensing Chaos can be a frequent result of the *complications* that can occur when a Storm Bull's player narrates a rune. In other words, Chaos is always around. When there's a complication with narrating a rune, it could be that Chaos rears its maw and the Storm Bull is there to sense it. For that matter, this could be a consequence of a complication for any PC in a group that contains a Storm Bull berserker, and that will help the Storm Bull feel like they're doing their job of staying vigilant against ᛘ Chaos.

⚄ Strike them All

Daily

As a quick action, make a berserker melee attack against a non-mook enemy you haven't attacked this turn. You can't target that enemy with any other attacks this turn.

Urox's Gift

Daily

As a quick action, choose an ᛗ Eternal Battle heroquest gift you do not already have. You possess that gift until the end of the battle. The gift can match your tier. (The current list of Eternal Battle heroquest gifts appears on page 83.)



ZORAK ZORANI

When a god as awful as Zorak Zoran is welcomed as a strong ally against Chaos, you know that Chaos is BAD.

Play Style: Alternates between well-timed spells and berserk attacks in which the optimal targets are not entirely in your control. Rewards both hell-for-lead aggression and moments of calculation.

Ability Scores: Like storm bulls, Zorak Zorani rely on Strength and also want to have a high Constitution. Luckily for most Zorak Zorani, they're trolls.

Zorak Zorani get a +2 bonus to Strength or Constitution, as long as it isn't the same ability you increase with your racial bonus.

Backgrounds for Zorak Zorani: Consider *troll ball murderer*, for a killer who used sport as the cover for his hits-for-hire; *rebellious high clan daughter*, for a female troll with somewhat veiled contempt for Kyger Litor and the other deep dwellers; *bug hunter*, for a Zorak Zorani called in to track down Chaos mutants the other trolls want to pretend never happened; *slave catcher*, for a specialist in tracking down runaway trollkin, wherever they might roam; *war clan badass*, for a human whose clan knew only war and regretted taking things so far when their prize champion chose dealing death the Zorak Zoran way; *evil mercenary*, for a warrior who relishes being on the wrong side of every battle except for the battle against Chaos.

Gear

At 1st level, Zorak Zorani start with at least two melee weapons (because they tend to break things easily and weapons are no exception), possibly some light armor, maybe even rough heavy armor, pieces of things they've raided from others, pieces of people they raided maybe.



THE LAWSPEAKER TELLS US OF ZORAK ZORAN, GOD OF HATE

Titled Lord Demon of the Legions of Death, Zorak Zoran is a primary war god for trolls, and his worship is even found among humans. Zorak Zoran is the mindless explosion of fear and frenzy against both order and chaos which finds its only justification and satisfaction in unlimited violence. As much as the rest of the world might regret it, this entity is one which helped save the world and whose powers may be needed again. He, too, is part of the Cosmic Balance.

He is depicted as an old three-eyed man or troll. In one of his hands he holds a mace and with the other makes a magical gesture.

Armor

Unlike storm bulls, Zorak Zorani sometime wear heavy armor. It doesn't do them as much good as it does for better trained fighters, but it's better than light. The most serious Zorak Zorani eventually get hold of lead armor, partly because trolls can't wear iron, partly because lead is the holy metal of ● Darkness.

Zorak Zorani Armor and AC

Type	Base AC	Attack Penalty
None	9	—
Light	11	—
Heavy	12	—
Shield	+1	—

Melee Weapons

Zorak Zorani use smashing weapons. It's partly a religious thing. It's partly a pleasure.

Ranged Weapons

Zorak Zorani berserkers suck with ranged weapons. Get a grip.

Zorak Zorani Melee Weapons

	One-Handed	Two-Handed
Small	1d4 dagger, knucklebuster, rock	1d6 club, rock
Light or Simple	1d6 warclub	1d8 spiked club
Heavy or Martial	1d8 mace, morningstar	1d10 maul

Zorak Zorani Ranged Weapons

	Thrown	Bow
Small	1d4 dagger (–2 atk)	—
Light or Simple	1d6 club (–2 atk)	1d6 sling (–2 atk)
Heavy or Martial	—	—

Basic Attacks

Melee attack

At-Will
Target: One enemy
Attack: Strength + Level vs. AC
Hit: WEAPON + Strength damage
Miss: Damage equal to your level

Ranged attack

At-Will
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: WEAPON + Dexterity damage
Miss: —

Zorak Zorani Level Progression

Berserker Level	Total Hit Points	Total Feats	Spells & Powers					Level-up Ability Bonuses	Damage Bonus from Ability Score
			1st Level	3rd Level	5th Level	7th Level	9th Level		
Level 1	(7 + CON mod) x 3	1 adventurer	2	—	—	—	—		ability modifier
Level 2	(7 + CON mod) x 4	2 adventurer	3	—	—	—	—		ability modifier
Level 3	(7 + CON mod) x 5	3 adventurer	1	3	—	—	—		ability modifier
Level 4	(7 + CON mod) x 6	4 adventurer	—	4	—	—	—	+1 to 3 abilities	ability modifier
Level 5	(7 + CON mod) x 8	4 adventurer 1 champion	—	2	3	—	—		2 x ability modifier
Level 6	(7 + CON mod) x 10	4 adventurer 2 champion	—	1	4	—	—		2 x ability modifier
Level 7	(7 + CON mod) x 12	4 adventurer 3 champion	—	—	2	4	—	+1 to 3 abilities	2 x ability modifier
Level 8	(7 + CON mod) x 16	4 adventurer 3 champion 1 epic	—	—	1	5	—		3 x ability modifier
Level 9	(7 + CON mod) x 20	4 adventurer 3 champion 2 epic	—	—	—	3	4		3 x ability modifier
Level 10	(7 + CON mod) x 24	4 adventurer 3 champion 3 epic	—	—	—	1	6	+1 to 3 abilities	3 x ability modifier

Note: Although not listed on this table, this class gets three talents. It does not get more at higher levels.

Zorak Zorani Berserker Stats

Initiative, AC, PD, MD, Hit Points, Recovery Dice, and Feats are level dependent.

Ability Bonus	+2 Strength or Constitution (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (heavy armor)	12 + middle mod of Con/Dex/Wis + Level
Armor Class (shield and light armor)	13 + middle mod of Con/Dex/Wis + Level
Physical Defense	10 + middle mod of Str/Con/Dex + Level
Mental Defense	10 + middle mod of Int/Wis/Cha + Level
Hit Points	(7 + Con mod) x Level modifier (see level progression chart)
Recoveries	(probably) 8
Recovery Dice	(1d8 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Typical Runes	Two of three of ● Darkness, † Death, ⧗ Disorder; and one personal rune
Talents	3
Feats	1 per Level



Class Features

Zorak Zoran Devotee

● ***Darkness † Death ⧗ Disorder***
You cannot take this feature if you have chosen another berserker Devotee feature.

You are a berserker devoted to Zorak Zoran.

Your powers operate very differently than the Storm Bull berserker, starting with your berserker dice.

Each battle, your berserker die starts as a d4.

Instead of selecting berserker die powers that slot into specific results of the berserker die, you choose each turn between staying in control to cast spells and use powers, or going berserk and using the berserker die to fight unpredictably and savagely.

Controlled or Berserk

At the start of each of your turns when you are conscious, you must choose whether to stay in control this turn or go berserk.

Controlled turn: Staying in control is useful when you intend to take a turn like a non-berserk character. We say "intend" because your control isn't perfect and there is a chance you will lose control and have a berserk turn instead. When you try to stay in control, roll a d10 (yes, a d10 instead of a d20!). If you roll less than or equal to the escalation die, you must take a berserk turn instead of a controlled turn.

If you succeed in staying in control, you take a controlled turn. When you take a controlled turn, you get a standard action, move action, and quick action like normal. You don't roll the berserker die, and instead use the escalation die like other characters this turn.

Taking a controlled turn leaves you free to cast your Zorak Zorani spells and is often less risky. Obviously as the battle progresses it gets harder to take a controlled turn, but the odds are never that bad.

While unconscious: If you start your turn unconscious, you take a controlled turn. But it's probably not that much of a turn—like everyone else at 0 hit points or below, you roll a death save and hope to get lucky. If you get extremely lucky and roll a natural 20 with your death save, you're up, but you still don't get to choose to go to berserk. You'll take a normal controlled turn with your regained consciousness.

Berserk turn: As long as you are conscious at the start of your turn you can take a berserk turn. Your turn will look a lot more like a turn taken by the Storm Bull berserker, but you have a less complex set of berserker die powers. Sometimes we refer to taking a berserk turn as "while berserk."

When you take a berserk turn, roll your berserker die at the start of your turn. Usually your berserk die starts as a d4, but it tends to increase in size throughout the battle, depending on what feats you take. Like the Storm Bull, you use your berserker die as a bonus to your attacks instead of the escalation die. Unlike the Storm Bull, you only have a berserker die some of the time, when you're taking a berserk turn.

Also unlike the Storm Bull berserker, you don't have a selection of different berserker die powers slotted to different results on the berserk die! Instead, there's a simple but significant check that applies to all your berserker die

rolls, an effect that shows that when you are berserk as a Zorak Zorani berserker, you're really freaking berserk!

While berserk, you can only make melee attacks, not ranged or thrown weapon or spell attacks. In addition, you must use *Zorak Zorani berserk attack* (below) or a spell like the *crush spirit* spell (page 118) that specifies it can be used while berserk. (At the moment there's only one such spell, so you're normally using the *Zorak Zorani berserk attack*.)

If your berserker die roll is odd: This turn, the **tasty** target for your melee attacks is the nearby enemy that has the lowest hit points when you start your turn. All other targets are non-tasty for you this turn.

If your berserker die roll is even: This turn, the **tasty** target for your melee attacks is the nearby enemy that has the highest hit points when you start your turn. All other targets are non-tasty for you this turn.

Tasty targets: The crit range of your melee attacks against tasty targets expands by 2 (usually to a natural 18+).

Non-tasty targets: Your attacks against non-tasty targets deal only half damage.

Zorak Zorani Berserk Attack

At-Will while berserk
Target: One enemy
Attack: Strength + Level vs. AC
Hit: WEAPON + Strength damage
Natural Even Hit Against a Tasty Target: Increase your berserker die by one size until the end of the battle (d4 becomes d6; d6 becomes d8, and d8 is the maximum).
Miss: Damage equal to your level.

Adventurer Feat: Your berserker die can increase higher now: d8 becomes d10; d10 becomes d12; and d12 is the new maximum.

Champion Feat: Natural even misses against tasty targets now deal half damage instead of damage equal to your level.

Epic Feat: When your natural initiative roll is 1–10, your berserker die starts as a d6 that battle.

Ignore Flesh Wounds

While berserk, you can pop free from one enemy as a quick action.

In addition, while berserk you gain *resist damage* to all opportunity attacks—you take only half damage from opportunity attacks regardless of what the enemy rolls. For example, an enemy that deals miss damage with its opportunity attack must halve that miss damage, and an enemy that crits you with its opportunity attack will do normal damage (half of double).

Spellcasting

Your special powers are a mix of powers and spells. You don't have quite as many spells to choose from as most dedicated spellcasters . . . but unlike most dedicated spellcasters, you have a truckload of hit points and are a devastating melee fighter. Enjoy!

WHEN TO BERSERK OR STAY IN CONTROL

Let's unpack this madness with analysis and advice.

At the start of a battle, you can usually count on taking controlled turns, if you wish. While you're in control, you can do what you like. You can cast the spells you want to cast, move as you like, and attack anyone you please. You even get to use the escalation die, though you become less and less likely to muster a controlled turn as the escalation die increases.

While berserk, you're extremely unpredictable, even to yourself, often smashing from side to side of the battlefield to attack enemies you weren't engaged with at the start of your turn. Fortunately, the Ignore Flesh Wounds class feature (below) lets you take a lot less damage than other characters who careen back and forth. You may still take some hits, but not as many as you might imagine if you remember to avoid staying engaged with multiple enemies. You're not the prototypical front-line warrior but more of a hit-and-run type; disengaging is great for you. And so is coming back from using *dark walk* berserk, since you'll be able to show up where you like and potentially deal triple damage if your two doublings stack up.

Zorak Zorani Summoning

You can have one summoned creature or summoned mob of mooks summoned at a time. To cast another summoning spell, you must use a quick action to dismiss your current creatures.

Your summoning spells usually summon independent creatures. Unlike ordinary creatures, they don't have to be controlled with a standard action on your turn; they're going to take the same type of turn regardless of whether you are in control or berserk.

At the start of your summoned creature's turn, roll a d6 on that creature's independent action table to see what it does. Specific creatures, talents, or feats might dictate whether you want to be in control or berserk.

The unfortunate side of independent creatures is that you can't exert stronger control over them. Unlike the creatures summoned by most other casters, your unruly summonings will sometimes take actions you wish they wouldn't. Or maybe you don't care. You are a Zorak Zorani, and by definition a jerk berserker devoted to a god of ☓ Disorder and mayhem.

Note that if an action for one of your summoned creatures makes it attack one of your random allies, it will attack you instead if you have no allies with you.

DIE SIZES

Several of your features and powers refer to increased die sizes. From lowest to highest, the sizes increase like this: d3, d4, d6, d8, d10, d12, 2d6, 2d8, 2d10, 2d12. Really, the top end of that list shouldn't be necessary, but now you've got it.

1st Level Special Powers

As a Zorak Zorani, you emphasize varied special powers. Unlike the Storm Bull berserker, whose special powers sit in a single pool that is accessible at 1st level, you have pools of lower- and higher-level special powers. You can use any of your special powers at the highest level possible, generally either your level or a level below.

Bludgeon

Close-quarters spell ◆ **Recharge** 16+ after battle ◆ Quick action to cast

Effect: Until the end of the battle, increase your melee WEAPON damage dice by one size, as long as that weapon isn't a sword or weapon with a point or long edge (clubs and smashing weapons basically).

3rd level spell	*Bludgeon* is now a recharge 11+ spell.
5th level spell	Roll a hard save (16+) when you cast the spell. If you succeed, you can also increase the melee WEAPON damage dice of a nearby ally's club or smashing weapon by one size until the end of the battle.
7th level spell	The 5th level save is now normal instead of hard.
9th level spell	*Bludgeon* is now a recharge 6+ spell.

Summon Troll Skeleton

Daily Spell

You summon a 1st level troll skeleton. Cast at higher levels you summon a troll skeleton of the spell's level.

● Troll Skeleton

1st level troop [UNDEAD]

Initiative: +1 (probably irrelevant; higher level troll skeletons have initiative bonuses equal to level)

Pummel +6 vs. AC—3 damage

Bony claws +6 vs. AC—5 damage

Natural even hit or miss: Add +1 to the damage the troll skeleton deals with its bony claws attack until the end of the battle (cumulative).



Independent summoned creature

Roll at the start of each turn:

1: The skeleton gets confused and uses its *pummel* attack on a randomly selected ally of its summoner this turn.

2–3: If engaged, it uses *pummel* against an enemy engaged with it: Otherwise, it moves to engage a random nearby enemy and uses *pummel* against it.

4–6: The skeleton moves as you like and uses *bony claws* this turn.

AC 17
PD 13 **HP 13**
MD 14

3rd Level Troll Skeleton

Pummel +8 vs. AC—5 damage

Bony claws +8 vs. AC—8 damage

Natural even hit or miss: Add +2 to the damage the troll skeleton deals with its *bony claws* attack until the end of the battle (cumulative).

AC 19, PD 15, MD 16, **HP 26**

5th Level Troll Skeleton

Pummel +10 vs. AC—9 damage

Bony claws +10 vs. AC—14 damage
Natural even hit or miss: Add +3 to the damage the troll skeleton deals with its *bony claws* attack until the end of the battle (cumulative).

AC 21, PD 17, MD 18, **HP 50**

7th Level Troll Skeleton

Pummel +12 vs. AC—12 damage

Bony claws +12 vs. AC—20 damage
Natural even hit or miss: Add +4 to the damage the troll skeleton deals with its *bony claws* attack until the end of the battle (cumulative).

AC 23, PD 19, MD 20, **HP 80**

9th Level Troll Skeleton

Pummel +14 vs. AC—22 damage

Bony claws +14 vs. AC—34 damage
Natural even hit or miss: Add +7 to the damage the troll skeleton deals with its *bony claws* attack until the end of the battle (cumulative).

AC 25, PD 21, MD 22, **HP 140**

A Touch of the Ol' Ratslaff

Close-quarters spell ◆ **Daily** ◆ Quick action to cast
Special: Roll a d3 when you cast this spell to determine how many times you can use the effect as an interrupt action during the battle.
Trigger: An enemy rolls a natural 1–5 with an attack
Effect: Turn the roll into a natural 1 and improvise a further curse that shows how the enemy's attack backfires horribly. Whatever terrible thing happens to the enemy, it also takes 1d6 damage.

3rd level spell	Now 3d6 damage.
5th level spell	Now 5d6 damage.
7th level spell	Now 7d8 damage.
9th level spell	Now 9d10 damage.

Adventurer Feat: Instead roll a d4 to determine how many times you can use the effect.

Champion Feat: Roll two more damage dice of the same size for the effect.

Epic Feat: When a nearby enemy rolls a natural 1 with an attack against you during a battle in which you have cast the spell, you can use *touch of the ol' Ratslaff* against it without expending a use.

Zorak Zoran Zombie Form

Ranged spell ◆ **Daily**
Special: You can only cast this spell outside of battle; it requires a minute to cast.
Effect: You gain 30 temporary hit points that last until the end of the next battle. In addition, you take a –5 penalty to Charisma- and Dexterity-based skill checks (no penalty to attacks), to disengage checks, and to initiative rolls until the end of the next battle.

3rd level spell	50 temporary hit points.
5th level spell	80 temporary hit points.
7th level spell	130 temporary hit points.
9th level spell	210 temporary hit points.

Adventurer Feat: You gain a +2 bonus to PD when affected by Zorak Zoran zombie form.

Champion Feat: You also gain a +2 bonus to MD while in zombie form.

Epic Feat: During a battle in which you were affected by this spell, you gain a +4 bonus to death saves until the first time you succeed with a death save.

3rd Level Special Powers

Chastise Undead

Ranged spell ◆ **Once per battle**
Target: One nearby undead creature with 100 hp or fewer
Attack: Constitution + Level vs. MD
Hit: The target is confused (save ends).

5th level spell	Target with 200 hp or fewer.
7th level spell	Target with 300 hp or fewer.
9th level spell	Target with 500 hp or fewer.

Adventurer Feat: A miss doesn't expend the spell.

Champion Feat: The save against confusion is now hard, 16+.

Epic Feat: The target now adds the escalation die to its attacks while confused by this spell.

Eat Chaos

Close-quarters spell ◆ **Daily** ◆ Free action to cast
Trigger: A normal-sized Chaos creature you are engaged with drops to 0 hit points.
Effect: You heal using a free recovery and eat enough of the creature in a horrible and final way that it can't regenerate or otherwise return to life, at least not during this battle or any time soon.

5th level spell	Can be used against a large creature.
7th level spell	Can be used against a huge creature.
9th level spell	Can now be used against a nearby target instead of requiring you to be engaged; spirits tear bits off and help you gorge.

Adventurer Feat: If you dropped the creature that triggered the power, add triple its level to the hit points you heal from eating it.

Champion Feat: The spell is now recharge 16+ instead of daily.

5th Level Special Powers

Champion of Hate

Ranged spell ◆ **Daily** ◆ Quick action to cast
Target: One nearby enemy
Effect: Until the end of the battle the target counts as a tasty enemy to you while you are taking a berserk turn.

7th level spell	Instead of choosing a single target, you can target each staggered enemy in the battle.
9th level spell	You can target a single enemy and each staggered enemy in the battle.

Crush Spirit

Close-quarters spell ◆ **Daily**
Special: You must use a crushing or smashing weapon for this attack. As a melee attack, you can use it while berserk.
Target: One nearby enemy with 100 or fewer hit points.
Attack: Constitution + Level vs. MD
Hit: The target drops to 0 hp. A living creature has its spirit severed from its body, and undead are slain permanently. A creature that would regenerate or heal next turn doesn't: it's dead.
Miss: You take damage equal to the target's level.

7th level spell	Target with 150 hp or fewer.
9th level spell	Target with 250 hp or fewer.

Champion Feat: When you roll a natural even miss with the spell, you regain this attack after the battle.

Summon Captured Fire Elemental

Ranged spell ◆ **Daily**
You summon a 5th level captured fire elemental. Cast at higher levels you summon a captured fire elemental of the spell's level.

⊙ Captured Fire Elemental

5th level spoiler [ELEMENTAL]
Initiative: +9 (probably irrelevant)

Half-hearted sparks +11 vs. AC—6 fire damage

Vindictive flare +11 vs. AC—15 fire damage, and the target is weakened and takes 5 ongoing fire damage (save ends both)

Independent summoned creature

Roll at the start of each turn:

1: It's happy that it can use *vindictive flare* on its summoner or one of the summoner's allies, whoever it thinks will burn nicest.

2–3: It moves as you like and uses *half-hearted sparks* against an enemy this turn.

4–6: It moves as you like and uses *vindictive flare* against an enemy this turn.

AC 21
PD 19 **HP 56**
MD 13

7th Level Captured Fire Elemental

Half-hearted sparks +13 vs. AC—8 fire damage

Vindictive flare +13 vs. AC—20 fire damage, and the target is weakened and takes 10 ongoing fire damage (save ends both)

AC 23, PD 21, MD 15, **HP 82**

9th Level Captured Fire Elemental

Half-hearted sparks +15 vs. AC—14 fire damage

Vindictive flare +15 vs. AC—40 fire damage, and target is weakened and takes 15 ongoing fire damage (save ends both).

AC 25, PD 23, MD 17, **HP 156**

7th Level Special Powers

Embarrass Fire/Sky

Ranged spell ◆ **Recharge** 16+ after battle
Target: One nearby enemy that is 9th level or lower and associated with ☉ Fire/Sky or possesses the Fire/Sky rune
Attack: Constitution + Level vs. PD
Hit: The target loses half its current hit points (save ends; it regains those hp when it saves).
Miss: You take damage equal to double the target's level.

9th level spell Target that is 11th level or lower.

Champion Feat: The target's save is now hard (16+).

∞ *Epic Feat:* The spell can now target ☾ Moon enemies as well as ☉ Fire/Sky enemies.

9th Level Special Power

Bloody Ending

Close-quarters spell ◆ **Recharge** 16+ after battle ◆ Quick action to cast
Special: You can cast this spell while berserk! To cast the spell, you must pay one of the following costs: Lose one-third your remaining hit points; or decrease the escalation die by 1 (the escalation die must be 2+ for you to choose this option).
Effect: You gain an additional standard action this turn.

∞ *Epic Feat:* Once per battle, you can repeat the choice and the effect on your next turn. You don't have to pick the same cost.

PLAYERS

On page 45, we mentioned that troll characters who are part of human adventuring groups aren't likely to be deeply integrated into troll society. This probably goes double for Zorak Zorani berserkers. As a god of war, Zorak Zoran has an important role among trolls, but it's not a role that requires strong personal connections between his worshipers and other trolls. It's no surprise that worshipers of a god of ✕ Disorder violate their comrades' notions of expected behavior.

If you're a ZZ troll, consider using either your One Unique Thing, your backgrounds, or straight storytelling to explain how you've ended up as a companion of human (and/or duck!) warriors. If you're in a campaign with standard Gloranthan cult attitudes, this could be especially important if the group also contains a Humakti, whose Y Truth-derived sense of honor could be under siege by ZZ most every session.

Uniques and backgrounds: Maybe you were traded to the surface world as part of a hostage swap, and now you've taken up with your captors instead of returning home. Maybe you were driven out of the Underworld by terrible visions that only the light of the sun can burn away, so even if you hate it up here, there's no going back. Maybe you're so dedicated to fighting ♛ Chaos that you've had to admit that the trolls have fallen behind, resting on Great Darkness exploits, and that the puny humans are doing it better in the world of Time? Maybe you're the only Zorak Zorani with a sense of honor and you've sworn to show up Humakt by being more truthful than his most loyal followers? Maybe you got involved with a trickster and it's now unclear who saved whose life and who is getting the other one into trouble, but you're definitely spiraling like the strings of a broken harp?

God of surfacing: One simple trick is to invoke the troll god of getting along with surface people, Argan Argar. He's a trade-oriented warrior who fights with spears. You can find a bit more about him in the *Glorantha Sourcebook* (page 79). For a ZZ berserker, two cool things about Argan Argar are: a) a connection with him can explain how you're better at getting along with humans than most other trolls; and b) as the god of surface ● Darkness, Argan Argar wears dark glasses over his eyes in order to be more comfortable in the sun. Yes, that's right: put a touch of Argan Argar in your life and you can be the berserker who wears the shades!

EARTH PRIESTESS

Part of being a powerful mother is the ability to destroy that which would destroy your lovers and your children.

Overview

Required: *You must be a devotee of a god of* □ *Earth.*

Play Style: The earth priestess is rewarding to play, but it has a lot going on. It's not recommended to players who are new to the system.

Most of your attacks come from your summoned creatures—you even have an at-will summoning spell. But you can still cast some interesting deep magic spells, and your allies compete to win blessings and a bit of healing from your Favors of the Earth class feature.

Ability Scores: Wisdom is your most important ability score. When the flighty Air rune warriors lose focus, you keep things grounded. Charisma is also important: you may be an inspiring leader or you may just have the force of will to keep your summoned creatures in line.

Earth priestesses gain a +2 class bonus to Wisdom or Charisma, as long as it isn't the same ability you increase with your +2 racial bonus.

Backgrounds: Given that we haven't written up possible Earth rune backgrounds in many other places in the book, we'll cover a wide range here, from the focused professional to the uniquely bizarre: *War clan chieftain*, for an Ernaldan with leadership abilities who had more staying power than her more easily slain male comrades on the clan ring; *rubble clearer*, for a priestess who has specialized in using her powers to clear out ruins and battlefields, whether littered by debris or occupied by raiders; *serpent oracle*, for a seer with a connection to the underworld and rebirth, and an obvious talent choice or two; *avenged widow*, for a woman whose husband was slain in unjust battle and succeeded in taking full revenge; *earthworks technician*, for an Ernaldan who uses her connection with the earth to make the warriors' fortresses harder to breach; *refugee leader*, for a survivor from a war-torn section of the world you haven't fully decided on yet.



THE HIGH PRIESTESS TELLS US OF ERNALDA, EARTH MOTHER AND QUEEN OF THE GODS

The bountiful mother of life is the source of all sustenance. Reverence for her should stem from every living creature. Plants and animals, both wild and domestic, are her children. She is fruitful and generous. She is the goddess of women, sex, community, and all the things that live on and in the Earth. She is the Earth Queen, the Life-Giver, Wife of Many, Supporter of All, and Midwife of Time.

Ernalda is the daughter of Asrelia and granddaughter of Gata the Empress Earth. Many suitors vied for Ernalda's favors, and she gave them freely. With the God of Vegetation, she conceived Aldrya the Forest Goddess. With the Father of Beasts, she conceived Eiritha the Animal Mother. With a myriad of lovers and magical activities Ernalda was responsible for most of the life on the Earth. After Ernalda's world-bearing was done, Emperor Yelm came and inaugurated the Golden Age. Yelm took Ernalda as his consort but sought to usurp her rule. Orlanth came to court Ernalda and proved he was worthy of her. With her aid, Orlanth vied mightily for her freedom and slew Yelm. Ernalda took Orlanth as her husband and together they ruled the gods. They had many children together, including Barntar, Voria, Voriof, and many others.

During the Lesser Darkness, Orlanth protected Ernalda and her children, and when he could not, other gods fought for the privilege. In the terrible Great Darkness, when Chaos came to destroy the world and return it to its origins, Ernalda slept alongside the other Earth deities. Even in sleep, she mothered Babeester Gor, the Guardian Daughter. When Orlanth came to her in the Underworld on his Lightbringers' Quest, Ernalda aided Arachne Solara and helped her weave the Great Compromise as the midwife of Time. The Earth Queen followed Orlanth and Yelm to Rebirth in Time with the Dawn. Even before she appeared, her daughter Voria, also known as Spring, went about the world with the promise of life, leaving a trail of flowers behind her.

Ernalda is usually depicted as a beautiful and voluptuous woman, bare-breasted or nude, wearing an ornate necklace of gems. She is bare-foot and wears anklets. Snakes wind around her lower arms and she often carries sheafs of grain or fruits.



Gods: For newcomers to Glorantha, Ernalda is your god. Longtime Gloranthan devotees might try modeling one of Ernalda's sisters, like Maran Gor. But if you're a longtime Gloranthan fan, you'll find traces of Maran Gor and many other earth goddesses in this class already: as queen of the Earth, Ernalda embraces all their powers.

Runes: □ Earth required. Ernalda's other runes are ⧗ Life and ☰ Harmony, and you'll want one of the two, but you might want something different for your personal rune.

Gear

At 1st level, an earth priestess starts with ritual accouterments, some travel gear, robes, padded clothes that can function as light armor, or leathers, a knife that can be used as a dagger, and a staff.

Armor

Sometimes an earth priestess' robes conceal leathers and padded armor. Often the priestess skips the robes. But earth priestesses don't train as warriors and suffer while wearing metal armor. Attack penalties from wearing armor also apply to any creatures the earth priestess has summoned.

Earth Priestess Armor and AC

Type	Base AC	Attack
None	10	
Light	*12*	
Heavy	13	–5
Shield	+0	–2

Earth Priestess Level Progression

Unlike most other spellcasters, you cast spells and use powers at the highest level the spell or power lists an effect. For instance, the *forbiddance* spell has effect entries at every odd level, so at 3rd or 4th level, you cast *forbiddance* as a 3rd level spell. At 5th level (or when you've used your incremental advance at 4th level to advance *forbiddance*) you cast it as a 5th level spell.

Earth Priestess Level	Total Hit Points	Total Feats	Deep Spell	Favors per Battle	Daily Blessings	Daily Summoning Spells	Level-up Ability Bonuses	Damage Bonus From Ability Score
Level 1	(6 + CON mod) x 3	1 adventurer	1	1	1	1		ability modifier
Level 2	(6 + CON mod) x 4	2 adventurer	2	1	1	1		ability modifier
Level 3	(6 + CON mod) x 5	3 adventurer	2	1	1	2		ability modifier
Level 4	(6 + CON mod) x 6	4 adventurer	2	2	2	2	+1 to 3 abilities	ability modifier
Level 5	(6 + CON mod) x 8	4 adventurer 1 champion	3	2	2	2		2 x ability modifier
Level 6	(6 + CON mod) x 10	4 adventurer 2 champion	3	2	2	3		2 x ability modifier
Level 7	(6 + CON mod) x 12	4 adventurer 3 champion	3	2	3	3	+1 to 3 abilities	2 x ability modifier
Level 8	(6 + CON mod) x 16	4 adventurer 3 champion 1 epic	3	3	3	3		3 x ability modifier
Level 9	(6 + CON mod) x 20	4 adventurer 3 champion 2 epic	4	3	3	3		3 x ability modifier
Level 10	(6 + CON mod) x 24	4 adventurer 3 champion 3 epic	4	3	4	3	+1 to 3 abilities	3 x ability modifier

Note: Although not listed on this table, this class gets three talents. It does not get more at higher levels.

Earth Priestess Stats

Initiative, AC, PD, MD, Hit Points, Recovery Dice, and Feats are level dependent.

Ability Bonus	+2 Wisdom or Charisma (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (light armor)	12 + middle mod of Con/Dex/Wis + Level
Physical Defense	10 + middle mod of Str/Con/Dex + Level
Mental Defense	11 + middle mod of Int/Wis/Cha + Level
Hit Points	(6 + Con mod) x Level modifier (see level progression chart)
Recoveries	(probably) 8
Recovery Dice	(1d6 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Runes	☐ Earth, another rune from your deity, and a personal rune
Talents	3
Feats	1 per Level

Weapons

An Earth priestess isn't oriented toward using weapons. In her hands, they deal less damage than normal, and she has a hard time with anything but daggers and staffs.

Earth Priestess Melee Weapons

	One-Handed	Two-Handed
Small	1d3 dagger	1d4 staff
Light or Simple	(–2) 1d4 hand axe	(–5) 1d6 spear
Heavy or Martial	(–5) 1d6 battleaxe	(–10) 1d8 greataxe

Earth Priestess Ranged Weapons

	Thrown	Bow
Small	1d3 dagger	—
Light or Simple	(–5) 1d4 javelin, axe	(–5) 1d4 shortbow
Heavy or Martial	—	(–10) 1d6 longbow

Basic Attacks

Melee attack

At-Will
Target: One enemy
Attack: Strength + Level vs. AC
Hit: WEAPON + Strength damage
Miss: —

Ranged attack

At-Will
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: WEAPON + Dexterity damage
Miss: —

Class Features

All earth priestesses can cast **deep magic** spells, help allies with ***favors of the earth***, and **summon** creatures to fight for them. Aspects of each of these types of powers amount to class features, but the mechanics and choices for each of the three categories are so distinct and loaded with player-choice options that we're handling most elements of the three categories one-at-a-time after the list of class talents.

Deep magic spells are for more offensive firepower or for unique powers. Compared to the many details of summoning spells and the unusual wrinkles of the favor mechanics, deep magic is a straightforward category of power. If you've played other *13th Age* spellcasters, you know the drill for deep magic spells. The difference worth noting is that you get to cast all earth priestess spells at your level rather than casting at varying spell levels like the storm voice or the wizard or cleric from the *13th Age* core rulebook. (See the level progression table.)

Favors are unpredictable rewards you give to allies who fight well, and less often to allies who are desperately in need. They're the most unusual aspect of the earth priestess' powers.

Essentially you reward allies who perform well with either default blessings that depend on the ally's class, or daily blessings you've chosen at the start of the day. This power set is grounded in Gloranthan reality via Ernalda's role as the inspiration for many of Orlanth's stunts, as well as the muse and companion of innumerable other heroic gods, depending on whose myths you're hearing. Our earth priestess is an active adventurer, and granting favors to allies doesn't interfere with the rest of her actions.

Summoning: The summoning spell all earth priestesses know is the one class feature we'll cover ahead of time, mostly because attacks by your **summoned** creatures are your main offensive contribution to battles. Instead of casting at-will attack spells like other spellcasters, you tend to use your standard action to cast the at-will summoning spell *summon minor guardian* or to command one of the creatures you have summoned.

Your summoning follows the standard summoning rules as outlined on page 67. *Summon minor guardian* summons minor creatures that vanish from the battlefield if you do not use a standard action to summon or control them.

Your daily summoning spells nearly always summon ordinary creatures, and you must use a standard action controlling the creature if you want it to fight well, or in some cases, fight at all that round. Full coverage of your summoning spells begins on page 133. As with most spellcasters' daily spells, choose the daily summoning spells you want to use at the start of each day rather than choosing them on the fly.

Ritual Magic

You can cast your spells as rituals (*13th Age*, page 192).

Class Talents

Choose three of the following talents.

Deeper Mysteries

Special: You cannot take this talent if you have both the Higher Favors *and* Larger Tribe *talents.*

You gain an additional deep magic spell each day.

Adventurer Feat: Once per day when you cast a daily deep magic spell, treat it as recharge 16+ instead.

Champion Feat: You gain another additional deep magic spell each day.

Higher Favors

Special: You cannot take this talent if you have both the Deeper Mysteries *and* Larger Tribe *talents.*

You can grant an additional *favor of the earth* each battle.

Adventurer Feat: You gain a +2 bonus to your rolls on the Favors of the Earth Table (page 129).

Champion Feat: You gain an additional daily blessing you can give each day with your favors.

Epic Feat: Once per day when an ally triggers your *favors of the earth*, choose another nearby ally to also receive a favor. Roll separately for that second ally.

Larger Tribe

Special: You cannot take this talent if you have both the Deeper Mysteries *and* Higher Favors *talents.*

Once per day when the escalation die is 2+, your *summon minor guardian* spell summons two creatures instead of a single creature. You can still only control a single summoned creature with a single standard action, so the second creature may not do much at first, but so long as you use a standard action to control one of the creatures, both will remain in play instead of vanishing like other uncontrolled minor creatures.

Adventurer Feat: Once per battle you can control one of your summoned creatures as a quick action instead of as a standard action.

Champion Feat: You can cast an additional daily summoning spell each day.

Epic Feat: Once per level, summon two creatures with a daily summoning spell that normally only summons one creature. As above, you can still only control a single summoned creature with a single standard action, so the second creature may not do much at first.

Keeper of Spirits

Once per day as an interrupt action when an enemy hits you with an attack, you can force that enemy to reroll the attack with a penalty equal to your Charisma modifier.

In addition, minor earth spirits you summon with using *summon minor guardian* don't cost you any hit points.

Adventurer Feat: Minor earth spirits you summon with summon minor guardian have the following spirit form ability: Once per battle when an enemy hits the spirit with an attack that targets AC and the attack is physical rather than magical, you can force the enemy to reroll the attack.

Champion Feat: You gain the Keeper of Spirits talent feats with each of your daily summoning spells that summons a SPIRIT. The benefits of the feat are listed in the summoned monster stats.

Epic Feat: Your daily summoned spells that summon a SPIRIT become recharge 18+ instead of daily.

Mother of Beasts

Once per day as a quick action, you can heal using a recovery.

In addition, whenever you summon a minor rockclaw with *summon minor guardian*, the rockclaw gains an attack bonus to its next attack equal to your Charisma modifier.

Adventurer Feat: Rockclaws you summon with *summon minor guardian* always add your Charisma modifier as an attack bonus.

Champion Feat: You gain the Mother of Beast talent feats with each of your daily summoning spells that summons a BEAST. The benefits of the feat are listed in the summoned monster stats.

Epic Feat: Your daily summoned spells that summon a BEAST become recharge 18+ instead of daily.

Priestess of Stone

Once per day as a quick action, gain *resist damage 12+* against attacks targeting AC until the end of the battle.

In addition, whenever you summon a minor stone elemental with *summon minor guardian*, add your Charisma modifier to the stone elemental's hit points (5th level: add double your Charisma modifier; 8th level: add triple it).

Adventurer Feat: The resist damage effect is now resist damage 14+ and you can use it twice per day instead.

Champion Feat: You gain the Priestess of Stone talent feats with each of your daily summoning spells that summons an ELEMENTAL. The benefits of the feat are listed in the summoned monster stats.

Epic Feat: Your daily summoned spells that summon an ELEMENTAL become recharge 18+ instead of daily.

Serpent Stories

Each day, you and your nearby allies gain a +1 bonus to death saves until you or an ally benefiting from the bonus succeeds on a death save.

In addition, you carry one or more poisonous snakes that twine around your limbs and speak secrets into your ears. They're not entirely natural snakes. You could be searched, divested of all weapons and possessions and clothing and headdress and sure enough, the snakes will twine about your arms as soon as you want them back.

The snakes will attack enemies that try to harm you. After each full rest, choose attack rolls of either natural 1–5 or natural 16–20; the choice is whether you wish to punish your enemies' failures or their successes!

When an enemy makes a melee attack against you with a natural roll in the chosen range, your snakes bite them and deal 5 ongoing poison damage (5th level: 10; 8th level: 15). Usually this means the enemy takes the damage and rolls a save at the end of the turn in which they hit (or missed!) you.

Adventurer Feat: One battle per day, decree that the saves from your snakes' poison are hard saves (16+) instead. In this battle, your snakes bite on both a 1–5 and a 16–20!

Champion Feat: You gain a bonus spell, *swarm of snakes,* listed below.

Epic Feat: You gain a +5 bonus to heroic returns. Well of course.



Talent Bonus Spell: Swarm of Snakes

Ranged spell ◆ **Daily**

Effect: Until the end of the battle, the area the battle is being fought in fills with writhing magical snakes sacred to Ernalda. When an enemy moves on the ground, it must roll an easy save (6+) or that move is canceled. In addition, each enemy that rolls a natural 1–5 with an attack takes 10 ongoing poison damage.

7th level spell	15 ongoing poison damage.
9th level spell	20 ongoing poison damage.

Deep Magic

1st Level Spells

Earth Power

Ranged spell ◆ **Daily** ◆ Quick action to cast

Targets: One nearby ally you choose and one other random nearby ally. Both targets must be touching the ground.

Effect: The effect depends on the target's status.

Unstaggered target: The target gains a bonus to its attacks and damage equal to your Charisma modifier until the target ends its turn staggered or until the end of the battle (double your Charisma modifier at 5th level; triple it at 8th level).

Staggered target: The target can heal using a recovery.

3rd level spell	You can now be the chosen target.
5th level spell	An unstaggered target also gains the bonus to saves.
7th level spell	A staggered target can heal using a free recovery instead.
9th level spell	In addition to the target you choose, the spell targets two random nearby allies instead of one.

Ernalda's Hold

Ranged spell ◆ **Daily**

Targets: Each nearby enemy with 50 hit points or fewer that is touching the ground or the water and doesn't have the *flight* ability

Attack: Wisdom + Level vs. PD

Hit: The target is stuck until the end your next turn.

Natural Even Hit: As a hit, and the target is also weakened until the end of your next turn.

3rd level spell	Targets with 80 hit points or fewer.
5th level spell	Targets with 140 hit points or fewer.
7th level spell	Targets with 200 hit points or fewer.
9th level spell	Targets with 320 hit points or fewer.
11th level spell*	Targets with 500 hit points or fewer.

Adventurer Feat: *Targets are affected as if you had cast the spell two levels higher.

Champion Feat: When you get a natural even hit, you can choose to make both conditions "save ends" instead of only until the end of your next turn.

Forbiddance

Daily ◆ Ranged spell
Target: One nearby enemy
Attack: Wisdom + Level vs. MD
Hit: 2d10 + Wisdom modifier psychic damage, and 5 ongoing psychic damage and the target can't attack you or move to engage you unless you move to engage the target (save ends both).
Miss: The target can't attack you or move to engage you unless you move to engage the target (save ends).

3rd level spell	4d10 damage, and 10 ongoing damage.
5th level spell	7d10 damage, and 15 ongoing damage.
7th level spell	2d6 x 10 damage, and 20 ongoing damage.
9th level spell	2d10 x 10 damage, and 25 ongoing damage.

Adventurer Feat: Misses now also deal half damage, but no ongoing damage.

Champion Feat: Choose two other nearby targets when you cast the spell. On a hit, those targets don't take normal damage, but they do take the ongoing damage and forbiddance effect. On a miss, they still take the forbiddance effect.

Epic Feat: The spell is now recharge 11+ instead of daily.

PLAYERS

Forbiddance has conditions that apply to you, the earth priestess, not your summoned creatures. Forbid the enemy from coming at you and then hit them with a summoned earth elemental or spirit.

3rd Level Spells

Dance of Blood

Ranged spell ◆ **Daily**
Special: You can't cast this spell before the escalation die reaches 1 or higher. The spell's effect varies depending on whether the escalation die is odd or even.

Odd escalation die

Target: One nearby enemy
Attack: Wisdom + Level vs. PD
Hit: 6d6 + Wisdom damage.
Natural Even Hit or Miss: You can use re-use this spell later this battle. Not the next battle, though. It will be gone for the day after this battle.
Crit: The target is also stuck (save ends).

5th level spell	6d10 damage.
7th level spell	2d4 x 10 damage.
9th level spell	2d8 x 10 damage.

Even escalation die

Target: Two nearby conscious allies
Effect: Each target heals hit points equal to 1d6 x the escalation die. Let each target roll their own healing.

5th level spell	1d10 hp x escalation die.
7th level spell	2d6 hp x escalation die.
9th level spell	2d12 hp x escalation die.

Ernalda the Peacemaker

Ranged spell ◆ **Daily**
Effect: Until the end of your next turn, no creature in this battle can make an attack or target an enemy with a spell or effect. This includes all combatants. In addition, no creature can ready an action or delay; everyone acts in initiative order.

Attempts to make peace using skill checks during this round gain a bonus equal to your Charisma modifier (even if it's your own Charisma that's contributing to a peacemaking skill check), but of course there are many battles that can't possibly be settled peacefully. The peacemaking bonus is best understood as a helpful boon when a battle is being fought as a consequence of a misunderstanding or accident, but any situation is possible.

The escalation die does not advance while the spell is in effect. If one or more PCs heal during the peacebreak, but no enemies heal, decrease the escalation die by 1 when the spell ends.

Adventurer Feat: When you cast this spell, roll a d4. If you roll less than or equal to the escalation die, the spell only requires a quick action rather than a standard action.

Queen's Wrath

Recharge 16+ after battle ◆ Ranged spell
Target: One nearby enemy engaged with an ally who has received one or more of your favors of the earth this battle
Attack: Wisdom + Level vs. MD
Hit: 5d10 + Wisdom modifier psychic damage, and 5 ongoing damage (save ends, or hard save ends if the ally who received your favor is engaged with the target).
Miss: Half damage.

5th level spell	8d10 damage, and 10 ongoing damage.
7th level spell	2d8 x 10 damage, and 10 ongoing damage.
9th level spell	2d12 x 10 damage, and 15 ongoing damage.

5th Level Spells

Earthshaker's Dance

Close-quarters spell ◆ **Daily**

Special: You can cast this spell in three consecutive rounds, using a standard action each round! The spell has a different effect each round. You can stop casting the spell and take other actions the second or third round, but you can't cast the spell again later if you do or finish its second and third effect if you stop midway.

First Round Effect: Each creature engaged with you or next to you (including allies) takes 4d6 + Wisdom damage.

Second Round Effect: You make an attack that targets each creature other than you that's nearby the location where you first cast the spell, if it's touching the earth and doesn't have flight.

Second Round Attack: Wisdom + Level vs. PD

Hit: 6d6 + Wisdom damage, and if the target is an enemy it is also dazed (save ends).

Third Round Effect: You make an attack that targets up to 2d3 creatures far away from the location where you first cast the spell, if the target is touching the earth and doesn't have flight.

Third Round Attack: Wisdom + Level vs. PD

Hit: 8d6 + Wisdom damage.

7th level spell	1st round 4d12 damage; 2nd round 6d12 damage; 3rd round 8d12 damage.
9th level spell	1st round 2d4 x 10 damage; 2nd round 2d6 x 10 damage; 3rd round 2d8 x 10 damage.

Champion Feat: Your allies now take half damage from the attack.

Falling Hills

Ranged spell ◆ **Daily**

Effect: Until the end of the battle, the location of the battle becomes dangerous to move in because of shaking, quaking, erupting stalagmites, rockfalls, and other perilous ☐ Earth features. When an enemy moves through the area on the ground (enemies using *teleport* or similar powers aren't affected), it must roll a save that turn. If it fails, that creature takes 7d6 damage. (Moving with a second action doesn't require a save.)

You and your summoned creatures can move normally in the area without rolling or taking damage. When your allies move, they must roll an easy save (6+); if they fail, they take half damage.

If you use the spell indoors, or underground, the spell also affects flyers, because it's assumed that nasty stalactites or exploding bits of rock jut out from the ceiling as well as the walls and floors. If you're in a *giant* cavern when you cast the spell, fliers could probably zip around away from surfaces without too much trouble (GM's call).

7th level spell	7d10 damage.
9th level spell	9d10 damage.

GAMEMASTER

This spell has consequences. The ☐ Earth doesn't shake itself for long and remain the same. The longer the priestess maintains the spell, the more story consequences you and the player should consider for having used the spell. One round? No big deal. Two rounds? Aftershocks and grumbling earth. Three rounds? The potential for major shakeup complications.

And yes, the second round of *earthshaker's dance* tends to damage your own summoned creatures, though it doesn't damage you.

Two are Better than One

Ranged spell ◆ **Daily** ◆ Quick action to cast

Targets: Two willing nearby allies (possibly including you)

Effect: Until the end of the battle, when one of the targets takes damage, the target with the most hit points takes that damage instead (your choice on ties).

The effect doesn't work while a target is at 0 hit points or below. Temporary hit points also don't count.

7th level spell	The spell can now target up to three willing allies.
9th level spell	The spell can now target up to four willing allies.

Champion Feat: When one of the targets takes damage, before assigning that damage, reduce it by an amount equal to double your Charisma modifier (8th level: triple it).

7th Level Spells

Curse of the Goddess

Ranged spell ◆ **Daily**
Special: You can't cast this spell unless the escalation die is 3+.
Target: One nearby enemy that is engaged with an ally who has received one or more of your favors this battle
Attack: Wisdom + Level vs. MD
Hit: The target loses half its remaining hit points if it has twice your hit points or less. If it has more than twice your hit points it instead loses 25% of its hit points.
Miss: —

9th level spell — On a natural even hit, the target also becomes vulnerable (save ends).

∞ ***Epic Feat:*** On a miss, you regain the spell during your next quick rest.

Words of Power

Ranged spell ◆ **Daily**
Target: One nearby enemy
Attack: Wisdom + Level vs. MD
Hit: 2d6 x 10 + Wisdom psychic damage, and you and each of your nearby allies can roll a save with a +5 bonus against any save ends effect created by the target.
Miss: Half damage, and you and 1d3 of your nearby allies can each roll a save against any save ends effect created by the target.

9th level spell — 2d10 x 10 damage.

9th Level Spells

Building Wall

Ranged spell ◆ **Daily**
Effect: You create a more or less impenetrable wall of stone that's pretty big. You can't drop it on top of enemies or bend it after creating it, but it can form natural flowing shapes like a river of stone that's at most 40 feet high, 120 feet long, and 10 feet thick. If you're straining to come up with nasty ways to use the wall, you're breaking the spirit of the spell, since it's just supposed to be a stone wall that blocks most other creatures' movements.

But not you. You, the earth priestess, can move through the wall at will, but you can't end your turn inside it.

The wall isn't permanent: walls of stone generally disappear at sunrise or sunset.



Favors of the Earth

This could be the most multi-layered class feature in the game. It makes the earth priestess extremely popular with her allies, so it should be worth it.

Quick overview: You are a gift giver whose favors go to the first ally who proves worthy.

The efficacy of your favors vary based on a d20 roll and upon your choice of favor. The four categories of goodness your allies receive from your favors are default blessings, daily blessings, earthluck rerolls, and healing.

Favors are a limited but renewing resource: Your class progression table shows how many favors you can dispense each battle.

Too many priestesses: In the odd case in which your adventuring party contains more than one earth priestess, there's only magical space for a single *favor of*

the earth waiting to be dispensed at a time. If you have two or more earth priestesses in the group, an earlier casting of the spell is canceled by a subsequent casting of the spell (see the spell write-up below for details).

Favor triggers: At adventurer-tier you have five possible favor triggers. You have access to all five at 1st level but can use each trigger only once per battle.

Summoned creatures don't get in your way: Your magic knows the difference between a true ally and summoned creatures. Hopefully you're never in a position where you wish that summoned creatures could receive your favors, because they can't.

Favors of the Earth

Close-quarters spell ◆ **At-Will (but limited by your per battle total)**
Special: You can use each favor trigger only once per battle.
Quick action to cast (1/round)
Effect: Choose one of the following triggers when you use this power:

- When an ally hits with a natural even attack.
- When an ally hits with a natural odd attack.
- When an ally drops a non-mook enemy to 0 hp with an attack. (Note that mooks don't count, even the last mook of a mob.)
- When an ally becomes staggered.
- When an ally scores a critical hit.

When one of your allies performs the chosen trigger while you are conscious and in the battle, roll a d20 on the Favors of the Earth table below to determine how rich a favor you can choose for them. Once you've determined which types of favor you can choose from, the choice is up to you, the earth priestess, rather than the ally getting the favor.

Your ally can be nearby or far away from you, and line of sight to you isn't required—the ally just needs to be in the same battle as you.

There's a variety of positive results. Each of the possible types of blessings, healing, and *earthluck* rerolls are explained in the sections that follow.

If you decide to bestow another favor while you are waiting for your earlier favor to be collected, your earlier favor is canceled and the use of that favor is expended; in other words, it counts against the number of favors you can use in the battle but you get no advantage from it.

If you're unconscious or no longer in the battle, ignore the trigger, and wait for the first valid trigger once you have become conscious or rejoined the battle. There's no action required to bestow your favor once it has been triggered, but you need to be awake and in the fight.

You'll find a streamlined version of this table in the appendix on page XX.

Favors of the Earth Table (Full Text Version)

1 or below:	No effect. The Earth mother's attention must be elsewhere.
2–5:	Ally gains a default blessing of your choice (see list of default blessings below).
6–10:	Ally gains a default blessing OR daily blessing (from your personal pool of daily blessings) of your choice.
11–15:	Ally gains a default blessing OR daily blessing OR gains a single d20 reroll they can use when they choose later this battle (called *earthluck*).
16–20:	Ally gains a default blessing OR daily blessing OR gains a single d20 *earthluck* reroll they can use when they choose later this battle OR heals using a recovery.
21+:	Ally gains two of the four favors listed in 16–20 and you gain an additional use of *favors of the earth* this battle.

Adventurer Feat: When you roll on the Favors of the Earth table, add the escalation die to the result.

Champion Feat: One battle per day, you can use the same trigger multiple times.

Epic Feat: Twice per day, you can reroll a Favor of the Earth result from the table and abide by the reroll.

Earthluck

The d20 reroll that an earth priestess' favor can grant you is called *earthluck*. You can use it when you attack, roll a save, make a disengage check, or for any other d20 roll you have to make during the battle in which you received the favor. If you're lucky enough not to need the *earthluck*, be sure to symbolically return it to the priestess with a salute, prayer, or kiss according to the priestess' wishes. There's no mechanical effect, but surely the dice will reward you.

Healing Thanks to Favors

Results of 16+ give the ally receiving the favor the option to heal using one of their own recoveries. You can take the following feats to improve that healing.

Adventurer Feat: The target adds one extra die to their recovery roll (5th level: two extra dice; 8th level; three extra dice).

Champion Feat: Roll a save when your ally heals. If you succeed, the target heals using a free recovery instead of having to spend one of their recoveries.

Epic Feat: The champion-tier feat save becomes an easy save (6+).

FAVOR THE STRONG

The earth priestess is not a dedicated healer. She isn't looking to bestow her favor on an ally who drops to 0 hp or below. You're winning her favor, not her pity.

Blessings from Favors

The worst a favor can do is provide your ally with a blessing. Blessings can vary greatly, starting with a default pool of blessings that are specific to the character class receiving the blessing and extending to choices you've made of higher-power daily blessings. The default at-will blessings are handled below. The daily blessings appear afterward, starting on page 132.

Default At-Will Blessings

If you don't want to use one of your daily blessings when you bestow your favor, use an at-will blessing. Remember, however, that the number of times you can use an at-will blessing is limited per battle because you can only grant a limited number of favors.

Most of the at-will blessing effects depend on the identity of the ally receiving it. We've written these blessings as if you, the earth priestess, were reading the blessing aloud to the character you're giving the blessing to, because most of the blessings give your ally a choice. The choice of how to use the blessing belongs to the ally getting the blessing, not to the earth priestess.

The list below includes the character classes from the core *13th Age* rulebook as well as our 13G classes. Our apologies if the extra classes are in the way, but full coverage will be more fun in the long run, and this makes it easier to adapt the earth priestess to games outside Glorantha. As you'll see, the default benefits are not evenly balanced between all classes—the earth priestess plays favorites, and a couple of the classes are so near to the □ Earth pantheon's shit-list that they don't gain much even if they win her favor.

Barbarian: Choose one: If you are not raging, go ahead and enter a temporary rage until the end of your next turn; OR choose an adventurer-tier barbarian talent you don't already have—until the end of the battle, you possess that talent.

Bard: Choose one: Roll an extra d20 for your next flexible attack and choose the result you want; OR the next time you narrate a rune, any complication you roll actually turns out to be a complication in your favor! (Yes, that's meant for Gloranthan bards; if you're playing outside Glorantha using icon relationships instead of runes, let the bard roll a normal save to convert an icon relationship roll of 5 to a 6.)

Berserker (Storm Bull): Choose one: During your next turn, roll an extra berserker die and choose the result you want; OR during your next turn, roll an extra d20 for each of your berserker attack rolls and use the highest result.

Berserker (Zorak Zorani): Gain 5 temporary hit points (5th level: 10 temporary hit points; 8th level: 15 temp hp). Like Humakti, Zorak Zorani are much better off getting a daily blessing than a weaker at-will blessing like this one. Unlike a Humakti, expect the Zorak Zorani to be obnoxious about it.

Chaos Mage: Choose one: Until the end of the battle, when you use a warp talent, you get the **2: Earth** effect as well as the random warp effect you roll (reroll until you get a random result other than Earth); OR you gain 5 temporary hit points (5th level: 10 temporary hit points; 8th level: 15 temp hp).

Cleric: Choose one: Roll a hard save (16+); if you succeed, you can cast one of your cleric spells later this battle for *broad effect* but with an impact as if you had *cast for power*; OR choose a domain invocation that you have already used today and roll a hard save (16+). If you succeed, you regain that invocation and can use it again today.

Commander: Choose one: Gain 1d4 command points; OR roll to regain one of your expended tactics.

Druid & troll adept: Choose one: Your animal companion can heal half the damage it has taken this battle; OR you gain 10 temporary hit points (5th level: 20 temporary hit points; 8th level: 40 temporary hit points).

Earth Priestess: Choose one: Roll a save against a save ends effect; OR you gain 10 temporary hit points (5th level: 20 temporary hit points; 8th level: 40 temporary hit points).

Fighter: Gain *resist damage 14+* until the end of the earth priestess' next turn (you take half damage from attacks unless the natural attack roll is 14+); OR during your next turn, roll an additional d20 for each of your fighter attack rolls and choose the result you want.

Hell Mother: Choose one: Roll a hard save (16+) to rebind a bound spirit you have already released today; OR gain 5 temporary hit points (5th level: 10 temporary hit points; 8th level: 15 temp hp).

Humakti: Choose one: Roll a save against a save ends effect; OR gain 5 temporary hit points (5th level: 10 temporary hit points; 8th level: 15 temp hp). (As you can see, Humakti are not good at forging the personal bond necessary to make favors work properly for at-will blessings; the best blessing to give a Humakti may be one of your daily blessings.)

Monk: Choose one: Gain 1 point of ki that you must spend in this battle or lose; OR gain 8 temporary hit points (5th level: 15 temporary hit points; 8th level: 25 temporary hit points).

Necromancer & troll necromancer: Choose one: Gain 5 temporary hit points *and* take a –2 penalty on your next attack roll (5th level: 10 temporary hit points; 8th level: 15 temp hp); OR heal using a recovery *and* take a –2 attack penalty until the end of the battle.

Occultist: No, you're not the type to receive the earth priestess' default favors. But on the other hand, unlike the necromancer, who burns a default favor someone else in the party could probably have made better use of, your reality manipulation powers allow you to say that if you were going to receive a default favor, the favor is instead simply not granted—it's still hanging ripe for one of the warriors or magicians who the □ Earth goddesses regard fondly to claim.

Orlanthi warrior: Choose one: Until the end of the battle, increase your weapon damage dice by one size; OR gain *resist damage 14+* against attacks targeting your AC until the resistance halves the damage from an AC attack that hits you.

Paladin: Choose one: Gain an additional use of *smite evil* that you must use this battle or lose; OR gain 5 temporary hit points (5th level: 10 temporary hit points; 8th level: 15 temp hp).

Ranger: Choose one: Your animal companion can heal half the damage it has taken this battle; OR you gain 10 temporary hit points (5th level: 20 temporary hit points; 8th level: 40 temporary hit points).

Rebel: Choose one: Gain *momentum*; OR during your next turn, one or your rebel attacks deals Opening Strike damage (page 187), even if it normally wouldn't or if the attack misses; OR gain a +2 bonus to all defenses until an attack misses you.

Rogue: Choose one: Gain *momentum*; OR gain a +2 bonus to all defenses until an attack misses you.

Sorcerer: Choose one: Gain a +2 bonus to all defenses until an attack misses you; OR the next time you gather power, gain all three of the chaotic benefits instead of rolling the d6!

Storm Voice: Choose one: The next time you *gather storm*, roll a hard save (16+)—if you succeed, it only requires a quick action; OR roll to recharge an expended recharge power with a +2 bonus.

Trickster: The trickster chooses one of their trickster talents, even one they've used this battle. Replace it with a randomly chosen trickster talent they don't presently have. This change is permanent, not just until the end of the battle—at least as permanent as any other trickster talent can be!

Troll Warrior: Choose one: Gain 10 temporary hit points (5th level: 20 temporary hit points; 8th level: 40 temporary hit points); OR roll a save against a save ends effect with a +2 bonus.

Wind Lord: Choose one: Use an exploit on your next turn as if you had qualified for it already; OR during your next turn, roll an additional d20 for each of your Wind Lord attack rolls and choose the result you want.

Wizard: Choose one: Your familiar gains another ability of the earth priestess' choice until the end of the battle; OR you can cast an additional two cantrips today, as long as you thank the earth priestess' god each time you cast the additional cantrip.

Other non-Gloranthan core *13th Age* class: Choose a similar class from the list above, or if that doesn't seem to apply, you gain 10 temporary hit points (5th level: 20 temporary hit points; 8th level: 40 temporary hit points).

Multiclasses: The ☐ Earth pantheon appreciates diversity. When the earth priestess grants an at-will blessing to a multiclass character from core *13th Age*, choose the favor from either class.

Daily Blessings from Favors

The class progression table tells you how many daily blessings you can bestow along with your favors each day. When *favors of the earth* triggers and enables you to bestow a blessing, you can choose whether you want to bestow an at-will blessing detailed above or one of your daily blessings.

Given the small number of daily blessings that any earth priestess is capable of, the list only goes to 3rd level instead of the way we usually handle spells. But most of the blessings can be cast more powerfully at higher levels and those that can't are powerful already. As an earth priestess, you can always cast a blessing at the highest level you're capable of, usually your level or one level below, or possibly one level higher if you have used an incremental advance to qualify for casting a blessing one level early.

We wrote the default blessings to be read aloud to the recipient of the favor, mostly because the recipient gets to make a choice about how they will use the default blessing. There aren't choices attached to these daily

FAVORABLE COMPANIONS

What follows is a set of feats that can be chosen by anyone *other* than an earth priestess, Humakti, Zorak Zorani, wizard, or occultist. As you'll see from the name of the feat, the idea is that Ernalda often has protectors, champions, husbands, and lovers. Characters who want to strengthen their relationship with the earth priestess and her Earth goddesses can take the first feat listed at adventurer-tier. Later you can take the champion and epic tier feats.

Don't use the clumsy multiple slash version of the name—in fact, you don't get to choose the name of the feat yourself! The earth priestess you're championing will tell you the name of your relationship feat.

Husband/Protector/Lover/Friend/Champion of the Earth

At the beginning of each day, or when you take this feat, choose an earth priestess. When you receive that earth priestess' favor, both you and the earth priestess gain temporary hit points equal to your highest ability score modifier (double your highest ability score modifier at 5th level; triple it at 8th level).

Champion Feat: In addition, when an earth priestess gives you an at-will blessing with her favor, she can now choose two of the benefits possible instead of just one. (Most classes only have two benefits listed, but the rebel has three and we may add more benefit options later. And if you're a trickster, be glad the earth priestess deigns to remember your name.)

Epic Feat: When you receive an earth priestess' favor, you can roll a normal save. If you succeed, the earth priestess gets another use of her *favors of the earth* power later this battle!

blessings, so we're going to write them the way spells are written, treating the recipient of the favor as the target.

Note that these blessings aren't spells! As mentioned above, the earth priestess isn't taking any action to grant a favor, the magic has already been set in motion.

1st Level Blessings

Blossoming Health

Daily Blessing

Effect: Until the end of the battle, the target can use a quick action (once per round) to heal 2d6 hit points. The target can take this action only when it's not staggered.

3rd level blessing	Heal 4d6 hit points.
5th level blessing	Heal 5d6 hit points.
7th level blessing	Heal 6d10 hit points.
9th level blessing	Heal 8d10 hit points.

Copper Skin

Daily Blessing

Effect: Until the end of the battle, if the target is wearing light armor or no armor, it gains a +2 bonus to AC (or a +1 bonus to AC if wearing heavy armor).

3rd level blessing	The bonus for light armor or no armor is +3 instead.
5th level blessing	The AC bonus also applies to PD.
7th level blessing	The bonus for heavy armor is +2 instead.
9th level blessing	You can now choose a nearby ally as a second target when you grant this blessing.

Mother's Blessing

Daily Blessing

Effect: Once this battle when the target hasn't moved during its turn and hits with the first attack roll it makes, it can deal 4d6 extra damage with the attack.

3rd level blessing	4d12 extra damage.
5th level blessing	5d12 extra damage.
7th level blessing	70 extra damage.
9th level blessing	100 extra damage.

3rd level Blessings

Ernalda's Regeneration

Daily Blessing

Effect: The target heals using a recovery, rolling recovery dice as normal.

In addition, at the start of the target's *next* turn, the target heals using a free recovery, but heals only half (rounding down) the amount rolled—the first recovery spent continues to fuel the *regeneration* effect. After the target heals this second time, it rolls a normal save to see if the *regeneration* spell will continue.

If the save fails, the *regeneration* spell ends.

If the save succeeds, the *regeneration* spell continues and the target will heal using a free recovery for half hit points again at the start of its next turn, and then roll another save to see if the *regeneration* continues, and so on.

Special: The save to continue the *regeneration* effect becomes a hard save (16+) if the target is at maximum hit points or if the target has dropped to 0 hit points or below while the *regeneration* is in effect.

Special: You can only have one *regeneration*, *Ernalda's regeneration*, or *greater regeneration* spell active on you at a time. A second spell/effect targeting you cancels the first. (*Greater regeneration* is in *13 True Ways*, not this book. The rule still applies.)

Sacrifice

Daily Blessing

Effect: Until the end of the battle, when the target takes damage, half that damage can be applied to a creature that the earth priestess has summoned instead of affecting the target. The effect won't work if the priestess hasn't summoned a creature, but it picks up again when the priestess summons another creature.

Stone Skin

Daily Blessing

Effect: The target gains *resist damage 14+* against attacks targeting AC until the end of the battle.

5th level blessing	*Resist damage* now also applies to attacks targeting PD.
9th level blessing	*Resist damage* increases to 16+.



Summoning

The level indications show where each summoning spell becomes available in the earth priestess' career. Like most other spells in our game, summoning spells increase at each odd level and you can cast the more powerful version that is your level or one level below, calling forth more powerful versions of the summoned creature.

The spells that follow have stats for higher-level versions of creatures, but we aren't wasting space spelling out that each spell can be cast at all those higher levels. Go ahead and assume each summoning spell looks like this:

3rd level spell	You now summon a 3rd level [CREATURE].
5th level spell	You now summon a 5th level [CREATURE].
7th level spell	You now summon a 7th level [CREATURE].
9th level spell	You now summon a 9th level [CREATURE].

Earth Priestess Summoning

The following feats apply to all your summoning spells except for your at-will *summon minor guardian* spell.

If you're wondering why *summon minor guardian* doesn't qualify, the answer is that just having an at-will summoning spell is enough of an advantage!

Adventurer Feat: Your summoned creatures can appear anywhere you can see nearby, but not engaged with enemies.

Champion Feat: Once per day when you heal using a recovery, a creature you summoned can heal the same amount, ignoring the usual restrictions on limited healing for summoned creatures.

∞ ***Epic Feat:*** When a creature you summoned drops to 0 hit points, you can roll a hard save (16+). If you succeed, the creature doesn't drop, but instead survives and heals hit points back to its staggered value. After you succeed once with this save, you can't use it again until after your next full heal-up.

All earth priestesses can cast the following at-will summoning spell.

MEANS OF CONTROL

When you're playing an earth priestess, you get to decide what you're doing when you spend your standard action to control one of your summoned creatures. Are you chanting? Meditating with eyes closed? Dancing? Issuing calm commands? Speaking in Earthtongue, the language that only creatures of the Earth understand, or in a language that's unique to you and your summoned creatures? Is it something tied in to your One Unique Thing? Or do you use different methods at different times, or different methods for different creatures? You can have fun with this! Or if this isn't something you care much about, ignore it until there's a dramatic reason to pay attention.

Summon Minor Guardian

Ranged spell ◆ **At-Will**

Effect: So long as you don't already have a summoned creature in play, you summon a random 1st level minor guardian determined by the roll of a d4. Cast at higher levels, the spell summons higher level minor guardians. See page 68 for detailed rules for summoning minor creatures.

Lost Hit Points: When you summon a minor creature you lose a number of hit points based on the creature's level. If losing the hit points would drop you to 0 or below, you only drop to 1 hit point instead.

1st level minor creature	1d6 damage.
3rd level minor creature	2d6 damage.
5th level minor creature	3d6 damage.
7th level minor creature	4d6 damage.
9th level minor creature	5d6 damage.

Standard Action: If you use a standard action on your turn to summon or control the minor creature, it will take a turn after your turn. Otherwise, it melts back into the earth at the end of your turn.

Random Guardian: You can't be certain which guardian your spell will summon. Roll a d4 when you cast the spell to determine which earth's guardian you've summoned:

1: minor earth guardian

2: minor earth spirit

3: minor rock claw

4: minor stone elemental



Adventurer Feat: Once per day, you can reroll the d4 roll to determine which random guardian you summon. You must abide by the reroll.

Champion Feat: Once per day when you summon a minor guardian, double its base hit points. (If you summon two, only one gains the hit points.)

Epic Feat: Once per day, before you roll to determine which minor creature you summon, you can decide to summon two minor guardians instead. Roll once to determine which creature you get two of, and only spend hit points as if you had summoned a single creature. On subsequent turns, you can use one standard action to control both creatures.

1: ◻ Minor Earth Guardian (1st Level)

Blocky, rocky, and on your side.

1st level troop [ELEMENTAL]

Initiative: +6 (usually irrelevant since summoned creatures act after their summoner, so we're not going to bother showing initiative for higher level versions)

Blocky fist +5 vs AC—8 damage

Natural even hit: One of the guardian's allies can pop free from the target.

Miss: 4 damage.

AC 15
PD 14 **HP 14**
MD 13

Minor Earth Guardian (3rd Level)

Blocky fist +7 vs. AC—12 damage; miss: 6 damage

AC 17, PD 16, MD 15, **HP 25**

Minor Earth Guardian (5th Level)

Blocky fist +9 vs. AC—20 damage; miss: 10 damage

AC 19, PD 18, MD 17, **HP 36**

Minor Earth Guardian (7th Level)

Blocky fist +11 vs. AC—32 damage; miss: 16 damage

AC 21, PD 20, MD 19, **HP 66**

Minor Earth Guardian (9th Level)

Blocky fist +13 vs. AC—54 damage; miss: 27 damage

AC 23, PD 22, MD 21, **HP 100**

2: ◻ Minor Earth Spirit (1st Level)

This servitor from the goddess' chambers might be a human-appearing servant, a glowing green wisp, or an animal that died out ages ago.

1st level spoiler [SPIRIT]
Initiative: +6 (usually irrelevant)

Spirit touch +6 vs. PD—3 damage

C: Earth grasp +6 vs. PD (one nearby enemy who is touching the ground)—8 damage, and the target is stuck until the end of its next turn

AC 13
PD 13
MD 15

HP 12



Minor Earth Spirit (3rd Level)
Spirit touch +8 vs. PD—5 damage

Earth grasp +8 vs. PD—12 damage

AC 15, PD 15, MD 17, **HP 22**

Minor Earth Spirit (5th Level)
Spirit touch +10 vs. PD—9 damage

Earth grasp +10 vs. PD—20 damage

AC 17, PD 17, MD 19, **HP 36**

Minor Earth Spirit (7th Level)
Spirit touch +12 vs. PD—14 damage

Earth grasp +12 vs. PD—32 damage

AC 19, PD 19, MD 21, **HP 50**

Minor Earth Spirit (9th Level)
Spirit touch +14 vs. PD—25 damage

Earth grasp +14 vs. PD—54 damage

AC 21, PD 21, MD 23, **HP 88**



3: ◻ Minor Rock Claw (1st Level)

Goddess of earth, goddess of beasts. Your creature is both.

1st level wrecker [ELEMENTAL]
Initiative: +6 (usually irrelevant)

Stone claws +7 vs. AC—8 damage
Natural even hit or miss: The rock claw can make another *stone claws* attack as a free action, but a natural even roll won't generate a third attack.

AC 14
PD 13
MD 10

HP 7

Minor Rock Claw (3rd Level)
Stone claws +9 vs. AC—12 damage

AC 16, PD 15, MD 12, **HP 14**

Minor Rock Claw (5th Level)
Stone claws +11 vs. AC—20 damage

AC 18, PD 17, MD 14, **HP 20**

Minor Rock Claw (7th Level)
Stone claws +13 vs. AC—32 damage

AC 20, PD 19, MD 16, **HP 35**

Minor Rock Claw (9th Level)
Stone claws +15 vs. AC—54 damage

AC 22, PD 21, MD 18, **HP 52**



4: ◻ Minor Stone Elemental (1st Level)

This warrior won't defeat your foes alone, but its magic will shield you until it shatters.

1st level blocker [ELEMENTAL]
Initiative: +6 (usually irrelevant)

Stone axe +6 vs AC—7 damage, and the target can't attack you while your minor stone elemental is nearby.
Miss: 2 damage.

AC 17
PD 12
MD 12

HP 14

Minor Stone Elemental (3rd Level)
Stone axe +8 vs. AC—11 damage; miss: 4 damage

AC 19, PD 14, MD 14, **HP 24**

Minor Stone Elemental (5th Level)
Stone axe +10 vs. AC—18 damage; miss: 6 damage

AC 21, PD 16, MD 16, **HP 36**

Minor Stone Elemental (7th Level)
Stone axe +12 vs. AC—28 damage; miss: 10 damage

AC 23, PD 18, MD 18, **HP 60**

Minor Stone Elemental (9th Level)
Stone axe +14 vs. AC—44 damage; miss: 15 damage

AC 25, PD 20, MD 20, **HP 88**

1st Level Summoning Spells

Summon Copper Warriors

Ranged spell ◆ **Daily**
Effect: You summon a mob of 1d3 + 2 1st level copper warrior mooks. Cast at higher levels, you summon copper warriors of the spell's level. All copper warrior mooks share the same abilities, and the stats for higher-level copper warriors appear after the 1st level warrior stats.

◻ Copper Warrior

Each of these small copper spear-carrying warriors rises from the ground fully formed. In unison, they turn toward you and advance, feet ringing on the stone.

1st level mook [CONSTRUCT]
Initiative: +3 (usually irrelevant)

Copper spear +6 vs. AC—4 damage

Conductive mind: Each copper warrior mook must attack the same target. Warriors that can't attack that target skip their attack.

Ordinary summoned creature: The copper warriors can only take a normal turn using all three actions if their summoner used a standard action to summon or control them during the previous turn. Otherwise, roll a d6 on the table below.

Copper Warrior Mooks Default Actions (d6)

1–3: The copper warriors just stand around.

4+: If not engaged, the copper warriors either stand still or move to surround you. If engaged, only one copper warrior attacks.

AC 17
PD 14
MD 14

HP 7 (mook)

Mook: Kill one copper warrior mook for every 7 damage you deal to the mob.

3rd Level Copper Warrior
Copper spear +8 vs. AC—6 damage

AC 19, PD 16, MD 16, **HP 14 (mook)**

5th Level Copper Warrior
Copper spear +10 vs. AC—10 damage

AC 21, PD 18, MD 18, **HP 21 (mook)**

7th Level Copper Warrior
Copper spear +12 vs. AC—15 damage

AC 23, PD 20, MD 20, **HP 40 (mook)**

9th Level Copper Warrior

Copper spear +14 vs. AC—25 damage

AC 25, PD 22, MD 22, **HP 60 (mook)**

Adventurer Feat: For each of your copper warrior mooks engaged with a creature, that creature takes a –2 penalty to disengage checks.

Champion Feat: You now summon 1d4 + 3 copper warriors instead of 1d3 + 2.

Epic Feat: The first time each round that a copper warrior takes damage, the mob only takes half that damage instead.

Summon Sawtooth Python

Ranged spell ◆ **Daily**

Effect: You summon a 1st level sawtooth python. Cast at higher levels, you summon a sawtooth python of the spell's level.

Sawtooth Python

1st level blocker [BEAST]

Initiative: +3 (probably irrelevant)

Bite and crush +6 vs. AC—7 damage

Natural even hit or miss: 5 ongoing damage and the target is stuck until the python moves or attacks a different target (save ends both).

Ordinary summoned creature: The python can only take a normal turn using all three actions if their summoner used a standard action to summon or control them during the previous turn. Otherwise, roll a d6 on the table below.

Sawtooth Python Default Actions (d6)

1–4: No actions or progress to report.

5+: If the sawtooth python is already dealing ongoing damage to a stuck enemy, add its level to the amount of ongoing damage it is dealing, but otherwise skip its turn.

AC 16
PD 15 **HP 22**
MD 11

3rd Level Sawtooth Python

Bite and crush +8 vs. AC—12 damage

Natural even hit or miss: 5 ongoing damage and the target is stuck until the python moves or attacks a different target (save ends both).

AC 18, PD 17, MD 13, **HP 44**

5th Level Sawtooth Python

Bite and crush +10 vs. AC—24 damage

Natural even hit or miss: 10 ongoing damage and the target is stuck until the python moves or attacks a different target (save ends both).

AC 20, PD 19, MD 15, **HP 74**

Champion Feat (Mother of Beasts): When you summon a 5th level or higher sawtooth python, add +1 to the sawtooth python's AC.

7th Level Sawtooth Python

Bite and crush +12 vs. AC—32 damage

Natural even hit or miss: 15 ongoing damage and the target is stuck until the python moves or attacks a different target (save ends both).

AC 22, PD 21, MD 17, **HP 120**

9th Level Sawtooth Python

Bite and crush +14 vs. AC—55 damage

Natural even hit or miss: 20 ongoing damage and the target is stuck until the python moves or attacks a different target (save ends both).

AC 24, PD 23, MD 19, **HP 220**

Summon Earth Elemental

Ranged spell ◆ **Daily**

Effect: You summon a 1st level earth elemental. Cast at higher levels, you summon an earth elemental of the spell's level.

☐ Earth Elemental

1st level spoiler [ELEMENTAL]
Initiative: +4 (probably irrelevant)

Slam +6 vs. AC—2 damage

Rocky fists +6 vs. AC (2 attacks)—6 damage
Miss: 2 damage.

Shielding form: Once per battle when the earth elemental is next to its summoner and an attack roll against the summoner's AC is a natural odd result, the summoner can use an interrupt action to make the attack target the earth elemental instead.

Ordinary summoned creature: To use all three of its actions during its turn, the earth elemental's summoner must have used a standard action to summon or control it during the summoner's previous turn. Otherwise, roll a d6 on the table below.

Earth Elemental Default Actions (d6)

1–4: The earth elemental just stands around. Or sits. Hard to tell with an earth elemental.

5+: The elemental uses its *slam* attack if it is engaged with an enemy. If it's not engaged with an enemy, it moves to engage a nearby enemy, but won't attack.

AC 17
PD 15 **HP 20**
MD 12

3rd Level Earth Elemental

Slam +8 vs. AC—3 damage

Rocky fists +8 vs. AC (2 attacks)—10 damage; miss: 3 damage

AC 19, PD 17, MD 14, **HP 40**

5th Level Earth Elemental

Slam +10 vs. AC—5 damage

Rocky fists +10 vs. AC (2 attacks)—15 damage; miss: 5 damage

AC 21, PD 19, MD 16, **HP 76**

Champion Feat (Priestess of Stone): When you summon a 5th level or higher earth elemental, its shielding form ability can now be used twice a battle.

7th Level Earth Elemental

Slam +12 vs. AC—8 damage

Rocky fists +12 vs. AC (2 attacks)—22 damage; miss: 8 damage

AC 23, PD 21, MD 18, **HP 120**

9th Level Earth Elemental

Slam +14 vs. AC—13 damage

Rocky fists +14 vs. AC (2 attacks)—38 damage; miss: 13 damage

AC 25, PD 23, MD 20, **HP 220**

☐ Summon Spirit of Harmony

Ranged spell ◆ **Daily**

Effect: You summon a 1st level spirit of Harmony. Cast at higher levels, you summon a spirit of Harmony of the spell's level.

Spirit of Harmony

This spirit warrior's shield looks like a golden harp, and sounds like a green symphony. People with the Harmony rune can hum the tune afterward; everyone else tends to like it but can't quite sing along.

1st level blocker [SPIRIT]
Initiative: +7 (usually irrelevant)

Spirit spear +6 vs. PD—9 damage
Miss: 3 damage.

Bountiful ally: When an enemy engaged with the spirit of Harmony makes an attack without targeting the spirit of Harmony, one target of that attack can roll a hard save (16+). If the save succeeds, the spirit of Harmony takes half of the damage instead, and that ally takes the other half.

Ordinary summoned creature: To use all three of its actions during its turn, the spirit of Harmony's summoner must have used a standard action to summon or control it during the summoner's previous turn. Otherwise, roll a d6 on the table below.

Spirit of Harmony Default Actions (d6)

1–4: The spirit of Harmony stands still or moves to be next to its summoner, your choice.

5+: If engaged, the spirit of Harmony attacks, but only deals half damage. If not engaged, it moves to engage the nearest enemy but does not attack.

AC 17
PD 13 **HP 25**
MD 15

SLAM ATTACKS

As a reminder, the first attack a creature lists is generally what it uses for opportunity attacks. The other instance in which your summoned earth elemental will use its *slam* is when you've failed to control it and it rolls a 5+ for its default action. If you're controlling the creature, you're almost certainly going to want to use its *rocky fists* instead.

Spirit of Harmony (3rd Level)
Spirit spear +8 vs. PD—18 damage; miss: 6 damage

AC 19, PD 15, MD 17, **HP 41**

Spirit of Harmony (5th Level)
Spirit spear +10 vs. PD—30 damage; miss: 10 damage

AC 21, PD 17, MD 19, **HP 66**

Champion Feat (Keeper of Spirits): When a 5th level or higher spirit of Harmony hits with *spirit spear*, the next ally to attack that enemy gains a +2 bonus to hit.

Spirit of Harmony (7th Level)
Spirit spear +12 vs. PD—50 damage; miss: 16 damage

AC 23, PD 19, MD 21, **HP 90**

Spirit of Harmony (9th Level)
Spirit spear +14 vs. PD—90 damage; miss: 30 damage

AC 25, PD 21, MD 23, **HP 170**

3rd Level Summoning Spells

Summon Copper Gargoyle

Ranged spell ◆ **Daily**
Effect: You summon a 3rd level copper gargoyle. Cast at higher levels, you summon a copper gargoyle of the spell's level.



Copper Gargoyle

Children of Earth, monsters of Air.

3rd level wrecker [CONSTRUCT]
Initiative: +7 (usually irrelevant)

Copper claws +8 vs. AC—9 damage
Natural 11+: The copper gargoyle can make two more melee attacks as a free action (but never more than three total attacks per standard action, even if you roll another 11+).

Very limited flight: The copper gargoyle never stays airborne at the end of its turn, but it can hop into the air and flap mightily from spot to spot.

Ordinary summoned creature: The copper gargoyle can only take a normal turn using all three actions if its summoner used a standard action to summon or control it during the previous turn. Otherwise, roll a d6 on the table below.

Copper Gargoyle Default Actions (d6)

1–3: The copper gargoyle momentarily freezes, as if it were a very convincing statue.

4+: If not already next to its summoner, the copper gargoyle attempts to move next to its caster, disengaging if necessary, but not engaging an enemy.

AC 20
PD 17 **HP 30**
MD 13

Copper Gargoyle (5th Level)
Copper claws +10 vs. AC—15 damage

AC 22, PD 19, MD 15, **HP 54**

Copper Gargoyle (7th Level)
Copper claws +12 vs. AC—21 damage

AC 24, PD 21, MD 17, **HP 84**

Copper Gargoyle (9th Level)
Copper claws +14 vs. AC—32 damage

AC 26, PD 23, MD 19, **HP 150**

Adventurer Feat: Your copper gargoyle can now fly and even stay airborne up to 1d4 rounds per battle. Roll the first time the gargoyle stays airborne.

Champion Feat: Your copper gargoyle has *resist damage 18+* against the first attack that hits it in a battle.

Epic Feat: Once per turn as a free action, you can lose 5 hit points to allow your copper gargoyle to reroll an attack.

LIMITED OPTIONS

It's deliberate that there's only one summoning spell at 3rd level, and that it summons a construct rather than a creature type that matches one of the summoning talents. It's also deliberate that the construct-summoning spells have feats attached. If you want to spend feats to help other summoned creatures, choose the Keeper of Spirits, Mother of Beasts, or Priestess of Stone talents.

5th Level Summoning Spells

Summon Earthwave

Ranged spell ◆ **Daily**

Effect: You summon a 5th level earthwave. Cast at higher levels, you summon an earthwave of the spell's level.

☐ Earthwave

5th level wrecker [ELEMENTAL]
Initiative: +6 (probably irrelevant)

Surging earth +11 vs. AC—25 damage, and deal 5 damage to the 1d4 other nearest enemies that are touching the earth
Miss: 10 damage and 5 damage to one nearby enemy that is touching the earth.

Champion Feat (Priestess of Stone): When you summon a 5th level or higher earthwave, its *surging earth* attack now deals the extra damage to 1d6 other nearest enemies instead of 1d4

Ordinary summoned creature: To use all three of its actions during its turn, the earth elemental's summoner must have used a standard action to summon or control it during the summoner's previous turn. Otherwise, roll a d6 on the table below.

Earthwave Default Actions (d6)

1–3: The earthwave subsides, and doesn't act.

4+: The earthwave moves as you like.

AC 19
PD 18
MD 16

HP 84

7th Level Earth Elemental

Surging earth +13 vs. AC—35 damage, and deal 5 damage to the 1d4 other nearest enemies that are touching the earth; miss: 15 damage and 5 damage to one nearby enemy that is touching the earth

AC 21, PD 20, MD 16, **HP 126**

9th Level Earth Elemental

Surging earth +15 vs. AC—60 damage, and deal 10 damage to the 1d4 other nearest enemies that are touching the earth; miss: 15 damage and 10 damage to one nearby enemy that is touching the earth

AC 23, PD 22, MD 18, **HP 210**

Summon Sacred-loop Snake

Ranged spell ◆ **Daily**

Effect: You summon a 5th level loop snake. Cast at higher levels, you summon a loop snake of the spell's level.

☐ Sacred-loop Snake

Left to itself, it coils into a perfect ∞ Infinity rune.

5th level troop [BEAST]
Initiative: +9

Coiling strike +10 vs. AC—25 damage
Miss: 7 damage.

Spiral return: At the start of each of your turns after the sacred-loop snake has dropped to 0 hit points, roll a hard save (16+). If the save succeeds, you can use your standard action this turn to summon the sacred-loop snake again, and stop rolling the *spiral return* save. Stop rolling the save at the end of the battle or if your natural roll with the save is a 1.

Champion Feat (Mother of Beasts): You gain a +2 bonus to *spiral return* saves.

Ordinary summoned creature:

Sacred-loop Snake Default Actions (d6)

1–3: As the flavor text above indicated . . . .

4+: The snake heals 1d4 hit points, but is otherwise quiescent.

AC 21
PD 18
MD 18

HP 54

Sacred-loop Snake (7th Level)
Coiling strike +12 vs. AC—35 damage; miss: 10 damage

AC 23, PD 20, MD 20, **HP 81**

Sacred-loop Snake (9th Level)
Coiling strike +14 vs. AC—62 damage; miss: 17 damage

AC 25, PD 22, MD 22, **HP 135**

Summon Warrior of the Great Hall

Ranged spell ◆ **Daily**
Effect: You summon a 5th level warrior of the Great Hall. Cast at higher levels, you summon a warrior of the Great Hall of the spell's level.

☐ Warrior of the Great Hall

The spirit warrior keeps a straight face, but if you know the signs, you can see that it relishes being called back from Ernalda's Great Hall to fight alongside mortals.

5th level troop [SPIRIT]
Initiative: +12 (usually irrelevant)

One-handed spear +12 vs. PD—20 damage
Miss: 5 damage.

Earth shield: Each ally next to the warrior of the Great Hall gains a +1 bonus to AC, or a +2 bonus if the ally possesses the Earth rune or the husband / lover / protector / champion of the Earth feat (page 131). (As the summoner, you also get the +2 bonus when the warrior is next to you.)

Champion Feat (Keeper of Spirits): Roll 2d6 when you summon the spirit. Increase its *one-handed spear* hit damage by that amount.

Ordinary summoned creature:

Warrior of the Great Hall Default Actions (d6)

1–2: Remembers past lives. Chants a little.

3+: Moves wisely to stand next to its summoner, if not already in the best such spot.

AC 21
PD 14 **HP 50**
MD 17

Warrior of the Great Hall (7th Level)
One-handed spear +14 vs. PD—32 damage; miss: 8 damage

AC 23, PD 16, MD 19, **HP 75**

Warrior of the Great Hall (9th Level)
One-handed spear +14 vs. PD—55 damage; miss: 14 damage

AC 25, PD 18, MD 21, **HP 126**

7th Level Summoning Spells

Summon Three-horned Earthshaker

Ranged spell ◆ **Daily**
Effect: You summon a 7th level three-horned earthshaker.

☐ Three-horned Earthshaker

Other great beasts of the ☐ Earth perished, but the earthshakers have never forgotten to respond to their mother's call.

7th level wrecker [BEAST]
Initiative: +11

Headbutt & Stomp +12 vs. AC (1d3 attacks)—20 damage
Miss: 5 damage.

Big charge +12 vs. AC—60 damage
Furious charge: To use this attack, the earthshaker must first move and target an enemy it was not engaged with at the start of its turn.
Miss: 27 damage.

Big head armor: Three-horned earthshaker takes a –4 penalty to AC while it's engaged with two or more enemies.

Mother of Beasts champion-tier feat upgrade: You can ride your three-horned earthshaker, gaining a +2 bonus to your AC and moving along with it during its move action. (We're keeping the rules element low-key here, have fun.)

Ordinary summoned creature:

Three-horned Earthshaker Default Actions (d6)

1–2: Stomps menacingly. But no actions to speak of.

3+: Moves as you like. No attack.

AC 24
PD 21 **HP 90**
MD 17

9th Level Three-horned Earthshaker
Headbutt & Stomp +14 vs. AC (1d3 attacks)—35 damage
Miss: 8 damage.

Big charge +14 vs. AC (one enemy the earthshaker had to move some distance to reach)—100 damage
Miss: 50 damage.

AC 26, PD 23, MD 19, **HP 160**

Summon Spirit of Voria

Ranged spell ◆ **Daily**

Effect: You summon a 7th level spirit devoted to Voria, goddess of the Spring.

☐ Spirit of Voria

Ernalda's daughter, goddess of Spring, sends an emissary. Flagrant blossoms ensue.

7th level caster [SPIRIT]
Initiative: +8 (probably doesn't matter)

Peals of laughter +12 vs. MD (nearby enemy with the highest MD)—A nearby ally of your choice can heal using a recovery.
Critical hit: The recovery is free.

Keeper of Spirits champion-tier feat upgrade: Twice a battle, *peals of laughter* can target an enemy of your choice instead of the enemy with the highest MD.

Ordinary summoned creature:

Spirit of Voria Default Actions (d6)

1–3: Spring! So beautiful! Petals floating, chimes blossoming, Spring! No connection to all this fighting, though.

4+: If engaged, the spirit attempts to disengage. If unengaged, the spirit of Voria heals 3d6 hit points.

AC	**21**	
PD	17	**HP 100**
MD	21	

9th Level Spirit of Voria

Peals of laughter +14 vs. MD (nearby enemy with the highest MD)—A nearby ally of your choice can heal using a recovery.
Critical hit: The recovery is free.

AC 23, PD 19, MD 23, **HP 190**

Summon Stone Warrior

Ranged spell ◆ **Daily**

Effect: You summon a 7th level stone warrior. Cast at 9th level, you summon a 9th level stone warrior.

☐ Stone Warrior

7th level blocker [ELEMENTAL]
Initiative: +10

Stone weapons +12 vs. AC—36 damage
Natural even hit: The stone warrior absorbs more material into its form and gains a +2 bonus to AC until the start of its next turn.
Miss: 20 damage.

All rock: The stone warrior has *resist damage 12+* against attacks targeting AC.

Rockflow interceptor: Once per round as a free action, the stone warrior can pop free from an enemy and move to intercept (and engage) a creature moving past it.

Priestess of Stone champion-tier feat upgrade: The *all rock* damage resistance increases to 14+.

Ordinary summoned creature:

Stone Warrior Default Actions (d6)

1–3: The stone warrior does nothing.

4+: The stone warrior can use a move action.

AC	**24**	
PD	22	**HP 80**
MD	17	

9th Level Stone Warrior

Stone weapons +14 vs. AC—64 damage; miss: 40 damage

AC 26, PD 24, MD 19, **HP 160**

9th Level Summoning Spell

Summon Green Age Serpent

Ranged spell ◆ **Daily**

Effect: You summon a 9th level Green Age serpent, a mighty supernatural being that is simultaneously a beast, elemental, and spirit. Unlike most of your summoned creatures, the Green Age serpent and its attendant serpent spirits are superior summoned creatures, fighting without needing to be commanded.

☐ Green Age Serpent

Here's a glimpse of the world before † *Death when all was green and alive.*

9th level spoiler [BEAST, ELEMENTAL, SPIRIT]
Initiative: +13

Great fangs +12 vs. AC—55 damage, and 15 ongoing poison damage. In addition, the Green Age serpent gains one use of its *scales become spirits* ability this battle (cumulative).

Scales become spirits: The Green Age serpent can use this ability only after hitting with *great fangs*.

As an interrupt action once per attack when an enemy hits the serpent, place 1d3 serpent spirit mooks next to the Green Age serpent. The summoner controls these mooks and they take their turn after the Green Age serpent.

Keeper of Spirits champion-tier feat upgrade: Great fangs now targets PD instead of AC.

Mother of Beasts champion-tier feat upgrade: Scales become spirits now summons 1d4 serpent spirit mooks instead of 1d3.

Priestess of Stone champion-tier feat upgrade: Green Age serpent has +1 AC.

AC	**25**	
PD	22	**HP 170**
MD	22	

☐ Serpent Spirit

9th level mook [SPIRIT]
Initiative: +13

Spirit fangs +14 vs. PD—10 damage, and the Green Age serpent heals 5 hit points if it hasn't dropped to 0 hp.

AC	**23**	
PD	20	**HP 25 (mook)**
MD	20	

Mook: Kill one serpent spirit mook for every 25 damage you deal to the mob.





HELL MOTHER

To the trolls, Hell was Wonderhome, a paradise of Darkness and never-ending food. That tells you much of what you need to know about trolls, you light-dependent person-shaped food-thing, you.

Overview

Required: *You must be a devotee of a god of Darkness.*

Play Style: The hell mother probably shouldn't be a player's first *13th Age* character. Thanks to summoned creatures, strange at-will spells, and daily spells that recur at least once, there can be a lot going on during a hell mother's turn.

We see the hell mother and the earth priestess as opposed faces of the same sacred icon. Summoning is important to both, but the earth priestess can summon at-will while the hell mother summons random and more powerful creatures in a more-limited manner. The earth priestess dispenses favors to allies who perform well; the hell mother's bound spirits and daily spells often help her allies, but not without taking a few bites for their trouble! The earth priestess has a couple at-will spell attacks but they're no big deal, while the hell mother's at-will attacks are more powerful and far less predictable, making them more interesting over the course of a campaign.

A group of heroes with both a hell mother and an earth priestess is likely to have too many creature-summoning support magicians. Even from a story perspective, the hell mother and the earth priestess occupy the same terrain. Ernalda and Kyger Litor are the matriarchs of their respective pantheons and it's not clear either wants to play second fiddle.

Also, having both spellcasters in the same party makes it quite difficult to avoid saying "earth mother" and "hell priestess" by accident! Or on purpose.

Ability Scores: Charisma is your most important ability score, because you command lesser beings. Constitution is important because the stress of wielding ● Darkness magic slays the weak.

Hell mothers gain a +2 class bonus to Charisma or Constitution, as long as it isn't the same ability you increase with your +2 racial bonus.

Backgrounds: Possible hell mother backgrounds include: *touring Sacred Time dancer*, for a troll or human who has made a living, an artistic career, or a sacred calling of touring surface human settlements performing ● Darkness roles in ritual performances of myths in atypical and mutually empowering contexts; *soft food hunter*, for a troll who has focused on catching humans to feed to their troll communities; *Ivory Plinth diplomat* for a dark troll or human somehow made responsible for dealing with the verdammt tusk riders; *Crabtown marshal*, for a troll or human who was responsible for maintaining 'order' (i.e., the right type of Disorder) in the strange troll/human town near Skyfall Lake; *disgraced shaman*, for a clan magician who was too soft on the spirits; *trollkin survivor*, for a dark



THE LAWSPEAKER TELLS US OF KYGER LITOR, MOTHER OF TROLLS

Kyger Litor is the ancestress of all the troll races of the world and is almost universally worshiped by them. She is the mother of the mistress race trolls born in the Underworld.

When the sun god, Yelm, came to the Underworld after his death, Kyger Litor was among those who fought him. Like the others, Kyger Litor was defeated and so she led the trolls by secret ways to the surface world where Night already hid. So began the Lesser Darkness.

The trolls conquered much of the surface world and bore the brunt of the fighting against Chaos. Kyger Litor built the Castles of Lead to reside in and as bulwarks against their enemies.

Trolls from the Dagori Inkarth Castle of Lead fought in the I Fought We Won Battle where Chaos was defeated. Kyger Litor accepted the Great Compromise after a small spider, "black and silent, crept to the ear of the Mother," and whispered to Kyger Litor how to reunite with her favorite daughter in the Underworld.

Her cult is simple and primitive, often savage or brutal in the eyes of humans, but is satisfying to the equally primal trolls. Among trolls, the cult forms the very fabric of society and it permeates everything they do. All adult trolls are initiated into her cult.

She is usually shown as a mistress troll, accoutered with crude regalia of power. Her statue can be chewed from any kind of rock, and is always the largest statue in any group.

Hell Mother Level Progression

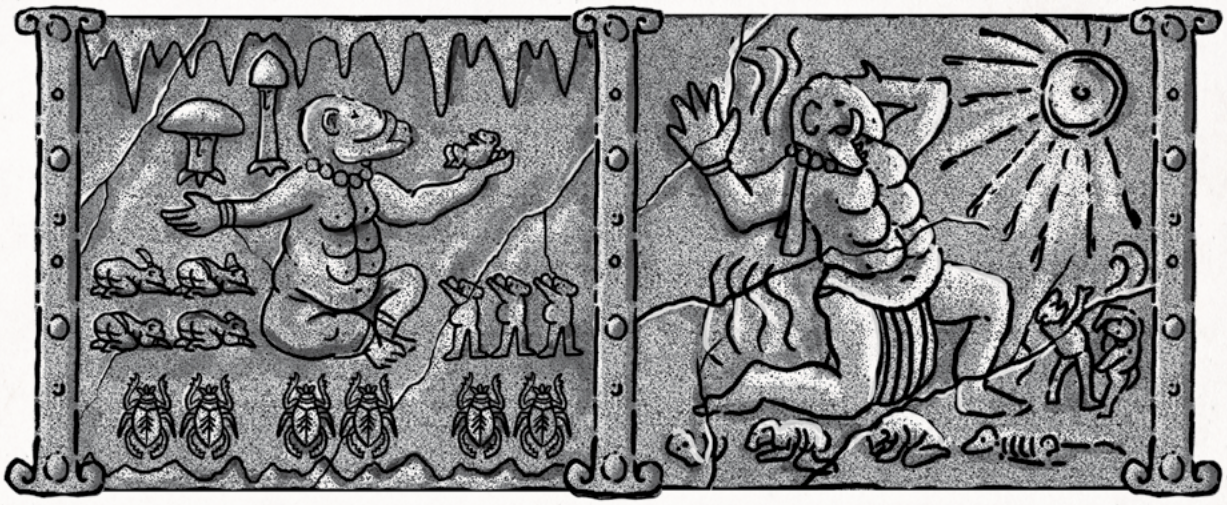
Hell Mother Level	Total Hit Points	Total Feats	Bound Spirits	At-Will Spells	Daily Spells	Daily Summoning Spells	Level-up Ability Bonuses	Damage Bonus From Ability Score
Level 1	(5 + CON mod) x **3**	1 adventurer	2	2	1	1		ability modifier
Level 2	(5 + CON mod) x **4**	2 adventurer	2	2	1	2		ability modifier
Level 3	(5 + CON mod) x **5**	3 adventurer	2	2	2	2		ability modifier
Level 4	(5 + CON mod) x **6**	4 adventurer	2	3	2	2	+1 to 3 abilities	ability modifier
Level 5	(5 + CON mod) x **8**	4 adventurer 1 champion	2	3	3	2		2 x ability modifier
Level 6	(5 + CON mod) x **10**	4 adventurer 2 champion	3	3	3	2		2 x ability modifier
Level 7	(5 + CON mod) x **12**	4 adventurer 3 champion	3	3	3	3	+1 to 3 abilities	2 x ability modifier
Level 8	(5 + CON mod) x **16**	4 adventurer 3 champion 1 epic	3	3	4	3		3 x ability modifier
Level 9	(5 + CON mod) x **20**	4 adventurer 3 champion 2 epic	4	3	4	3		3 x ability modifier
Level 10	(5 + CON mod) x **24**	4 adventurer 3 champion 3 epic	4	3	4	4	+1 to 3 abilities	3 x ability modifier

Note: Although not listed on this table, this class gets three talents. It does not gain more at higher levels.

Hell Mother Stats

Initiative, AC, PD, MD, Hit Points, Recovery Dice, and Feats are level dependent.

Ability Bonus	+2 Constitution or Charisma (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (light armor)	11 + middle mod of Con/Dex/Wis + Level
Physical Defense	10 + middle mod of Str/Con/Dex + Level
Mental Defense	11 + middle mod of Int/Wis/Cha + Level
Hit Points	(5 + Con mod) x Level modifier (see level progression chart)
Recoveries	(probably) 8
Recovery Dice	(1d6 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Runes	● Darkness, another rune from your deity, and a personal rune
Talents	3
Feats	1 per Level



troll who was part of a multiple birth and therefore viewed as trollkin; *Snakepipe Hollow exterminator*, for a hell mother who fought Chaos for a living just south of the Stinking Forest.

Gods: Probably the dangerous mother goddess of the trolls, Kyger Litor. If you're a longtime Glorantha fan, you've probably seen a few versions of the cult of Kyger Litor. The answer is *Yes*: the hell mother class is in effect another publication of the cult of Kyger Litor! But as you'll see in the talents, other troll and Darkness gods contribute to the class. You could phrase yourself as an initiate or devotee of Aranea (spider goddess) or Gorakiki (insect god) and feel mostly at home as a hell mother.

Runes: ● Darkness required. Kyger Litor's other runes are ᛯ Man and ᛝ Spirit, and you'll want at least one of the two, but you might want something different for your personal rune.

Gear

At 1st level, a hell mother starts with better clothing than most people who live underground, a nasty knife or two, ritual accouterments, various bug and spider parts woven into light armor, and a sack full of tasty grubs or other worthwhile foodstuffs.

Armor

Hell mothers may wear enough chitin and skulls to qualify as light armor. Heavier garb doesn't agree with them, and attack penalties from wearing armor also apply to any creatures the hell mother has summoned.

Hell Mother Armor and AC

Type	Base AC	Attack
None	10	
Light	*11*	
Heavy	12	–5
Shield	+0	–2

Weapons

Hell mothers try to avoid dirtying their hands with weapons. They have male troll minions for that. Fighting hand to hand is a last resort, and missile weapons are for trollkin.

Hell Mother Melee Weapons

	One-Handed	Two-Handed
Small	1d3 dagger, or maybe teeth	1d4 staff
Light or Simple	(–2) 1d4 cudgel	(–5) 1d6 bigger club
Heavy or Martial	(–5) 1d6 mace	(–10) 1d8 big mace

Hell Mother Ranged Weapons

	Thrown	Bow
Small	1d3 dagger	—
Light or Simple	(–5) 1d4 javelin	(–5) 1d4 sling
Heavy or Martial	—	(–10) 1d6 bigger sling

Basic Attacks

Melee attack

At-Will
Target: One enemy
Attack: Strength + Level vs. AC
Hit: WEAPON + Strength damage
Miss: —

Ranged attack

At-Will
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: WEAPON + Dexterity damage
Miss: —

Class Features

All hell mothers share a few key features, mostly connected to the categories of spells and powers noted in the columns of the class progression table above.

Bound Spirits

Each day you can choose number of bound spirits to serve you as indicated in the class progression table. Each bound spirit provides you (or sometimes your allies) with a **bonus** or power of some sort while you have it bound. Each spirit also has a release trigger, which is a moment when you can release the spirit and gain a benefit from it. The release trigger action is the only way to release a bound spirit.

At adventurer tier, the spirit's release often provides a second chance for an ally who has screwed up a bit, but the favors of ● Darkness spirits don't come easy! When a Darkness spirit eats someone's bad luck, it also tends to eat a piece of them, or their spirit.

Each individual spirit has a recharge roll that you use after the battle to try to bind the spirit again. If you succeed, you start the next battle with the spirit bound and providing you with its bonus. If you fail the roll, the spirit is somewhere else, not yet returned to you.

Recurring Daily Spells

The hell mother's daily spells work a bit differently than those of other classes. The big difference is that the spell automatically repeats at the start of the hell mother's next turn. Then, if the natural attack roll of the *recurring* spell is even, the spell repeats again at the start of the hell mother's next turn, and so on as long as natural even rolls come up.

In other words, the hell mother's recurring daily spells always repeat at least once. They might repeat again on subsequent rounds depending on the natural attack rolls of the recurrences. Cast once, a hell mother's daily spells aren't as powerful as the daily spells cast by other spellcasters. Combine several rounds of effects and the fact that spells recur as free actions, and the hell mother does just fine.

You can only have one recurring daily spell active at a time and casting a second such spell ends the first. So of course you aren't likely to cast a second recurring spell until the first spell has ended 'naturally.'



Use the first attack roll: Some hell mother daily spells require multiple attacks. Use the first attack roll of a turn for a recurring spell to determine whether it recurs again.

Story of the hell mother's spells: We usually avoid elaborating on the details of how magic works, preferring to leave visons and descriptions to the players and GM. The hell mother is a special case that's merits explanation. As a practitioner of shamanic magic, the hell mother achieves most of her most powerful magical effects by controlling spirits. Summoning spells and bound spirits obviously intersect with spirit magic. Most of the effects of the hell mother's at-will and daily spells can be understood as the result of quickly 'summoned' spirits that do the hell mother's bidding. If the spell is powerful, like a daily spell, and the hell mother is lucky, the spirit sticks around for a few turns to do her bidding.

In other words, although these spells aren't summoning spells in the technical way in which we use the term in the *13th Age* system, you could certainly describe them as calling on and controlling spirits, so that attack spells and healing spells alike *look* something like summoning.

Automatic repetition: The fact that recurring daily spells 'automatically repeat' is a bit different than how we usually do things. What we mean is that a recurring spell no longer requires an action being taken by the hell mother. The hell mother can be knocked unconscious or out of play using *dark walk,* or teleported away, or DEAD, and the recurring spell will keep getting cast as long as natural even attack rolls keep occurring. This mechanic models our notion that the hell mother has called up spirits who are operating somewhat independently.

One possible oddity comes from targeting. The hell mother herself isn't recasting the spell, so she's not going to be taking opportunity attacks from engaged enemies if it's a ranged spell. And the attack isn't coming from her, not really. To determine nearby targets, use the hell mother's most recent location, or where she is lying unconscious, but don't worry about line of sight and cover for the recurrences, since the spirits are flying around tearing things up on their own.

Ritual Magic

You can cast your spells as rituals (*13th Age*, page 192). Unlike most other ritual casters, your rituals generally require you to eat something living. In troll society, trollkin suffice, but while adventuring with surface folk you'll probably make do with animals.

Your rituals work best underground or at night. Outdoors and under the sunlight, you're probably just wasting your time and a spell.

Summons from Hell

As a hell mother, you know a number of summoning spells, as indicated on the level progression table. You use the general rules for summoned creatures presented on page 67 but with a couple wrinkles all your own.

Unlike most other summoners, you don't know different summoning spells. Instead, you have one hell mother summoning spell, *summons from Hell*, which is shown below. At 1st level, you get one use of the spell. At 2nd level you get another use, and so on.

The creatures you summon are determined by a d20 roll rather than by summoning spell choices. Low rolls let you choose a giant bug to summon. Higher rolls summon a giant spider. Still higher rolls summon a ● Darkness spirit known as a dehori (pronounced *dae-HOR-ee*). Maxed-out rolls summon the same types of dehori but as a superior summoned creature instead of as an ordinary summoned creature, allowing you to use your standard actions as you like while the superior dehori fights without needing direction.

Normally you summon a creature that's your level or one lower. If you want to summon an even lower level creature for story reasons or because it has an ability that higher level creatures lack, you're free to do so.

We'll repeat the Summons from Hell Table on page 158 at the start of the stats for your summoned bugs, spiders, and dehori.

Summons from Hell

Ranged Spell ◆ **Daily**

Special: You get a number of daily uses depending on your level

Effect: You summon a creature to fight for you until the end of the battle. Which creature? Roll a d20 and add the escalation die, then consult the following table.

Modified d20 Roll

1–8: *Summon giant bug*—Choose a giant bug from among the giant bugs available at your level. It fights for you as an ordinary summoned creature. Unlike most ordinary summoned creatures that deal damage to the caster equal to the summoned creature's level when they drop to 0 hit points, giant bugs deal damage equal to *double* the creature's level to the caster when they drop.

9–15: *Summon giant spider*—Choose a giant spider from among the giant spiders available at your level. It fights for you as an ordinary summoned creature. All spiders you summon have the *wall-crawler* ability to climb on ceilings and walls.

16–19: *Summon dehori*—Choose a dehori from among the dehori available at your level. It fights for you as an ordinary summoned creature.

20+: *Summon superior dehori*—Choose a dehori from among the dehori available at your level. It fights for you as a superior summoned creature.

DEHORI OR SHADE?

Original *RuneQuest!* referred to darkness elementals as shades. But Greg Stafford hates that language. We've opted to use the terms for ● Darkness spirits that Greg prefers while using the word shade in a few spots it seems cool to us.

Class Talents

Choose three of the following talents.

Aranea's Brood

Add your level + your Constitution modifier to the hit points of the spiders you summon (5th level: double your Con modifier; 8th level: triple it).

Adventurer Feat: The first time you summon a giant spider each day, choose a new daily spell of your level or lower as a bonus spell for the day. You can't double up on a spell you have already chosen.

Champion Feat: You can now cast *webbing* (see below) as a bonus daily spell of your level or one below.

Epic Feat: Once per day when you summon a giant spider, you can make it a superior summoned creature instead of an ordinary summoned creature.

Webbing

Special: This spell is only available by taking the Aranea's Brood talent.

Close-quarters spell ◆ **Daily**
Target: 1d3 nearby enemies in a group.
Attack: Constitution + Level vs. PD
Hit: 20 damage, and the target is stuck and can't make opportunity attacks (save ends both, but each failed save deals 20 damage).
Natural Even Miss: Until the end of its next turn, the target is stuck and can't make opportunity attacks.

7th level spell 32 damage.
9th level spell 52 damage.

Gorakiki's Spawn

Add your level + Constitution modifier to the hit points of the bugs you summon (5th level: double your Con modifier; 8th level: triple it).

Adventurer Feat: The first time you summon a giant bug each day, choose a new at-will spell of your level or lower. You can use that at-will spell for the rest of this battle and for your next battle, even if that's after a full heal-up.

Champion Feat: You can now cast *carapace* (see below) as a bonus daily spell. It counts as a spell of your level, if that's ever important, but its effect remains the same no matter your level.

Epic Feat: Once per day when you summon a giant bug, you can make it a superior summoned creature instead of an ordinary summoned creature.

Carapace

Special: This spell is only available by taking the Gorakiki's Spawn talent.

Close-quarters spell ◆ **Daily** ◆ Quick action to cast
Effect: Until the end of the battle, your body is covered in shiny black chitin and you gain +3 AC. The downside is that the range of critical hits for attacks against your AC expands by 1 (i.e., if you normally suffer a critical hit when the attacker rolls a natural 20, you now take a critical hit on a natural 19 or 20).

Great Feeding

Special: If you're not a troll, taking this talent isn't going to do you much good.

When one of your summoned creatures drops an enemy to 0 hp in a battle in which your natural initiative roll was even and you qualify to use your *big eater* racial power, you can roll a normal save (11+). If you succeed, that summoned creature gains the following benefit:

If it's an ordinary summoned creature, it becomes a superior summoned creature until the end of the battle.

If it's already a superior summoned creature, it gains temporary hit points equal to your Constitution modifier (5th level: double your Constitution modifier; 8th level: triple it).

Adventurer Feat: The save is now easy (6+) instead of normal.

Champion Feat: When you succeed on your *great feeding* save, the summoned creature also gains a +2 bonus to all defenses until the end of the battle (as usual, that's non-cumulative)..

Epic Feat: When one of your superior summoned creatures succeeds on the *great feeding* save, you can heal using a free recovery.

Kyger Litor's Kin

Add your level + Constitution modifier to the hit points of the dehori you summon (5th level: double your Con modifier; 8th level: triple it).

Adventurer Feat: The first time you summon a dehori each day, choose a bound spirit of your tier or lower. You start the next battle with that spirit bound, treating it like one of your normal bound spirits until the end of the day.

Champion Feat: You gain a bonus equal to your Constitution modifier to the first death save you roll each day. In addition, you gain a bonus equal to your Constitution modifier to last gasp saves.

Epic Feat: Once per day when you summon an ordinary dehori, you can make it a superior summoned creature instead.

Spirit Binder

You gain a +2 bonus to your recharge rolls when you attempt to rebind spirits you have released.

In addition, once per day you can succeed automatically on a recharge roll to rebind a released bound spirit instead of rolling.

Adventurer Feat: In addition, you gain a +2 attack bonus against spirits.

Champion Feat: Increase the recharge bonus to +5 instead of +2.

Epic Feat: You gain an additional bound spirit.

Walk in Darkness

Special: If you're not a troll, taking this talent isn't going to do you much good.

Before you use your dark walk racial power, you can use a single quick action to control one of your ordinary summoned creatures, allowing it to take a full turn after your own.

Adventurer Feat: If you have a summoned creature under your control when you use *dark walk*, that creature gains temporary hit points equal to your Constitution modifier (5th level: double your Constitution modifier; 8th level: triple it).

Champion Feat: Until you return from your *dark walk*, the crit range of your summoned creatures' attacks expands by 2.

Epic Feat: When you use *dark walk* in a battle, your summoned creatures gain *resist damage 14+* until the end of the battle. (They only take half damage from attacks unless the natural attack roll was 14 or higher.)

Bound Spirits

The names of these spirits may look generic, but a few have Gloranthan depths. The names could be placeholders if your hell mother knows and cares about the names of the spirits she binds, or she may treat her spirit retinue as nameless expressions of the original ● Darkness.

Adventurer-tier Bound Spirits

You can replace these bound spirits with champion-tier bound spirits when you reach 5th level. We designed the spirits and feats so that it's an interesting choice rather than an obvious decision.

Bound Umbarite

Bound spirit ◆ **Recharge** 11+ if released

Binding bonus: You gain a +1 bonus to your saves.

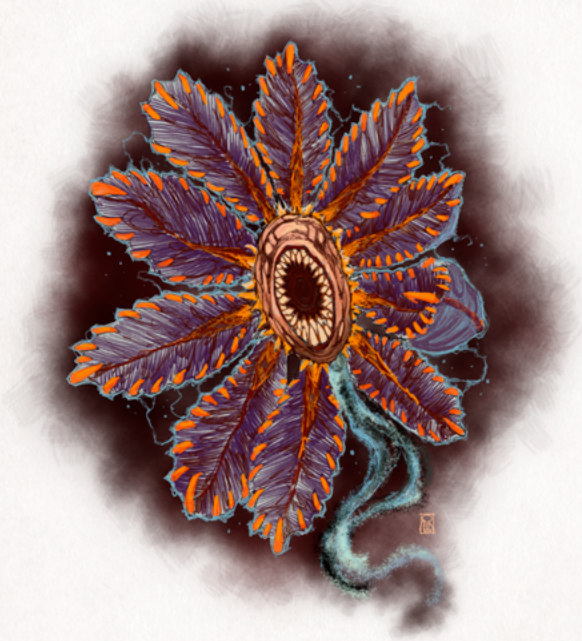
Release trigger: As an interrupt action, release the spirit when an ally fails a save with a natural odd roll.

Release effect: Deal 1d4 damage to that ally, and they can reroll the save (5th level: 2d4 damage; 8th level: 3d4 damage).

Adventurer Feat: You can now release the spirit when an ally fails a save with a natural even roll.

Champion Feat: Your ally gains a +3 bonus to the rerolled save.

Epic Feat: When an ally fails the rerolled save, the spirit stays bound to you.



Good Place Spirit

Bound spirit ◆ **Recharge** 16+ if released
Binding bonus: When you roll initiative, you gain temporary hit points equal to half your natural roll (rounded up).
Release trigger: As an interrupt action, release the spirit when an ally misses with a natural odd attack roll.
Release effect: Deal 1d6 psychic damage to that ally, and if they are still conscious they can reroll the attack.

3rd level hell mother	2d6 damage to ally.
5th level hell mother	3d6 damage to ally; temporary hit points now equal to your initiative roll.
7th level hell mother	4d6 damage to ally.
9th level hell mother	5d6 damage to ally; temporary hit points now double your natural initiative roll.

Adventurer Feat: The recharge roll is now 11+ instead of 16+.

Champion Feat: The ally gains a bonus to the rerolled attack equal to your Charisma modifier.

Epic Feat: The recharge roll is now 6+.

Heart of Lead

Bound spirit ◆ **Recharge** 16+ if released
Binding bonus: You can't become vulnerable.
Release trigger: As an interrupt action, release the spirit when an ally drops to 0 hit points or below.
Release effect: That ally can roll a save. If they succeed, they can heal using a recovery. If they succeed with a natural 11 or 13, replace one of their runes with ● Darkness until they have attuned ● Darkness once. Or until they decide they prefer ● Darkness to the path they used to be on!

Adventurer Feat: The recharge roll is now 11+ instead of 16+.

Champion Feat: While the spirit is bound, you can now ignore dazed effects as well as vulnerable effects.

Epic Feat: While the spirit is bound, you can now also ignore confused effects. You know who your enemies are!

Old & Hungry

Bound spirit ◆ **Recharge** 16+ if released
Binding bonus: You gain a +1 bonus to AC.
Release trigger: As an interrupt action, release the spirit when an ally misses with an attack against a staggered enemy.
Release effect: Deal 1d6 psychic damage to that ally, and if they are still conscious they can reroll the attack.

3rd level hell mother	2d6 damage.
5th level hell mother	3d6 damage.
7th level hell mother	4d6 damage.
9th level hell mother	5d6 damage.

Adventurer Feat: The recharge roll is now 11+ instead of 16+, but the damage dice increase by one size from d6s to d8s.

Champion Feat: The recharge roll is now 6+.

Epic Feat: You gain a +2 bonus to AC instead of +1 from the binding bonus.

Champion-Tier Bound Spirits

When you reach champion tier you can swap all your adventurer-tier bound spirits out for champion-tier spirits. It may not be the best way to marshal your spirits, but it's a path that's open to you.

Tail First

Bound spirit ◆ **Recharge** 16+ if released
Binding bonus: You gain a +2 bonus to PD.
Release trigger: As an interrupt action, release the spirit when an ally misses with an attack against a BEAST or a creature associated with ▽ Beast.
Release effect: Your ally can reroll the attack, but if the reroll misses, deal 4d6 + Charisma modifier psychic damage to your ally.

7th level hell mother	5d6 damage.
9th level hell mother	6d6 damage.

Champion Feat: The recharge roll is now 11+ instead of 16+.

∞ ***Epic Feat:*** The ally gains a bonus equal to your Charisma modifier to the attack reroll.

Original Gorger

Bound spirit ◆ **Recharge** 16+ if released
Binding bonus: You gain a +1 bonus to all defenses while staggered.
Release trigger: As an interrupt action, release the spirit when an ally misses with an attack against a ▼ Chaos creature.
Release effect: Your ally can reroll the attack against that target, but if the reroll misses, deal 4d6 + Charisma modifier psychic damage to your ally.

7th level hell mother	5d6 damage.
9th level hell mother	6d6 damage.

Champion Feat: The recharge roll is now 11+ instead of 16+.

∞ ***Epic Feat:*** The ally gains a bonus equal to your Charisma modifier to the attack reroll.

Eats the Lost

Bound spirit ◆ **Recharge** 16+ if released
Binding bonus: You gain a +2 bonus to MD.
Release trigger: As an interrupt action, release the spirit when an ally misses an attack against a SPIRIT or a creature with the ✕ Spirit rune.
Release effect: Your ally can reroll the attack against that target, but if the reroll misses, deal 4d6 + Charisma modifier psychic damage to your ally.

7th level hell mother	5d6 damage.
9th level hell mother	6d6 damage.

Champion Feat: The recharge roll is now 11+ instead of 16+.

∞ ***Epic Feat:*** The ally gains a bonus equal to your Charisma modifier to the attack reroll.



Epic-Tier Bound Spirits

Great Devourer

Bound spirit ◆ **Recharge** 16+ if released

Binding bonus: The first time you heal using a recovery each battle, you heal additional hit points equal to triple your Charisma modifier. (Out of combat, use the bonus once between battles.)

Release trigger: As an interrupt action, release the spirit when Chaos steals the escalation die.

Release effect: You prevent the theft, but you and your allies don't benefit from the escalation die that round; the upside is that Chaos doesn't benefit from the escalation die either.

∞ ***Epic Feat:*** When you release the bound spirit, you and your allies get to use the escalation die that round and Chaos doesn't.

At-Will Spells

Unlike most spellcasters, you can choose from all the at-will spells your class offers at 1st level. When you reach 3rd level, you use your at-will spells as 3rd level spells, and so on for 5th and 7th and 9th level.

For other classes this would risk making play repetitive, but your at-will spells have strange side effects and limitations that keep battles unpredictable.

One warning: a few of your spells come with end conditions that keep you from using them again until the next battle. Caution isn't really the hell mother way, so let's pretend we're not advising you to exercise it.

Ancient Dark

Ranged spell ◆ **At-Will**

Target: One nearby enemy

Attack: Charisma + Level vs. PD

Hit: 2d6 + Charisma modifier damage

Natural Odd Hit: As a hit but double damage, and you can't cast this spell again this battle until after you, one of your allies, or one of your summoned creatures drops to 0 hit points or below.

Miss: You can't cast this spell again this battle until after you, one of your allies, or one of your summoned creatures drops to 0 hit points or below.

3rd level spell	4d6 damage.
5th level spell	6d6 damage.
7th level spell	9d6 damage.
9th level spell	10d10 damage.

Adventurer Feat: You can now target far away enemies with the spell, and increase the damage dice by one size (d6s become d8s; d10s become d12s).

Champion Feat: The spell now also deals half damage on a miss.

∞ ***Epic Feat:*** One battle per day, ignore the first time you are prohibited from casting the spell until you or one of your allies drops.

Blood Chant

Ranged spell ◆ **At-Will**

Target: One nearby enemy

Attack: Charisma + Level vs. MD, +1 per each of your allies that is staggered (cumulative)

Hit: 1d6 + Charisma modifier psychic damage, plus 1d6 damage for each of your allies that is staggered (max +5d6).

Miss: You take damage equal to your level.

3rd level spell	2d6 damage increments.
5th level spell	2d10 damage increments.
7th level spell	3d12 damage increments.
9th level spell	2d20 damage increments.

Adventurer Feat: When you miss, the target also takes damage equal to your level.

Champion Feat: If the escalation die is 4+, spell can now target two nearby enemies instead of one.

Chill

Close-quarters spell ◆ **At-Will**

Target: One enemy engaged with you

Attack: Charisma + Level vs. PD

Hit: 1d6 + Charisma modifier cold damage, and the target pops free from you.

Natural Even Hit: As a hit, and after popping free, the target is stuck until the end of its next turn.

Natural Even Miss: Damage equal to your level.

Natural Odd Miss: Damage equal to your level, the target pops free from you, and you can't use this spell again until the escalation die is 6+.

3rd level spell	2d6 damage.
5th level spell	4d6 damage.
7th level spell	6d6 damage.
9th level spell	10d6 damage.

Family Politics

Ranged spell ◆ **At-Will**
Target: One nearby enemy
Attack: Charisma + Level vs. MD
Hit: 1d6 + Charisma modifier psychic damage
Natural Even Hit: As a hit, and the PC being played by the eldest *player* in the group gains temporary hit points equal to your Constitution modifier.
Natural Odd Hit: As a hit, and the PC being played by the youngest *player* in the group gains temporary hit points equal to your Constitution modifier.
Natural Odd Miss: You can't use this attack again this battle.

3rd level spell	2d6 damage.
5th level spell	4d6 damage; temporary hit points equal to double your Constitution modifier.
7th level spell	6d6 damage.
9th level spell	9d6 damage; temporary hit points equal to triple your Constitution modifier.

Adventurer Feat: Once per battle when you hit with this spell, grant the temporary hit points to a nearby ally of your choice whose player is neither the oldest nor the youngest. (If your group is very small, or composed of quintuplets or something, make it a random nearby ally.)

Champion Feat: The spell's damage dice increase one size from d6s to d8s.

Epic Feat: Allies with the Darkness rune gain double the amount of temporary hit points when you hit with the spell.

SPOOKY META?

Family politics is deliberately a weird spell unlike anything else in the game. It taps into animating spirits beyond the player characters' ken, spirits outside the world. It's spooky. That's the way we want it, but if you agree with our ace playtester Paul Fanning, you'll want to change the spell to refer to the eldest and youngest PC. If you go with Paul's version, you'll probably want to figure out PC ages ahead of time since it might not be entirely straightforward, depending on *uniques* and character concepts. Honestly, we like both methods, and look forward to switching up the dynamics when we have an epic hell mother in the family.

Hungry Spirit Fork

Ranged spell ◆ **At-Will**
Targets: Two nearby enemies
Attacks: Charisma + Level vs. PD
Hit: 1d8 + Charisma modifier damage.
Miss: Damage equal to your level to you and the target, and if you have missed with two *hungry spirit fork* attack rolls this battle, you can't cast this spell again until the escalation die is 6+. (If you miss with your first *hungry spirit fork* attack roll, you still get to roll the second attack.)

3rd level spell	2d6 damage.
5th level spell	4d6 damage.
7th level spell	6d6 damage.
9th level spell	6d12 damage.

Adventurer Feat: You can now target far away enemies with the spell.

Champion Feat: When you drop a non-mook enemy to 0 hp with this spell, you can roll a normal save. If you succeed, you can rebind a spirit you released this battle or in a previous battle.

Epic Feat: Now it takes three misses with *hungry spirit fork* attack rolls before the spell becomes unusable.

Daily Spells

As with at-will spells, you can select spells that are your level or lower. See the class features section on page 148 for the full rules on spell recurrence.

1st Level Daily Spells

Despair Fiend

Ranged spell ◆ **Daily**
Recurring (Two rounds or longer with natural even attack rolls)
Target: One nearby enemy
Attack: Charisma + Level vs. MD
Hit: 2d6 + Charisma psychic damage, and the target takes 2d6 extra psychic damage each time it misses with an attack (save ends).
Miss: Damage equal to your level to you and the target.

3rd level spell	4d6 damage in both cases.
5th level spell	6d6 damage in both cases.
7th level spell	5d12 damage in both cases.
9th level spell	10d12 damage in both cases.



Berserker Haunt

Ranged spell ◆ **Daily**
Recurring (Two rounds or longer with natural even attack rolls)
Target: One nearby 1st or 2nd level ally
Attack: Charisma + Level vs. MD
Hit: 1d6 psychic damage, and the target can take an additional standard action during its next turn.
Miss: Damage equal to your level to you and the target.

3rd level spell	Targets 3rd or 4th level ally, 3d6 damage.
5th level spell	Targets 5th or 6th level ally, 4d6 damage.
7th level spell	Targets 7th or 8th level ally, 3d12 damage.
9th level spell	Targets 9th or 10th level ally, 5d12 damage.

Whirlpool to Hell

Ranged spell ◆ **Daily**
Recurring (Two rounds or longer with natural even attack rolls)
Target: One nearby enemy for each non-mook enemy that has dropped to 0 hit points this battle.
Attack: Charisma + Level vs. MD
Hit: 3d6 + Charisma psychic damage.
Miss: Damage equal to double your level.

3rd level spell	6d6 damage.
5th level spell	9d6 damage.
7th level spell	8d12 damage.
9th level spell	2d8 x 10 damage.

3rd Level Daily Spells

Boztakang's Third Secret

Ranged spell ◆ **Daily**
Recurring (Two rounds or longer with natural even attack rolls)
Target: One nearby enemy
Attack: Charisma + Level vs. PD
Hit: 4d8 + Charisma damage, or 4d12 + Charisma damage against a Chaos target.
Miss: Damage equal to your level to you and the target.

5th level spell	6d6 damage, or 6d12 damage vs. Chaos.
7th level spell	4d12 damage, or 9d12 damage vs. Chaos.
9th level spell	9d12 damage, or 2d8 x 10 damage vs. Chaos.

Adventurer Feat: If you wish, a miss against a Chaos target deals half damage to both you and the target.

Champion Feat: Misses against a Chaos target now deal half damage to the target only, and you take no damage when you miss a a Chaos target.

Spirit Ally

Ranged spell ◆ **Daily**
Recurring (Two rounds or longer with natural even attack rolls)
Target: One nearby enemy engaged with one of your summoned creatures
Attack: Charisma + Level vs. PD
Hit: 3d12 + Charisma damage.
Miss: Half damage to the target, and damage equal to double your level to your summoned creature.

5th level spell 5d12 damage.
7th level spell 8d12 damage.
9th level spell 2d8 x 10 damage.

Adventurer Feat: When you hit with this spell, one of your summoned creatures engaged with the target heals 1d12 hit points (5th level spell: 3d6 hit points; 7th level spell: 4d8 hit points; 9th level spell: 4d12 hit points).

5th Level Daily Spells

High or Low

Ranged spell ◆ **Daily**
Special: You can cast this spell or use its recurrence only if there are two or more nearby enemies you can target with the spell.
Recurring (Two rounds or longer with natural even attack rolls)
Target: Flip a coin when you cast the spell or use its recurrence.
Heads: You target the enemy with the highest hit points.
Tails: You target the enemy with the lowest hit points.
Attack: Charisma + Level vs. PD
Hit: 5d10 + Charisma modifier damage.
Natural Even Miss: Half damage.
Natural Odd Miss: Damage equal to your level to you and the target.

7th level spell 8d10 damage.
9th level spell 2d8 x 10 damage.

Champion Feat: Once per day, flip two coins and make two attacks, one against each target indicated by your coin flips.

Epic Feat: The spell is now recharge 16+ instead of daily.

Spirit Lash

Ranged spell ◆ **Daily**
Recurring (Two rounds or longer with natural even attack rolls)
Target: One nearby enemy
Attack: Charisma + Level vs. MD
Hit: 10d6 + Charisma modifier damage.
Natural Even Hit: As a hit, and if the target is a spirit, it's confused until the end of its next turn.
Miss: Damage equal to your level to you and the target.

7th level spell 2d4 x 10 damage.
9th level spell 2d8 x 10 damage.

7th Level Daily Spells

Retinue's Assault

Ranged spell ◆ **Daily**
Special: You can't cast this spell unless you have released a bound spirit this battle.
Recurring (Two rounds or longer with natural even attack rolls)
Target: One nearby enemy
Attack: Charisma + Level vs. PD
Hit: 8d10 + Charisma modifier damage, plus 10 extra damage for each of your bound spirits that are presently released.
Miss: Damage equal to your level to you and the target.

9th level spell 2d8 x 10 damage; +15 damage per released spirit.

Epic Feat: When the spell ends, choose one of your released spirits and roll its recharge. If the recharge roll succeeds, you bind the spirit again as a free action.

Bag of Spirits

Ranged spell ◆ **Daily**
Recurring (Two rounds or longer with natural even attack rolls)
Target: One nearby enemy
Attack: Charisma + Level vs. MD
Hit: 8d10 + Charisma psychic damage, and roll twice on the random rune table to determine two random runes, or one rune if your rolls are identical. If one of your nearby allies has one of these runes, they can heal using a recovery.
Miss: Damage equal to your level to you and the target.

9th level spell 2d8 x 10 damage.

Champion Feat: Once per day, each of your allies with one of the runes can heal using a recovery.

Epic Feat: Roll three times on the rune table and choose two results. Each of your allies with one of the runes you choose can heal using a recovery.

9th Level Daily Spells

Dark Mother's Touch

Close-quarters spell ◆ Daily
Recurring (Two rounds or longer with natural even attack rolls)
Target: One nearby enemy.
Attack: Charisma + Level vs. PD
Hit: 2d6 x 10 + Charisma modifier damage.
Natural Even Roll: Up to 3 nearby conscious allies of your choice heal hit points equal to triple your Constitution modifier; no effect on allies who are at 0 hp or below.
Miss: If you are unengaged, a miss deals half damage. If you are engaged, a miss deals no damage.

Darkness Surrounds Us

Close-quarters spell ◆ **Daily**
Quick action to cast
Effect: You and each nearby ally gain a special use of the troll racial power, *dark walk*, this battle. The full rules for each character's use of the power appear below, which is a slight variant of the relevant section of the racial power. In addition, as the caster, until the end of the battle, you gain *resist damage 16+* while one or more of your allies is out of play while using *dark walk*.

Hell Mother's Dark Walk

Once per battle
As a move action before you have used your standard action this turn, if you are not engaged, you can roll a normal save. If you succeed, remove yourself from play. At the start of your next turn, return anywhere nearby that you could have moved to normally during your turn, and deal double damage against the first enemy you hit with an attack that turn. While removed from play, you take no actions and can't be targeted by enemies. (No monkeying around with delaying and such: return on your initiative and take your turn.)

If the save fails, you do not expend the power, and can try again in a later turn, but not again on this turn.

Summons from Hell

Your roll on the summons from hell table determines what type of creature you can summon: bug, spider, or dehori. The five levels of summoned creatures usually include two creatures of each type. You don't have to choose which creature you will summon ahead of time, choose when you're bringing it to the table.

As you'll see, some creatures have abilities that are repeated higher up the tiers, while other summoned creatures are one-offs. As a rule, you don't get to choose a creature that's lower on the summoning table when you roll high.

Ordinary creatures: All these creatures start as ordinary summoned creatures, though a high roll on the summoning table or specific talents and feats can turn some creatures into superior summoned creatures. The full text describing ordinary summoned creature's actions is long, so we're only printing it once per level instead of putting the full text on every creature.

Here's the table again, so you don't have to page back to the start of the class:

Summons from Hell

Ranged Spell ◆ **Daily**
Special: You get a number of daily uses depending on your level
Effect: You summon a creature to fight for you until the end of the battle. Which creature? Roll a d20 and add the escalation die, then consult the following table.

Modified d20 Roll

1–8: *Summon giant bug*—Choose a giant bug from among the giant bugs available at your level. It fights for you as an ordinary summoned creature. Unlike most ordinary summoned creatures that deal damage to the caster equal to the summoned creature's level when they drop to 0 hit points, giant bugs deal damage equal to *double* the creature's level to the caster when they drop.

9–15: *Summon giant spider*—Choose a giant spider from among the giant spiders available at your level. It fights for you as an ordinary summoned creature. All spiders you summon have the *wall-crawler* ability to climb on ceilings and walls.

16–19: *Summon dehori*—Choose a dehori from among the dehori available at your level. It fights for you as an ordinary summoned creature.

20+: *Summon superior dehori*—Choose a dehori from among the dehori available at your level. It fights for you as a superior summoned creature.

1st Level Summoned Creatures

● Bug: Giant Centipede

1st level wrecker [BEAST]
Initiative: +7 (probably irrelevant)

Bitey parts +6 vs. AC—8 damage
Natural even hit: Each enemy engaged with the giant centipede takes 3 damage as it thrashes.
Miss: 2 damage.

Ordinary summoned creature: The giant centipede can only take a normal turn using all three actions if their summoner used a standard action to summon or control them during the previous turn. Otherwise, roll a d6 on the table below.

Giant Centipede Default Actions (d6)

1–4: Stand around or wander in a random direction if not engaged.
5+: Move to engage the enemy with the fewest hit points, attempting to disengage if engaged with a different enemy.

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

● Bug: Stingworms

1st level spoiler [BEAST]
Initiative: +2 (probably irrelevant)

Many stingers +7 vs. AC (1d3 attacks)—3 damage, and 3 ongoing poison damage

Seriously mindless: Even when you spend a standard action to summon or control the stingworms this turn, their movement options are limited to moving to engage the nearest enemy or, if already engaged, staying engaged.

Ordinary summoned creature:

Stingworms Default Actions (d6)

1–4: Feeds on itself and loses 1d4 hit points.
5+: Each engaged enemy already taking ongoing poison damage takes 3 poison damage.

AC 15
PD 14
MD 12

HP 17

● Spider: Fanged Grappler

1st level blocker [BEAST]
Initiative: +4 (probably irrelevant)

Bite +6 vs. AC—7 damage
Natural even hit or miss: The target can't attack any creature other than the fanged grappler until it is no longer engaged with the fanged grappler.
Miss: 4 damage.

Ordinary summoned creature:

Fanged Grappler Default Actions (d6)

1–3: Cleans its fangs.

4+: If not engaged, moves to engage a random nearby enemy.

AC 17
PD 14
MD 14

HP 17

● Dehori: The Cold One

1st level spoiler [SPIRIT]
Initiative: +5 (probably irrelevant)

Glancing touch +6 vs. PD—8 cold damage
Natural 16+: Until the start of your next turn, the first enemy that misses the cold one with an attack takes 5 cold damage.
Miss: 3 damage.

Icy grasp: Each enemy engaged with the cold one at the start of its turn is hampered. An enemy can shake off the hampered effect until the start of its next turn by spending a quick action and taking 1d6 cold damage.

Flight: The cold one flies as well as the next ● Darkness spirit. Which is to say that it sort of drifts rather than zooms, and it always stays close to the ground.

Ordinary summoned creature:

The Cold One Default Actions (d6)

1–3: It emits sighing noises.

4+: Gain *resist cold damage 12+* until the end of the battle. Otherwise nothing.

AC 18
PD 12
MD 15

HP 19

● Dehori: Taloned Shade

1st level wrecker [SPIRIT]
Initiative: +6 (probably irrelevant)

Uncoiling talons +6 vs. PD (2 attacks)—5 damage, and 5 ongoing damage if the target isn't already taking ongoing damage
Miss: 3 damage to the target; 2 damage to the summoner.

Flight: It kinda claws its way through the air. Ungainly, but airborne.

Ordinary summoned creature:

Taloned Shade Default Actions (d6)

1–3: Tear at its own 'flesh,' taking 1d3 damage.

4+: Move as you wish. No attack, however.

AC 17
PD 15
MD 13

HP 18



3rd Level Summoned Creatures

Bug: Giant Stag Beetle

3rd level troop [BEAST]
Initiative: +5 (probably irrelevant)

Big mandibles +8 vs. AC—11 damage
Miss: 4 damage.

Ordinary summoned creature: The giant stag beetle can only take a normal turn using all three actions if their summoner used a standard action to summon or control them during the previous turn. Otherwise, roll a d6 on the table below.

Giant Stag Beetle Default Actions (d6)

1–4: Stands around or wanders in a random direction if not engaged.

5+: Moves to engage the enemy with the most hit points, attempting to disengage if engaged with a different enemy.

AC 20
PD 17 **HP 23**
MD 13

Bug: Giant Scorpion

3rd level wrecker [BEAST]
Initiative: +7 (probably irrelevant)

Claws +9 vs. AC (2 attacks)—5 damage
Natural even hit: The scorpion can make a *stinger* attack against the target as a free action.
Miss: 3 damage.

[Special trigger] **Stinger +9 vs. PD**—10 ongoing poison damage

Ordinary summoned creature:

Giant Scorpion Default Actions (d6)

1–4: The giant scorpion can't make up its mind.

5+: The giant scorpion eats something it has clawed up and heals 3 hp.

AC 17
PD 17 **HP 35**
MD 13

Spider: Web Thrower

3rd level blocker [BEAST]
Initiative: +8 (probably irrelevant)

Bite +8 vs. AC—10 damage, and 10 ongoing poison damage
Natural 16+: During the web thrower's next turn, if it's controlled, it can use its *snaring web* attack.
Miss: 5 damage.

[Special trigger] **C: Snaring web +8 vs. PD (1d3 enemies in a group)**—12 damage
Natural even hit: The target is hampered until the end of its next turn.
Natural odd hit: The target is stuck until the end of its next turn.

Ordinary summoned creature:

Web Thrower Default Actions (d6)

1–3: The web thrower works on reeling and/or spitting up silk. No actions.

4+: If not engaged, the web thrower moves to engage the most dangerous looking enemy.

AC 19
PD 17 **HP 34**
MD 15

● Spider: Wolf Spider

3rd level wrecker [BEAST]
Initiative: +9 (probably irrelevant)

Bite +8 vs. AC—15 damage, and 10 ongoing poison damage
Natural 18+: The poison save is now hard (16+).
Miss: 3 damage.

Ordinary summoned creature:

Wolf Spider Default Actions (d6)

1–3: It twitches and flexes.

4+: If not engaged, it moves to engage a random enemy. Otherwise, nothing.

AC 18
PD 17 **HP 37**
MD 14

● Dehori: Ancient Uz Warrior

3rd level leader [SPIRIT]
Initiative: +7 (probably irrelevant)

Spirit bludgeon +9 vs. PD—15 damage, and until the end of the ancient uz warrior's next turn, each ally who hits with a natural odd attack roll deals 1d10 extra damage.
Miss: 3 damage.

Ordinary summoned creature:

Ancient Uz Warrior Default Actions (d6)

1–3: Nothing much.

4+: If not engaged, the ancient uz warrior moves to engage the enemy it deems most dangerous to its summoner.

AC 18
PD 17 **HP 42**
MD 15

● Dehori: Eater

3rd level wrecker [SPIRIT]
Initiative: +10 (probably irrelevant)

Spirit gnaw +8 vs. PD—17 damage
Natural 16+: The eater heals 1d6 hit points.
Miss: 6 damage, and the eater's next attack that hits deals 1d6 extra damage.

Flight: It's not the quickest flier.

Ordinary summoned creature:

Eater Default Actions (d6)

1–3: The eater drifts, gnashing its teeth and cursing.

4+: You can move the eater as you like, but it will not attack this turn.

AC 18
PD 16 **HP 40**
MD 15

5th Level Summoned Creatures

● Bug: Giant Wasp

5th level spoiler [BEAST]
Initiative: +12 (probably irrelevant)

Sword-sized stinger +11 vs. AC—15 damage, and the target is dazed and takes 5 ongoing poison damage (save ends both)
First natural even miss each turn: The giant wasp pops free from the target, moves to engage a nearby enemy, and can make a *sword-sized stinger* attack as a free action.

Flight: Giant wasps fly fast and furiously.

Ordinary summoned creature: The giant wasp can only take a normal turn using all three actions if their summoner used a standard action to summon or control them during the previous turn. Otherwise, roll a d6 on the table below.

Giant Wasp Default Actions (d6)

1–4: Buzzes randomly if not engaged. If engaged, tries to disengage and fly near summoner.

5+: Moves to engage the enemy with the fewest hit points, attempting to disengage if engaged with a different enemy.

AC 22
PD 19 **HP 44**
MD 15

Bug: Giant Mantis

5th level wrecker [BEAST]
Initiative: +13 (probably irrelevant)

Giant mantis claws +10 vs. AC (2 attacks)—15 damage

Fast opener: The first attack the mantis rolls against each creature deals 2d6 extra damage on a hit.

Quick scuttle: The giant mantis can make disengage checks as a quick action.

Ordinary summoned creature:

Giant Mantis Default Actions (d6)

1–4: It moves its mouth parts ominously.

5+: It moves to engage a random enemy if unengaged.

AC 21
PD 17 **HP 50**
MD 15

Spider: Spiked Grappler

5th level blocker [BEAST]
Initiative: +8 (probably irrelevant)

Bite +8 vs. AC—25 damage
Natural even hit or miss: The target can't attack any creature other than the spiked grappler until it is no longer engaged with the spiked grappler.
Miss: 7 damage.

Ordinary summoned creature:

Spiked Grappler Default Actions (d6)

1–3: It polishes its armored spikes.

4+: If not engaged, it moves to engage a random nearby enemy.

AC 21
PD 18 **HP 60**
MD 18

Spider: Big Wolf Spider

5th level wrecker [BEAST]
Initiative: +11 (probably irrelevant)

Bite +8 vs. AC—25 damage, and 10 ongoing poison damage
Natural 18+: The poison save is now hard (16+).
Miss: 5 damage.

Ordinary summoned creature:

Big Wolf Spider Default Actions (d6)

1–3: It twitches and flexes.

4+: If not engaged, it moves to engage a random nearby enemy. Otherwise, nothing.

AC 20
PD 19 **HP 62**
MD 16

Dehori: Shadows Dance Guardian

5th level leader [SPIRIT]
Initiative: +8 (probably irrelevant)

Shadow staff +11 vs. PD—30 damage
Miss: 5 damage.

R: Belching ritual chant +11 vs. MD (one nearby enemy)—25 damage, and until the end of the summoner's next turn, each of its nearby allies' attacks against Chaos creatures deals 2d6 extra damage on a hit.
Miss: 7 damage.

Flight: The guardian flies in tight spirals. Left to itself, it might teleport, but that seems to be a consequence of forgetting to pay perfect attention to its location rather than intentional movement.

Ordinary summoned creature:

Shadows Dance Guardian Default Actions (d6)

1–3: It belches quietly to itself, uninterested in whatever you thought was so important.

4+: It teleports to engage a random enemy.

AC 20
PD 17 **HP 70**
MD 19

● Dehori: The Terrible One

5th level spoiler [SPIRIT]
Initiative: +8 (probably irrelevant)

Ripping spirit teeth +10 vs. PD—20 damage
Natural 16+: The target is weakened (save ends).
Miss: 5 damage.

Terrible grasp: Each enemy that starts its turn engaged with the terrible one is hampered until it is no longer engaged with the terrible one. An enemy can also shake off the hampered effect until the start of its next turn by spending a quick action and taking 3d6 damage.

Flight: The terrible one flies as well as the next ● Darkness spirit.

Ordinary summoned creature:

The Terrible One Default Actions (d6)

1–3: It wails and gnashes its teeth.

4+: It moves as you command, but doesn't attack.

AC 19
PD 16 **HP 72**
MD 18



7th Level Summoned Creatures

● Bug: Underworld Wasp

7th level spoiler [BEAST]
Initiative: +14 (probably irrelevant)

Hellstinger +13 vs. AC—24 damage, and 10 ongoing poison damage.
First natural even miss each round: Underworld wasp pops free from the target, moves to engage a nearby enemy, and can make a *hellstinger* attack as a free action.

Virulent injection: When a creature fails a save against the wasp's ongoing poison damage, it gains a random condition until it saves against that damage. Roll a d4 to determine the condition, rerolling until you get something the creature is not already suffering from: 1. confused; 2. weakened; 3. dazed; 4. vulnerable.

Flight: Underworld wasps fly fast and furiously.

Ordinary summoned creature: The Underworld wasp can only take a normal turn using all three actions if their summoner used a standard action to summon or control them during the previous turn. Otherwise, roll a d6 on the table below.

Underworld Wasp Default Actions (d6)

1–4: It buzzes randomly if not engaged. If engaged, tries to disengage and fly near caster.

5+: It moves to engage the enemy with the fewest hit points, attempting to disengage if engaged with a different enemy.

AC 23
PD 20 **HP 72**
MD 19

Bug: Kaarg Beetle

7th level troop [BEAST]
Initiative: +9 (probably irrelevant)

Enormous mandibles +12 vs. AC—30 damage
Miss: 10 damage.

Trundling smoosh +12 vs. PD (1d6 nearby enemies that the beetle engaged at some point during its turn; see *trundle* below)—25 damage

Trundle: The beetle can move and engage multiple nearby enemies, but each time it moves away from an enemy, that enemy will get an opportunity attack.

Bashing & crashing: When an enemy ends its turn engaged with the Kaarg beetle, that enemy takes 4d6 damage.

Chitin in the right places: If its summoner has the Gorakiki's Spawn talent, the Kaarg beetle gains a +2 AC bonus against opportunity attacks and takes half damage from opportunity attacks.

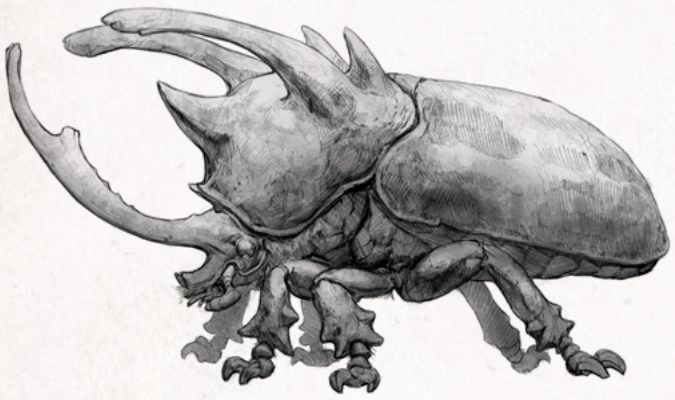
Ordinary summoned creature:

Kaarg Beetle Default Actions (d6)

1–4: Stands around or wanders in a random direction if not engaged.

5+: It moves to engage a random enemy, attempting to disengage if engaged with a different enemy.

AC	**21**	
PD	20	**HP 96**
MD	18	



Spider: Big Web Thrower

7th level blocker [BEAST]
Initiative: +11 (probably irrelevant)

Bite +12 vs. AC—30 damage, and 10 ongoing poison damage
Natural 16+: During the web thrower's next turn, if it's controlled, it can use its *snaring web* attack.
Miss: 7 damage.

[Special trigger] **C: Snaring web +12 vs. PD (1d3 enemies in a group)**—12 damage
Natural even hit: The target is hampered until the end of its next turn.
Natural odd hit: The target is stuck until the end of its next turn.

Ordinary summoned creature:

Big Web Thrower Default Actions (d6)

1–3: The web thrower works on reeling and/or spitting up silk. No actions.

4+: If not engaged, the web thrower moves to engage the most dangerous looking enemy.

AC	**23**	
PD	21	**HP 90**
MD	19	

Spider: Wickedly Big Wolf Spider

7th level wrecker [BEAST]
Initiative: +13 (probably irrelevant)

Bite +13 vs. AC—35 damage, and 15 ongoing poison damage
Natural 18+: The poison save is now hard (16+).
Miss: 7 damage.

Ordinary summoned creature:

Wickedly Big Wolf Spider Default Actions (d6)

1–3: It twitches and flexes.

4+: If not engaged, it moves to engage random nearby enemy. Otherwise, nothing.

AC	**22**	
PD	21	**HP 98**
MD	18	

● Dehori: Raid Leader Ghost

7th level leader [SPIRIT]
Initiative: +10 (probably irrelevant)

Spirit mace +12 vs. PD—35 damage
Natural even hit: The next ally who rallies this battle can rally as a quick action instead of a standard action. (This doesn't accumulate, so if no one has used it before the next time the raid leader ghost hits with a natural even attack, you'll only have the satisfaction of realizing that no one has been hurt badly enough to need to rally.)
Natural odd hit: The next ally who hits with a natural odd attack roll this battle deals 2d12 extra damage.
Miss: 10 damage.

Ordinary summoned creature:

Raid Leader Ghost Default Actions (d6)

1–3: It surveys the field and mutters about ancient wars.

4+: It disengages, if necessary, to move to the most dangerous enemy. But does not attack.

AC 24
PD 17 **HP 90**
MD 21

● Dehori: Hideous Bug Spirit

7th level wrecker [SPIRIT]
Initiative: +12 (probably irrelevant)

Rending ectoplasm +12 vs. PD (2 attacks)—20 damage
First hit each turn: The attack deals extra damage equal to 1d6 x the escalation die.
Miss: Damage equal to the escalation die.

Flight: Flies like a hideous bug.

Ordinary summoned creature:

Hideous Bug Spirit Default Actions (d6)

1+: It moves in a random direction, disengaging if engaged. (Yes, it always does this if uncontrolled.)

AC 23
PD 21 **HP 100**
MD 17

9th Level Summoned Creatures

● Bug: Enormous Kaarg Beetle

9th level troop [BEAST]
Initiative: +11 (probably irrelevant)

Enormous mandibles +14 vs. AC—60 damage
Miss: 20 damage.

Trundling smoosh +14 vs. PD (1d6 nearby enemies that the beetle engaged at some point during its turn; see *trundle* below)—45 damage

Trundle: The beetle can move and engage multiple nearby enemies, but each time it moves away from an enemy, that enemy will get an opportunity attack.

Bashing & crashing: When an enemy ends it turn engaged with the enormous Kaarg beetle, that enemy takes 4d6 damage.

Chitin in the right places: If its summoner has the Gorakiki's Spawn talent, the Kaarg beetle gains a +2 AC bonus against opportunity attacks and takes half damage from opportunity attacks.

Ordinary summoned creature: The enormous Kaarg beetle can only take a normal turn using all three actions if their summoner used a standard action to summon or control them during the previous turn. Otherwise, roll a d6 on the table below.

Kaarg Beetle Default Actions (d6)

1–4: It stands around or wanders in a random direction if not engaged.

5+: It moves to engage a random enemy, attempting to disengage if engaged with a different enemy.

AC 23
PD 22 **HP 160**
MD 20

● Bug: Hell Bug

9th level wrecker [BEAST]
Initiative: +17 (probably irrelevant)
Scything teeth +15 vs. AC—70 damage
Miss: 35 damage to the target and the hell bug, and the hell bug can make a *spiky claws* attack as a free action.

[special trigger] **Spiky claws +15 vs. AC**—25 damage
Miss: The hell bug gains a cumulative +10 bonus to damage with hits and misses until the end of the battle.

Ordinary summoned creature:

Hell Bug Default Actions (d6)

1–4: It stands around or wanders in a random direction if not engaged.

5+: It moves to engage a random enemy, attempting to disengage if engaged with a different enemy.

AC 22
PD 21 **HP 140**
MD 18

● Spider: Aranea Spawn

9th level blocker [BEAST]
Initiative: +15 (probably irrelevant)

Bite +14 vs. AC—80 damage
Natural even hit or miss: The target can't attack any creature other than the Aranea spawn until it is no longer engaged with the Aranea spawn.
Miss: 20 damage.

Clutching: Enemies take a –5 penalty to disengage checks while engaged with the Aranea spawn.

Ordinary summoned creature:

Aranea Spawn Default Actions (d6)

1–3: It slows down, doing nothing particular.

4+: It moves freely, but no attack.

AC 25
PD 22 **HP 164**
MD 22

● Spider: Monstrous Wolf Spider

9th level wrecker [BEAST]
Initiative: +17 (probably irrelevant)

Bite +15 vs. AC—60 damage, and 20 ongoing poison damage
Natural 18+: The poison save is now hard (16+).
Miss: 10 damage.

Ordinary summoned creature:

Monstrous Wolf Spider Default Actions (d6)

1–3: It twitches and flexes.

4+: If not engaged, it moves to engage random nearby enemy. Otherwise, nothing.

AC 24
PD 23 **HP 170**
MD 20

● Dehori: Mistress Race Ancestor

9th level spoiler [SPIRIT]
Initiative: +13 (probably irrelevant)

Merest touch +14 vs. PD—50 damage
Natural 16+: Until the start of its next turn, the first enemy that misses with an attack takes 25 damage.
Miss: 15 damage.

R: Consuming darkness +14 vs. PD (one nearby enemy)—70 damage
Natural 16+: Until the start of its next turn, the first enemy that misses with an attack takes 35 damage.
Miss: 10 damage.

Dark grasp: Each enemy engaged with the mistress race ancestor at the start of its turn is hampered. An enemy can shake off the hampered effect until the start of its next turn by spending a quick action and taking 4d6 damage.

Flight: The mistress race ancestor flies better than most ● Darkness spirits.

Ordinary summoned creature:

Mistress Race Ancestor Default Actions (d6)

1–3: It chants in Darkspeech.

4+: It moves as it wishes, but no attack.

AC 25
PD 21 **HP 180**
MD 23

Dehori: Jakaboom Shade

9th level leader [SPIRIT]
Initiative: +14 (probably irrelevant)

Empowering bite +14 vs. PD—65 damage
Natural 16+: The Jakaboom shade can use *first spirit dance* with its next standard action.
Miss: 20 damage.

[special trigger] **C: First spirit dance +14 vs. MD (2d4 nearby creatures)**—See triggers
Hit vs. enemy: 40 psychic damage.
Hit vs. ally: The target gains 30 temporary hit points (yes, crits double that).
Miss: 5 damage to Jakaboom shade's summoner.

No Chaos dance: When Chaos steals the escalation die, each of the Jakaboom shade's allies gains a +1 bonus to attack and a +1d10 bonus to damage until the end of the battle (cumulative).

Flight: The Jakaboom shade dances through the air.

Ordinary summoned creature:

Jakaboom Shade Default Actions (d6)

1–3: It emits sighing noises.

4+: It moves as you command, but no attack.

AC 24
PD 20
MD 22

HP 190



Jakaboom, Dancer in the Shadows, the first shaman



HUMAKTI

"By Humakt I swear, you or I shall meet Death today."

Overview

Required: *You must be a devotee of Humakt.*

Play Style: You are an implacable warrior dedicated to the god of † Death and ϒ Truth. You have a special hatred of undead, and you are adept at putting the "dead" back in "undead."

Like the fighter from the *13th Age* core rules, you excel in combat, but instead of fighter-style flexible attacks you use attack powers harnessing the magic of your god. Like the paladin from *13th Age*, you're plenty tough, but your powers lean toward killing enemies instead of protecting your allies. A Humakti is more complex than a paladin to play, mostly because of interesting decisions you must make about when and who to attack. But playing one is also simpler than a fighter, because you don't have to pay as much attention to your natural attack rolls.

If you're not interested in detailed tactical combat options, don't play a Humakti. If you relish being the most skilled warrior in the band, Humakti may be for you.

Ability Scores: You use Strength for most of your attacks, while Wisdom is important for particularly skillful attacks and certain other class elements. Constitution is important also, and factors into at least one useful attack. But Humakt is the god of † Death and you've noticed that he seems more interested in you slaying his enemies than getting through battles in one piece.

Humakti gain a +2 class bonus to Strength or Wisdom, as long as it isn't the same ability you increase with your +2 racial bonus.

Backgrounds: Consider *temple attendant*, for the functionary who has run the Humakt temple, including its ritual battles; *pain master*, the lawyer and punisher who carefully weighs the crimes and the extenuating circumstances before doling out justice with a swift blade; *night stalker*, for the lonely soul trained to patrol the marshes and haunted crossroads on watch for undead; *shock troop*, for a soldier trained to bring the pain to the enemy; *vow sealer*, for one trained to conduct oaths, seal agreements, expose liars, and punish oath-breakers; *professional duelist*, for someone who made their living in a big city like Nochet that has multiple competing legal systems; *former clan chieftain*, for a warrior whose clan was slain out from under them and chose Humakt's path as the honorable road to † Death.

Gods: As the class promises on the label, your god is Humakt. If you're a long-time Gloranthan fan with hidden wisdom, you might be able to get away with using your One Unique Thing to somehow turn out to be a worshiper of Arkat instead, but that type of stunt requires GM cooperation.

Runes: You'll have Humakt's † Death rune and ϒ Truth rune. Your class talents and powers don't play off the runes, so choose a personal rune as you wish.

Gear

At 1st level, Humakti start with a sword or two, or three, a ranged weapon if they want it, armor, and standard nonmagical gear that is suggested by the character's backgrounds.



THE LAWSPEAKER INTRODUCES HUMAKT, GOD OF DEATH AND WAR

Like Orlanth, Humakt is a son of Umath, the Primal Air. When Eurmal found the First Sword, called Death, Humakt first saw its use and with it slew Grandfather Mortal, the first to die. Humakt used Death to severe his kinship with ☋ Air in order to maintain his honor and purity.

Humakt is † Death. He is the unyielding fate of all living creatures, both mortal and divine. To the Pelorians he is heartless, and can be circumvented only by following the resurrection paths of their god, Yelm. To his Orlanthi followers, Humakt is a frightening but necessary agent of eternal change who can be used in a courageous and noble way to preserve the world. Thus the Pelorians do not worship Humakt, but fear him, while the Orlanthi both worship and fear him.

Humakt's worshipers depict him as a sword or as a powerful man wearing a helmet and bearing such a sword. Outsiders depict him as a ferocious black-skinned demon bearing a sword.

Humakti Level Progression

Humakti Level	Total Hit Points	Total Feats	Class Talents	Powers	Pool Available	Level-up Ability Bonuses	Damage Bonus From Ability Score
Level 1	(8 + CON mod) x **3**	1 adventurer	3	3	1st Level		ability modifier
Level 2	(8 + CON mod) x **4**	2 adventurer	3	3	1st Level		ability modifier
Level 3	(8 + CON mod) x **5**	3 adventurer	3	4	3rd Level		ability modifier
Level 4	(8 + CON mod) x **6**	4 adventurer	3	4	3rd Level	+1 to 3 abilities	ability modifier
Level 5	(8 + CON mod) x **8**	4 adventurer 1 champion	3	5	5th Level		2 x ability modifier
Level 6	(8 + CON mod) x **10**	4 adventurer 2 champion	3	5	5th Level		2 x ability modifier
Level 7	(8 + CON mod) x **12**	4 adventurer 3 champion	3	6	7th Level	+1 to 3 abilities	2 x ability modifier
Level 8	(8 + CON mod) x **16**	4 adventurer 3 champion 1 epic	3	6	7th Level		3 x ability modifier
Level 9	(8 + CON mod) x **20**	4 adventurer 3 champion 2 epic	3	7	9th Level		3 x ability modifier
Level 10	(8 + CON mod) x **24**	4 adventurer 3 champion 3 epic	3	7	9th Level	+1 to 3 abilities	3 x ability modifier

Note: Although not listed on this table, this class gets three talents. It does not get more at higher levels.

Humakti Stats

Initiative, AC, PD, MD, Hit Points, Recovery Dice, Feats, and some Talents are level dependent.

Ability Bonus	+2 Strength or Wisdom (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (heavy armor)	15 + middle mod of Con/Dex/Wis + Level
Armor Class (shield and heavy armor)	16 + middle mod of Con/Dex/Wis + Level
Physical Defense	10 + middle mod of Str/Con/Dex + Level
Mental Defense	11 + middle mod of Int/Wis/Cha + Level
Hit Points	(8 + Con mod) x Level modifier (see level progression chart)
Recoveries	(probably) 8
Recovery Dice	(1d8 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Runes	ᛏ Death, ᛉ Truth, and a personal rune
Talents	3
Feats	1 per Level

Armor

Most Humakti warriors wear heavy armor like iron breastplates and bronze ringmail. There's also a talent called Armor Geas that rewards you for stripping off a portion of your armor—it works whether you are using light or heavy armor to begin with.

All Humakti know how to use shields, though their Armor Geas sometimes cause them to set such shields aside.

Humakti Armor and AC

Type	Base AC
None	10
Light	13
Heavy	*15*
Shield	*+1*

Weapons

Your god is the sword god. Yes, you like swords. Longswords and greatswords are best, but any sword will work. You can use other weapons, but you wouldn't choose to: dealing death comes best with a finely-honed blade.

As a skilled warrior, you're capable of using ranged weapons. But it's not something encouraged in your cult and it's not something you've practiced all that often. No one looks down at you for carrying javelins or a bow, but they might look down on you if you made a habit of using them when you could get into melee with your sword.

Humakti Melee Weapons

	One-Handed	Two-Handed
Small	1d4 dagger	1d6 club
Light or Simple	1d6 shortsword	1d8 spear
Heavy or Martial	1d8 longsword, rapier	1d10 greatsword, chopper

Humakti Ranged Weapons

	Thrown	Bow
Small	1d4 dagger	—
Light or Simple	1d6 (–1 atk) javelin, axe	1d6 (–1 atk) shortbow
Heavy or Martial	—	1d8 (–1 atk) longbow

Basic Attacks

Melee attack

At-Will
Target: One enemy
Attack: Strength + Level vs. AC
Hit: WEAPON + Strength damage
Miss: Damage equal to your level

Ranged attack

At-Will
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: WEAPON + Dexterity damage
Miss: —

Class Features

Humakti are swordmasters and undead hunters who wield truth and death equally. They have four class features: Sword Master, Swordforms, Undead Foe, and Utter Truth.

Sword Master

When you hit with a sword attack, you gain a damage bonus equal to your level.

Adventurer Feat: Attack penalties don't apply to you when you are attacking with a sword, except for any penalties associated with your own powers. For example, being dazed doesn't bother you so long as you are attacking with your sword, and being weakened only affects your defenses and your attacks with other weapons.

Champion Feat: When you miss with a sword attack, you deal extra miss damage equal to your level.

Epic Feat: Once per battle, reroll a melee attack with a sword and use the reroll.

Swordforms

Your power list includes a number of options that aren't attacks but instead set you up for other interesting actions and attacks later in the fight. We've called these powers *swordforms*, partly because we imagine that each power is expressed via a series of quick or magical cuts with your sword and partly because we wanted to have something cool to call them!

Undead Foe

Undead creatures are vulnerable to your attacks.

Adventurer Feat: Once per battle when you attack an undead creature, you can reroll your attack.

Champion Feat: You gain a bonus to saves equal to your Wisdom modifier against conditions and effects created by undead creatures.

Epic Feat: When you score a critical hit against an undead creature, you deal triple damage instead of double damage.

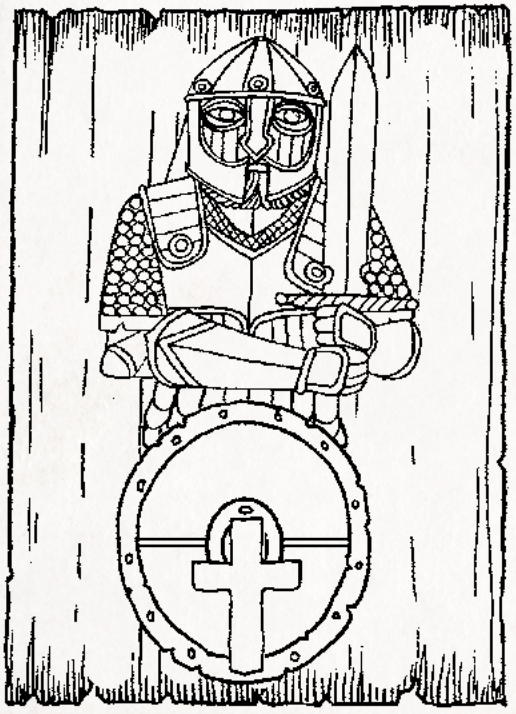
Utter Truth

Once per day, you can swear a solemn oath to Humakt. Your voice is low, but it carries far and can be heard through other noise. The oath is so powerful that listeners can feel it in their bones. You call on your god and your honor, and then you can make a brief declaration of truth. This isn't like narrating a rune, when you get to make things up. Your Humakti has to be saying things they know to be true. All who hear you are certain that you are telling the truth. They might pretend otherwise, but who would they be fooling?

An impeccable Humakti would never use this power to deceive others, such as by telling them a truth that is calculated to mislead them. In a real bind, however, you might be tempted to try just that and see what happens. You *might* be able to get away with it once or twice before Humakt takes his ᛉ Truth and † Death runes away from you. Not more than that.

NOMENCLATURE

The formal Gloranthan term for your path is to call you a Sword of Humakt. But as we designed the class, we voted with our words and always referred to the class as a Humakti. Technically, anyone who is devoted to Humakt in Glorantha could be a Humakti. But we're going to use the term only for this class. When we talk about characters from other classes who are devoted to Humakt, we'll write it out: a fighter who is devoted to Humakt, an Orlanthi warrior who is devoted to Humakt.



Class Talents

Choose three of the following class talents.

Armor Geas

Humakt has told you to leave armor off one part of your body. You pick which body part. While wearing armor, your AC is 1 lower than normal. Humakt honors your sacrifice with a return blessing, but you are not supposed to get comfortable with the geas. At the beginning of each day, roll a d6 to find out what blessing Humakt has for you until the end of that day (your next full heal-up). (If you let the Trickster roll for you, on your head be it.)

1. *Today Death is always near:* You gain a +1 attack bonus with swords today but also take a –1 penalty to PD.
2. *A good day for someone to die:* You gain a +1 attack bonus with swords today.
3. *Today is a day for big swords:* You gain a +2 attack bonus with swords but lose access to all Humakti powers while using a shield.
4. *Death is a sword:* Your critical hits while using a sword deal triple damage instead of double damage.
5. *Today you are the slayer:* Your melee attacks with swords deal an extra WEAPON damage die when you hit.
6. *Be blessed, be swift:* You gain an additional Humakti power of your level or lower today.
7. *Today you will not fall*: You gain a +1 attack bonus with swords and increase your recovery dice by one size (for example, d8s become d10s).
8. *There is no weakness*: Not only do you have a +1 attack bonus with swords today, your melee attacks also deal an extra WEAPON damage die when you hit.
9. *Death is certain:* All your melee attacks with a sword that deal damage equal to your level when you miss instead deal half damage.

10+. *You are Death:* Choose your geas from the list above.

Adventurer Feat: Roll a d8 for your geas instead of a d6.

Champion Feat: Roll a d10 for your geas instead of a d8.

Epic Feat: After rolling, you can add 1 to your geas roll, if you wish.

Death before Dishonor

In truth, most Humakti worth their iron live up to this rallying cry. You, however, carry it to extremes, magical extremes, with unbreakable oaths sworn to your sword god.

You can't flee!

We know that's not an advantage. But once per day, if the other members of your adventuring group choose to flee (see the fleeing rules on page 166 of the *13th Age* core rulebook),

they leave you behind. If you are already unconscious, well, good luck hitting a lucky death save and rising to fight.

But most of the time you'll still be conscious and fighting, and if the rest of your group flees from a battle, leaving you alone, you deal double damage with all your attacks with swords until the end of the battle! If you score a critical, that's triple damage. You also gain *resist damage 16+*, taking half damage from all attacks unless the attack roll is a natural 16+.

If you manage to survive the fight and emerge victorious, your less-brave comrades who fled do not suffer a campaign loss for fleeing. You saved the day, and they'll have to acknowledge that when they drag themselves back into your calmly victorious presence.

It's worth nothing that this talent doesn't apply in battles you enter and fight alone. Humakt cares when you have to respond to less-than-courageous actions by your so-called allies. It's partly about making other gods look bad. It's partly that the best ᛉ Truth is a glorious † Death.

So congratulations, you're simultaneously the warrior who is too dedicated/honorable to suffer a campaign loss *and* your allies' last-ditch victory option: "Is it time to flee and activate the Humakti?"

Escalation 6+: But that's not really enough to make this talent measure up to the other options available to you, so there's also an advantage you can always count on.

While the escalation die is 6+, choose one of the two advantages from this talent and use it until the end of the battle. In other words, either deal double damage with your sword attacks or gain the *resist damage* ability.

Adventurer Feat: The talent gives you a bonus while the escalation die is 5+ instead of 6+.

Champion Feat: Once per day, gain both advantages instead of having to choose.

Epic Feat: One other ally can stay behind, so long as at least one ally flees. That ally gains a single advantage from Death before Dishonor. You choose, but if they're not using a sword, you'd better go for the damage resistance!

Grim Truth

You have a fear aura and enemies engaged with you that are close to death fight poorly. Your aura has a different threshold than the one listed for monsters in the core rulebook. Instead, use the threshold chart below.

While enemies that have the listed amount of hit points or fewer are engaged with you, they take a –4 attack penalty and cannot use the escalation die. (Yeah, we know not many monsters use the escalation die, but the monsters that do? They're worth messing with.) As a rule, creatures affected by Grim Truth will prefer to disengage from you to fight someone else. And yes, this usually means that mooks that are your level or lower want nothing to do with you; most higher level mooks aren't affected.

Adventurer Feat: Your fear aura even affects creatures that are normally immune to fear. (Humakt puts the fear of † Death into things that didn't know they could die.)

Champion Feat: When a creature affected by your fear aura attacks you and misses, you can make a basic melee attack against it as an interrupt action.

Epic Feat: Bump yourself up two levels on the hp threshold chart—which is why this chart goes to 12.

Humakti Level	Fear Threshold (hp)
1	7
2	9
3	12
4	15
5	18
6	24
7	30
8	36
9	48
10	60
11	72
12	96

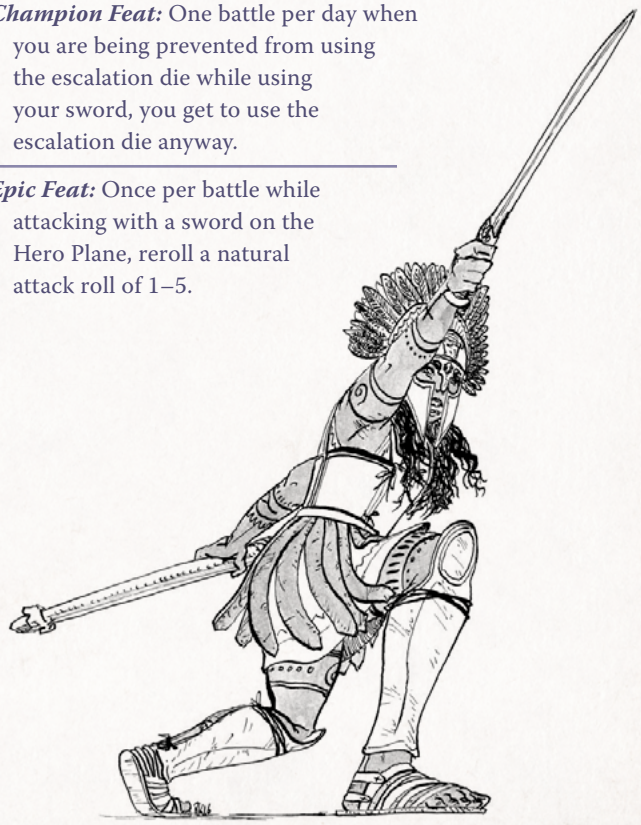
Inescapable Sword

Your sword attacks ignore the target's damage resistance. Once per battle when you hit a target that has some form of resistance, as a free action you can negate all of the target's resistances until the end of the battle. (Yes, your allies should thank you.)

Adventurer Feat: Once per day as a free action when you hit with a sword attack, prevent the target from healing for the rest of the battle.

Champion Feat: One battle per day when you are being prevented from using the escalation die while using your sword, you get to use the escalation die anyway.

Epic Feat: Once per battle while attacking with a sword on the Hero Plane, reroll a natural attack roll of 1–5.



Warleader

When your natural initiative roll is even, you can use one of the following warcries at any point in the battle. Unless otherwise indicated, each warcry requires you to use a free action. You can only choose each warcry once per day.

They are dead already: Until the end of the battle, you and your allies gain a +1 bonus to all defenses against attacks by undead.

We have no fear: Until the end of the battle, you and your allies take only a –1 penalty from fear effects and from the dazed and weakened conditions instead of the normal penalty.

We shall not fall: Use when one of your allies is going to rally using a standard action. The rally only requires a quick action.

We fight together: Once this battle as an interrupt action after an ally fails a save, you can change their failure into a success.

Adventurer Feat: You can now also trigger a warcry when your natural initiative roll is odd and 11+.

Champion Feat: Add the following two warcries to the list you choose from.

Chaos is empty: Once per round when Chaos has stolen the escalation die, you can use a free action to choose one ally to take their turn using the escalation die as if it had not been stolen.

We have them: When the escalation die increases to 3, bump it all the way up to 6 instead!

Epic Feat: If your natural initiative roll is even and 12+, you can choose two benefits this battle, though you're still prohibited from using a warcry more than once a day.

Who's Laughing Now

Once per battle when an enemy hits you with a melee attack, you can make a basic attack against that enemy as a free action after the attack.

Adventurer Feat: If you hit, you can also rally as a free action. If this is your second or subsequent rally in the battle, you still need to succeed on a save in order to rally, as usual.

Champion Feat: Once per day when you hit with this attack, you can heal using a free recovery instead of rallying.

Epic Feat: When your Who's Laughing Now attack drops a non-mook enemy to 0 hit points, you can use the power again once later this battle.

SENSE ASSASSIN

See the sidebar *No Sense Chaos?* on page 110 of the Storm Bull berserker write-up for our perspective on why the Humakti lacks a called-out sense assassin ability and what you can do about that in play.

1st Level Powers

Battle Drill

Melee attack ◆ **Once per battle**

Effect: Make a basic melee attack. If you hit, you can make a bonus basic melee attack. If you hit, you can make a second bonus basic melee attack, and so on. You can make a maximum number of bonus attacks this way equal to your Wisdom modifier as long as you continue to hit.

Adventurer Feat: Each time you hit with the original basic attack or one of the bonus attacks, you gain 3 temporary hit points, and for a change, these temp hp stack with each other (6 temp hp at 5th level; 9 temp hp at 8th level).

Champion Feat: You can reroll one of these attacks on a miss.

Epic Feat: Until the end of the battle, you gain a bonus to PD equal to the number of attacks that hit.

Hefty Blow

Melee attack ◆ **Once per battle**

Effect: Make a basic melee attack. You gain a bonus to attack and damage with that attack equal to your Constitution modifier (for the damage only, double your modifier at 5th level; triple it at 8th level).

Adventurer Feat: When you hit with the attack, the target also rolls an immediate easy save (6+). On a failure, reduce its AC by 2 until the end of the battle as you cut off a piece of its armor or weaken its defenses.

Champion Feat: The save is now a normal save (11+).

Epic Feat: The save is now a hard save (16+).

Flashing Blade

Melee attack ◆ **Daily**
Targets: Up to three enemies
Attack: Strength + Level vs. AC
Hit: WEAPON + Strength damage.
Miss: Damage equal to your level.
Special: You can take your move action between two of the attacks.

Adventurer Feat: The power is now recharge 16+ after battle instead of daily.

Champion Feat: A missed attack now deals half damage instead of damage equal to your level.

Epic Feat: You can now target up to four enemies.

Lesson Learned

Humakti swordform ◆ **Once per battle** ◆ Free action
Trigger: You miss an enemy with a melee attack.
Effect: You gain a +2 bonus to your melee attacks against that enemy and all identical enemies (with the same name) until the end of the battle. For example, you miss a broo wretch with an attack. You get a +2 bonus against all the other broo wretches in the battle, but not against the wild stag broo or the broo rhino bruiser that are also in the fight.

Champion Feat: The melee attack bonus is now equal to your Wisdom modifier.

3rd Level Powers

The Hundred Cuts

Humakti swordform ◆ **Once per battle** ◆ Quick action
Effect: While you are conscious and using a sword, each enemy that makes a melee attack against you before the start of your next turn takes damage equal to 1d4 x the escalation die as you slash at it with your blade. (5th level: double the damage; 8th level: triple it.)

Adventurer Feat: Roll 1d6 instead of 1d4.

Champion Feat: Roll 1d10 instead of 1d6.

Epic Feat: When you use this power, at the start of your next turn roll a save. If the save succeeds, the effect continues until the start of your next turn, but then ends without another save.

Sever Spirit

Melee attack ◆ **Daily**
Special: You must use a sword with this attack; you use your blade to cut at a nearby enemy's soul . . .
Target: One nearby enemy whose hit points are equal to or less than your maximum hit points.
Attack: Wisdom + Level vs. MD
Hit: The target drops to 0 hp. A living creature has its spirit severed from its body, and undead are "killed" by restoring them to their proper state: dead. A creature that would regenerate or heal next turn doesn't: it's dead.
Natural Odd Miss: You take damage equal to the target's level.

Adventurer Feat: You now regain this attack during your next quick rest if the attack roll is a natural even miss.

Champion Feat: A natural even attack roll against an undead target doesn't expend this power. You could even use it again this battle.

Epic Feat: Roll 2d20 for *sever spirit's* attack roll and use the result you prefer.

Undeniable Strike

Melee attack ◆ **Recharge** 11+ after battle
Effect: Make a basic melee attack. You gain a damage bonus to the attack equal to your level. If you miss, reroll the attack and double the extra damage bonus (twice your level). You can reroll your missed attacks a number of times equal to your Wisdom modifier, with the damage bonus increasing by your level each time.

Adventurer Feat: Add your Wisdom modifier to the damage you deal with the attack (5th level: double your Wisdom modifier; 8th level: triple it).

Champion Feat: This power is now recharge 6+ instead of 11+.

Epic Feat: If you miss at least three times with this attack, your next *undeniable strike* attack gains a +4 attack bonus.



5th Level Powers

The Death Gate

Humakti swordform ◆ **Recharge** 16+ after battle ◆ Quick action
Effect: When you hit an enemy with a melee attack this turn, your crit range expands by 2 until the end of the battle.

Champion Feat: If you hit, the crit range also expands by 1 for each of your allies.

∞ *Epic Feat:* If you use this swordform when the escalation die is 5+, it automatically recharges after the battle.

The Evidence Mounts

Melee attack ◆ **Recharge** 11+ after battle
Special: This attack lets you make a number of attacks equal to the escalation die. You can't score a critical hit with any of these attacks; if you do, treat it as a normal hit.
Target: One or more enemies
Attack: Strength + Level vs. AC
Hit: Half of WEAPON + Strength damage.

Champion Feat: Misses now deal damage equal to your level.

∞ *Epic Feat:* You can now score a critical hit with the attacks; generally a crit will deal normal damage, doubling the half.

7th Level Powers

Perfect Training

Humakti swordform ◆ **Daily**
Effect: Until the end of the battle, you can either roll the d20 normally when you make an attack using a sword or choose 10 as the natural roll's result.

Champion Feat: Once per day, you can choose 14 as the natural result.

∞ *Epic Feat:* Once per day, you can choose 10 as the natural result after rolling the d20 and seeing the result.

The Truth is Plain

Humakti swordform ◆ **Daily** ◆ Quick action
Effect: You gain a +5 bonus to your Mental Defense until the end of the battle. You also gain a +2 bonus to saves against effects caused by attacks against Mental Defense, or that you can plausibly argue would have if they had been caused by attacks.

Champion Feat: This power is now recharge 16+ after battle instead of daily.

∞ *Epic Feat:* Once per day when an enemy's attack would drop you to 0 hit points or below, you can use an interrupt action to force that enemy to reroll the attack with a penalty equal to the escalation die.

9th Level Powers

Final Argument

Humakti swordform ◆ **Daily** ◆ Quick action
Effect: Until the end of the battle, your crit range expands by an amount equal to the current escalation die value. In addition, each of your attacks that hits deals 15 ongoing damage as you leave lasting wounds to remind your enemies that death is coming soon.

∞ *Epic Feat:* The first time you score a critical hit while this power is active, you can heal using a recovery.

One Focus

Humakti swordform ◆ **Daily**
Effect: After you roll to attune runes at the start of the day, change your random attunement to ᛏ Death or ᛉ Truth. This qualifies you for a heroquest gift, since your "random" rune came up as one of your runes, but no double-dipping: if you have the rune twice, you still only get one heroquest gift.

MONK

Someday we may present variants for Gloranthan monks associated with runes of ☍ Air, ⚠ Dragonewt, and ☋ Moon. For now, an intrepid *Keys to Power* backer presented us with a concept we would not have come up on our own: a shield-using monk!

We've settled on a combination of the powers of □ Earth and ⊙ Fire/Sky. Combine these two runes and you get the name this monastic tradition uses for itself: Square Round Monastery.

The basics: Square Round Monastery was originally based in the huge Esrolian metropolis of Nochet, the largest city in the world. All manner of strange mystery cults exist in its alleys and palaces.

Square Round Monastery started as a consequence of a gift of a shield between Yelm (or perhaps Yelmalio) and Ernalda. The gift of the shield appears to have gone back and forth several times.

The Square Round Monastery reveres a golden square within a golden circle, a symbol that represents both the shield the Sun gave the Earth, but also the cosmos itself. Like a mandala, it is used for focusing attention and as a tool for spiritual guidance.

The SRM is not a cult, but a set of disciplines, training, and practices originally intended to achieve cosmic insight, but is now best known for its strange fighting techniques. The monastery claims to be nine times (four cardinal directions, plus the four sides of the square, plus up) nine thousand years old, but the Lhankor Mhy scribes date it to the late 4th century.

In the present day, the monks' shields may be round or square. Some monks favor □ Earth squares, others favor ⊙ Fire/Sky circles, and some monks use both.

Modern members of the Square Round Monastery are usually devoted to either Yelmalio, Ernalda, or other gods of □ Earth or ⊙ Fire/Sky.

Each campaign can settle other questions as you choose. Are the monks strongly organized or have they scattered to make their own way? Is their home temple intact, or was it destroyed in the Hero Wars? Are there factions in the tradition along the split between devotees of the □ Earth or ⊙ Fire/Sky? Do most Square Round monks fight with fists and shield only, or do most also use ⊙ Fire/Sky weapons like the monk we've pictured? What's Square Round's relationship with the Sun Dome Temples of Yelmalio?



Adventurer-Tier Talents

The two talents that follow are ideal for shield-fighting monks. Another option from page 72 of *13 True Ways* is to take *Spinning Willow Style* and rename it something like *Spinning Earth Style* or *Sun Disk Style*.

As you'll see, the talents and powers presented here are oriented toward Gloranthan characters. If you're playing this monk in a core *13th Age* game, feel free to rename elements like Sunrise on Kero Fin.

Shielding Sun

Shielding Sun is a reinterpretation of the Skilled Intercept talent of the fighter class. If you're running some type of crazy multiclass, you can have only one of the two talents. And seriously, what would you want with both?

While you're using a shield, once per round as a free action, roll a normal save (11+) to intercept an enemy who is *moving* to attack one of your nearby allies. You can pop free from one enemy to move and intercept the attack (if you are engaged with more than one enemy, the others can take opportunity attacks against you).

The moving enemy makes its attack with you as a target instead. If the attack hits, you only take half damage.

Adventurer Feat: You can pop free from up to two enemies when using Shielding Sun.

Champion Feat: You gain a bonus to your Shielding Sun save equal to the escalation die.

Epic Feat: Enemies can't make opportunity attacks against you during your Shielding Sun movement.

Ki Power *(I Am There)*: You can spend 1 point of ki when you fail a Shielding Sun save to succeed on the save.

Sunrise on Kero Fin

You don't take the –2 attack penalty for fighting with a shield, provided you are not using any other weapon with it. Sometimes you strap the shield to your back like the shell of a turtle, and sometimes you carry it as do other warriors. In either case, it protects you with the standard +1 AC bonus and does not interfere with your monk talents, forms, and ki powers.

In addition, we should mention that you are skilled with 1d6 thrown weapons, and if you like that can be your shield. With this talent, your shield will return to you after you throw it, hit or miss.

Champion Feat: If you also have the Heaven's Arrow talent, your shield counts as a weapon you can throw using Heaven's Arrow. That makes it part of one of your monk's forms, if you like. In addition, increase the WEAPON damage of your thrown shield to d8.

Epic Feat: If you have the ☐ Earth rune as one of your runes are fighting with a shield, you can change the first critical hit against you each day into a miss instead.

Ki Power *(Mountain Roots)*: When you are hit by an attack that targets AC while using a shield, you can spend 1 point of ki to gain a bonus to AC against that attack, with the bonus based on your tier (adventurer: +1; champion: +2; epic: +3). If the attack still hits you regain the ki you spent.

Adventurer Feat: You may also use the ki power against attacks vs. PD.

Champion Feat: When you use your ki power to successfully block an attack made by an engaged enemy, you have the option of popping the enemy free.

Epic Feat: When you use your ki power and the attack still hits, instead of regaining ki, you can instead choose to deal damage to the enemy equal to three times your level.

Adventurer Tier Form

Bright warrior shields the people is the signature form for monks using shields; those who don't can't access it.

Bright Warrior Shields the People

Special: You must be using a shield when you use an element of this form.

Opening Attack (Rise My People, Rise)

Melee attack
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: JAB + Strength damage.
Natural 18+: You or one nearby ally gain temporary hit points equal to your Wisdom modifier (double your modifier at 5th level; triple it at 8th level).

Flow Attack (Together We Cannot Lose)

Melee attack
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: PUNCH + Strength damage, and one ally next to you or engaged with the target that has a lower AC than you gains a +2 bonus to its AC until one of you moves or drops to 0 hp or below.
Miss: Damage equal to your level.

Finishing Attack (We Shall Destroy Them)

Melee attack
Target: One nearby enemy
Attack: Dexterity + Level vs. AC
Hit: KICK + Strength damage, and each ally next to you or engaged with the target that has a lower AC than you gains a +2 bonus to its AC until you or that ally moves or drops to 0 hp or below . (One ally moving or dropping doesn't end the effect for the other allies.)
Miss: Half damage.

Champion Feat Ki Power (Solar Challenge): When an enemy engaged with you attacks you, spend 1 point of ki to make that enemy stuck (two normal saves end the effect). The condition also ends if you drop to 0 hp or below or are no longer engaged with the target—for instance, if you popped free or chose to disengage. While the enemy is stuck, it ignores effects like Paladin's Challenge and confusion that would cause it to attack targets other than you. It can always attack you, unless it's stunned or otherwise crippled.

Champion-Tier Forms

The two new champion-tier forms don't outright require use of a shield, but *radiant stone stance* is the creation of the Square Round tradition and works much better for its monks, while *solar eagle technique* works best for monks with a connection to the ⊙ Fire/Sky rune.

Radiant Stone Stance

Opening Attack *(Earth, Sky, and Thunder)*

Melee attack
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: JAB + Strength damage, and until the end of the battle, the first time you hit an enemy with a flow attack or finishing attack each turn, the target that you hit with this opening attack takes thunder damage equal to double your level.

Earth, sky, and thunder can only deal subsequent thunder damage to one enemy at a time. When you hit again with this opening attack, the effect only pertains to the newest target.

Flow Attack (Emperor Hammers the Gong)

Melee attack
Target: One enemy
Attack: Dexterity + Level vs. AC
Natural Odd Hit: PUNCH + Strength damage.
Natural Even Hit: The target takes only half PUNCH + Strength damage, but it takes half damage again at the start of its next turn, and half damage again at the start of your next turn (it will take one-and-a-half times normal damage in total).
Miss: Damage equal to your level.

Finishing Attack (Order Is Restored)

Melee attack
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: KICK + Strength damage, and the target's resistances are canceled until the end of the battle or until you drop to 0 hp or below.
Miss: Half damage.

∞ ***Epic Feat Ki Power*** *(Return of the Sun):* If you have the ⊙ Fire/Sky rune, you can spend 1 point of ki to use *Emperor hammers the gong* against a target's PD or to use *order is restored* against a target's MD.

Solar Eagle Technique

Opening Attack *(Thus You Fail Your Friends)*

Melee attack
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: JAB + Strength damage.
Natural Even Miss: Ongoing damage equal to your level to a different enemy you are engaged with.

Flow Attack (Talon Justice Maneuver)

Melee attack
Target: One or two enemies
Special: When you target two enemies and hit them both, each takes only half damage.
Attack: Dexterity + Level vs. AC
Hit: PUNCH + Strength damage.
Natural Even Hit: The target is vulnerable to your finishing attacks until the end of the battle.
Miss: Damage equal to your level.

Finishing Attack (Yelm Shares His Fire)

Melee attack
Target: One nearby or far away enemy
Attack: Dexterity + Level vs. PD
Hit: KICK + Strength damage. In addition, if you are using a shield and have the ⊙ Fire/Sky rune, the target also takes 10 ongoing fire damage from your shield (15 ongoing fire damage at 8th level).
Miss: Half damage.



Our backer's initial concept for this character was a hero in the style of Captain America. ASH respected that concept with his initial design pass by referring to the concept as Captain Yelmalio!

ORLANTHI WARRIOR



Violence is always an option.

—Orlanth

Overview

Required: *You must be a devotee of a god from the Air tribe: Orlanth, Storm Bull, Vinga, Yinkin, Barntar, or one of the lesser ☾ Air gods listed on page 30.*

Play style: The Orlanthi warrior is a transformation of the barbarian class from pages 77–82 of the core *13th Age* rulebook. Like the barbarian, the Orlanthi warrior is a simple class. It replaces the barbarian's rage with a new class feature that gives you extra attacks and keeps you moving around the battlefield.

Ability Scores: Strength is the most important score for an Orlanthi warrior. After Strength, Constitution is next in line, since you'll take damage often and a high Constitution increases your hit points.

Like barbarians, Orlanthi warriors gain a +2 class bonus to Strength or Constitution, as long as it isn't the same ability you increase with your +2 racial bonus.

Backgrounds: Consider *Chaos-fighter veteran*, for someone who may have faced down one too many abominations; *returned exile*, for someone forced out by previous Lunar occupation; *sequestered war child*, for a precocious young warrior raised and trained in secret; *suicide squad survivor*, for the luckiest member of the least lucky battle team; *scavenging bandit*, for someone who is not proud of what they had to resort to during Windstop; *warrior skald*, for a life spent immortalizing the battles fought by you, your ancestors, and your friends. Standard Orlanthi backgrounds might include weapon thane, foot soldier, Tarshite conscript, or commando.

Gods: Orlanth and Storm Bull are the two standard choices. This is also a fine class if you want to play a character devoted to one of the minor gods of the Orlanthi pantheon, notably Vinga (movement and bravery), Yinkin (bestial speed), or Barntar (the plowman's strength).

Runes: The Orlanthi warrior's class elements work equally well regardless of which ☾ Air god you are devoted to. You don't have to calibrate your choice of runes to any specific class talents or powers.

Gear

Orlanthi warriors' possessions may depend on which god they're devoted to and their backgrounds. Storm Bulls break things too easily to have much in the way of possessions other than weapons and some light armor. A Vingan is almost certain to also have some explorer's gear or climbing equipment, an Orlanth worshiper is more likely to have a few items from home, and a Barntar worshiper may be hanging on to tools or seed from their days as a simple farmer.

Armor

Orlanthi warriors prefer lighter armor that allows them to move, often accompanied by a shield. Breastplates and helmets with leather kilts are the most common.

Orlanthi Warrior Armor

Armor Type	Base AC	Atk Penalty
None	10	—
Light	*11*	—
Heavy	12	–2
Shield	+1	—



THE WIND LORD SPEAKS OF ORLANTH, KING OF THE GODS, STORM GOD, CHIEFTAIN, AND WARRIOR, LEADER OF THE LIGHTBRINGERS

Orlanth is the King of the Gods, Master of Storms, Death Wielder, and Bringer of Light. He is one of the Seven Lightbringers, and is the chief of those deities. His worship is widespread throughout much of Glorantha.

Orlanth is the son of Umath and Kero Fin. Orlanth is heir to great portions of his father's realms, and thus he is sometimes conflated with Umath. Orlanth slew ⊙ Yelm in the Gods War, and conquered the world in the Storm Age. When ♉ Chaos entered the world. Orlanth took responsibility for his action and undertook the Lightbringers Quest to revive the world. He is a dire foe of the Red Goddess of the Lunar Empire.

His worshipers know of several incarnations of Orlanth.

The aspect most often worshipped by adventurers is Orlanth Adventurous! In this guise, Orlanth's skills as a poet, fighter, and lover are renowned. Ernalda is usually present as one of the god's many lovers rather than his sole mate. Orlanth Adventurous' friends are all battle companions, such as Humakt and Urox.

Orlanth Thunderous is Orlanth's aspect as the weather god. His attributes are primarily atmospheric phenomena such as cloud, wind, and the thunderbolt. His interests are primarily fertility and life-oriented, and he is a god of farmers and herders. He is worshiped with Ernalda as his wife. Heler, God of Rain, is always nearby.

As Orlanth Rex he is praised as the supreme King, and his worshipers strive to emulate his regal skills. Orlanth Rex embodies justice and leadership, fine rhetoric, and other skills needed to rule.

Orlanth Lightbringer is the mystical and Heroquesting aspect of the god, popular with adventurers who have more in common with Heroes. Orlanth Lightbringer shows the god at his prime, in the midst of dangers that often cannot be beaten. He is tested and bested. His virtues are rent and tattered, but his vision holds true for all questers, and in the end the rewards are greater than all the pain and loss suffered to gain them.

Many lesser gods and spirits are attached to Orlanth's cult. His religion is one of the largest and most complete in the world, as is only fitting the King of the Gods.

The constellation of seven to ten yellow stars that spiral around a central green star is widely known as Orlanth's Ring. It is a unique celestial phenomena that slowly spirals up the Sky Dome over a seven day period, only to disappear for seven days after it reaches the top.

Orlanth's depiction varies depending on his incarnation. As Orlanth Adventurous he is depicted as a dynamic young man, often wielding the Four Magical Weapons. He is armored and wears a helmet with ram's horns. As Orlanth Thunderous, he is usually shown as a vigorous naked blue-skinned man of varying age, armed with the thunderbolt and carrying the Green Dragon's head in his left hand, and wearing a chieftain's arm and neck rings. As Orlanth Rex, he is the powerful King of the Gods, bearing the thunderbolt and carrying the Green Dragon's head with his left hand. He wears a helmet with ram's horns and has the neck ring of kings.

Orlanthi Warrior Level Progression

Orlanthi Warrior Level	Total Hit Points	Total Feats	Class Talents	Level-up Ability Bonuses	Damage Bonus from Ability Score
Level 1	(8 + CON mod) x **3**	1 adventurer	3 adventurer		ability modifier
Level 2	(8 + CON mod) x **4**	2 adventurer	3 adventurer		ability modifier
Level 3	(8 + CON mod) x **5**	3 adventurer	3 adventurer		ability modifier
Level 4	(8 + CON mod) x **6**	4 adventurer	3 adventurer	+1 to 3 abilities	ability modifier
Level 5	(8 + CON mod) x **8**	4 adventurer 1 champion	3 adventurer 1 champion		2 x ability modifier
Level 6	(8 + CON mod) x **10**	4 adventurer 2 champion	3 adventurer 1 champion		2 x ability modifier
Level 7	(8 + CON mod) x **12**	4 adventurer 3 champion	3 adventurer 1 champion	+1 to 3 abilities	2 x ability modifier
Level 8	(8 + CON mod) x **16**	4 adventurer 3 champion 1 epic	3 adventurer 1 champion 1 epic		3 x ability modifier
Level 9	(8 + CON mod) x **20**	4 adventurer 3 champion 2 epic	3 adventurer 1 champion 1 epic		3 x ability modifier
Level 10	(8 + CON mod) x **24**	4 adventurer 3 champion 3 epic	3 adventurer 1 champion 1 epic	+1 to 3 abilities	3 x ability modifier

Orlanthi Warrior Stats

Initiative, AC, PD, MD, Hit Points, Recovery Dice, Feats, and some Talents are level dependent.

Ability Bonus	+2 Strength or Constitution (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (light armor)	11 + middle mod of Con/Dex/Wis + Level
Armor Class (shield and light armor)	12 + middle mod of Con/Dex/Wis + Level
Physical Defense	11 + middle mod of Str/Con/Dex + Level
Mental Defense	10 + middle mod of Int/Wis/Cha + Level
Hit Points	(8 + Con mod) x Level modifier (see level progression chart)
Recoveries	(probably) 8
Recovery Dice	(1d10 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Runes	ᚷ Air, another rune from your god, and a personal rune
Talents	3 (see level progression chart)
Feats	1 per Level

Weapons

Orlanthi warriors like swords, axes, spears, throwing axes, javelins, and slings.

Orlanthi Warrior Melee Weapons

	One-Handed	Two-Handed
Small	1d4 dagger	1d6 club
Light or Simple	1d6 hand-axe, shortsword	1d8 spear
Heavy or Martial	1d8 longsword, battleaxe	1d10 greatsword, greataxe

Orlanthi Warrior Ranged Weapons

	Thrown	Bow
Small	1d4 dagger	—
Light or Simple	1d6 javelin, axe, spear	1d6 sling, shortbow
Heavy or Martial	—	1d8 longbow

Basic Attacks

Melee attack

At-Will
Target: One enemy
Attack: Strength + Level vs. AC
Hit: WEAPON + Strength damage
Miss: Damage equal to your level

Ranged attack

At-Will
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: WEAPON + Dexterity damage
Miss: —

Class Features

Orlanthi warriors have a different set of class features than the core book barbarian.
Inspired Battler: Replaces Barbarian Rage.
Excellence: New feature used by Orlanthi warriors.

Excellence

Once per day, you can reroll a failed skill check. You gain a +5 bonus to the reroll in place of your background bonus (if any). Orlanth inspires you to greatness, especially when attempting heroic deeds for which you have no training.

Inspired Battler (Replaces Barbarian Rage)

During battle, the stormy spirit of your god fills your lungs and drives you to mighty acts of courage and violence. At the start of each round, roll a d6. If the roll equals the escalation die or lower, you become inspired for the rest of the battle.

While inspired, once during your turn as a quick action, you can take an inspired action. Your primary inspired action is *inspired strike* (below). With feats, you can use your inspired action in other ways.

Note that talents and feats from the barbarian class that trigger off raging trigger off being inspired.

Adventurer Feat: You duck and weave to provide an opening for your ally. Once per day, you can use an inspired action to distract an enemy you're engaged with. One nearby ally can then make a basic melee attack against it as a free action.

Champion Feat: Once per battle, you can use your inspired action to roll a save against a save ends effect.

Epic Feat: You are the wayfinder who calls heroism out of your friends to throw down the mightiest foe. Once per day when you hit an enemy with an attack during your turn, you can use an inspired action to allow up to four nearby allies to each make a basic attack or use an at-will attack spell against that enemy as a free action.

Inspired Strike

Inspired action ◆ Melee attack ◆ **At-Will (once per round)**
Special: You must be inspired.
Quick action
Target: One enemy not engaged with you at the start of your turn
Attack: Strength + Level vs. AC
Hit: WEAPON + Strength damage
Miss: Damage equal to your level.

Talents

Choose three of the adventurer-tier class talents.

Like the barbarian, you can also access champion-tier and epic-tier class talents at higher levels. You get an additional Orlanthi warrior class talent at 5th level, and again at 8th level.

You use the talents from the barbarian class in the *13th Age* core rulebook. In addition, you gain two new talents as adventurer-tier options, and three new talents as champion-tier talent options.

Adventurer-tier Talents

Barbaric Cleave: Yes, use as printed.
Building Frenzy: Yes, use as printed.
Slayer: Yes, use as printed.
Strongheart: Yes, use as printed.
Unstoppable: Yes, use as printed.
Whirlwind: Yes, use as printed.

Champion-tier Talents

Natural Will: No, replace with Not Stopping Now below.
Violence: Yes, use as printed.

Epic-tier Talents

Ancestral Warband: Yes, use as printed. We were thinking about Glorantha when we designed this talent for the *13th Age* barbarian so it works great!
Relentless: Yes, use as printed, except that where it refers to "while raging," you get the damage resistance from Relentless while you are inspired. It's an improvement!



Adventurer-Tier Talents

Breath Mastery

Once per battle, you can use your inspired action to heal using a recovery OR to gain a +3 bonus to damage until the end of the battle (5th level: +6; 8th level: +9).

Adventurer Feat: The damage bonus increases to +4 (5th level: +8; 8th level: +12).

Champion Feat: The recovery is now free.

Epic Feat: Twice per day, you no longer have to choose between healing and a damage bonus. You get both.

Surge of Strength

When you attempt to disengage from an enemy, you can declare you're using Surge of Strength. You gain a bonus to your disengage check equal to your Strength modifier. If you succeed, you must try to engage an enemy with the rest of your move action.

Champion Feat: Your first failed disengage check each battle only uses a quick action instead of a move action.

Epic Feat: When you make a successful disengage check, one enemy you just disengaged from takes damage equal to double your Strength modifier.

Champion-Tier Talents

You get an additional Orlanthi warrior talent at 5th level. Choose one of the following champion talents, or take another adventurer-tier talent instead.

Not Stopping Now

Once per day as an interrupt action when an enemy hits you with an attack against Mental Defense, that enemy must reroll the attack. You gain a bonus to your Mental Defense against the rerolled attack equal to your Constitution modifier.

Champion Feat: When you use Not Stopping Now, the enemy rerolling the attack against you is dazed until the end of its next turn.

Epic Feat: You can now use Not Stopping Now twice a day.

Slam & Crash

Once per turn when you move and engage an enemy you weren't engaged with at the start of the turn, that enemy takes damage equal to double the escalation die (8th level: triple the escalation die).

Champion Feat: You can use Slam & Crash against one enemy each time you move.

∞ *Epic Feat:* If this damage drops an enemy to 0 hit points, you gain an additional move action as a free action.

The Bull's Breath

During rounds when Chaos has stolen the escalation die, you are considered to be inspired that round even if you failed your Inspired Battler roll that turn.

Champion Feat: While fighting Chaos, you roll a d4 for your Inspired Battler checks instead of a d6.

∞ *Epic Feat:* The benefits from The Bull's Breath also apply when you are fighting Lunars.

Storm Magic

You can call upon the destructive power of lightning to aid you in battle. Once per day, you can use your inspired action to cast *lightning stroke*.

Lightning Stroke

Inspired action ◆ Close-quarters spell ◆ **Daily** ◆ Quick action to cast
Target: One nearby enemy not engaged with you
Attack: Strength + Level vs. PD
Hit: 1d12 x level + Strength damage
Miss: Half damage.

Champion Feat: While you have four or fewer recoveries left, lightning stroke becomes a recharge 11+ spell instead of a daily spell. (Yes, check whenever you're recharging spells.)

∞ *Epic Feat:* When you hit an enemy with this spell, if the target has fewer hit points than your maximum hit points, it's also weakened until the start of your next turn.

Epic -Tier Talents

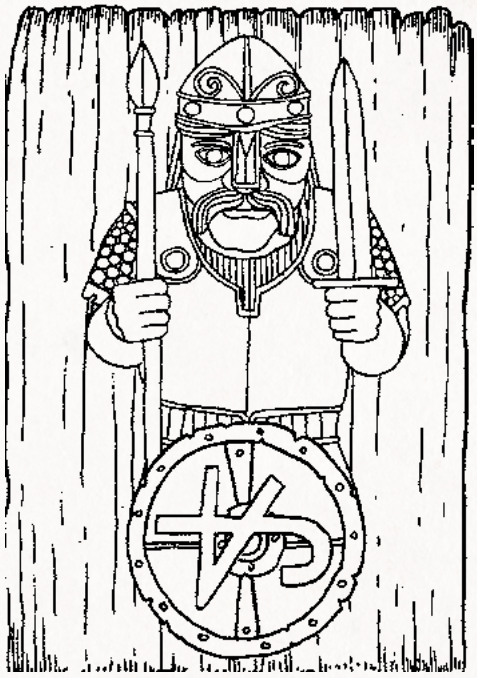
You get an additional Orlanthi warrior talent at 8th level. Choose one of the following epic talents, or take another adventurer-tier or champion-tier talent instead.

Careening Flight

Once per battle after you have hit with inspired strike you can begin flying. You can continue flying until you end your turn without having used inspired strike that turn.

This flight is a bit rough and out of control, but Orlanth's winds aren't out to kill *you*.

∞ *Epic Feat:* You gain a +2 melee attack bonus when you attack while flying.





REBEL

Orlanth the King has a dark side as a rebel, trespasser, destroyer, and scoundrel. That's Orlanth Adventurous, and that's the Orlanth you know and love. You get by on wits, bravado, and violence.

Overview

The rebel is a transformation class based on the rogue class from pages 124–131 of the core *13th Age* rulebook.

Play Style: As a tricky melee combatant, the rebel plays similarly to the standard rogue. It has a few different tricks, however, including using an Opening Strike instead of Sneak Attack.

Ability Scores: Dexterity rules. Second place goes to Charisma. Some rebels find ways to use Intelligence in place of Charisma, as in the Cunning talent. Strength can be helpful too.

Rebels gain a +2 class bonus to Dexterity or Charisma, as long as it isn't the same ability you increase with your +2 racial bonus.

Backgrounds: Consider *infiltrator*, with a history of sneaky attacks against Lunars; *wanderer*, for one who's traveled war-ravaged lands; *spy*, as a person clever in conversation and stealthy in the shadows; *guerilla fighter*, as someone who harassed Lunar forces behind enemy lines; *far-flung mercenary*, for one who hit the road fighting for pay and who only recently was called back to their homeland to fight the good fight; *mountain runner*, as a warrior who served as a fast-moving courier between pockets of resistance during the long Lunar occupation; *character assassin poet*, for a life partially built upon the memorable oral destruction of other people's reputations.

Gods: Your god needs to have an ֍ Air or ☯ Movement rune or both. Orlanth, Vinga, and Yinkin are the most likely choices. Donandar goes farther afield, but that suits the rebel, doesn't it? As a special hero-cult, an unusual PC might want to focus on something weird like worshiping one of Orlanth's great magic weapons, such as the *Sandals of Darkness*.

Runes: The rebel talent Murderous is only available if you have the ✝ Death rune. The Shadow Walk talent is only available if you have the ▽ Beast or ● Darkness rune. You don't need these specific runes, talents, and attacks to be an effective rebel, but you'll want to know that your choice of your personal rune can make a difference to what you get out of the class.

Gear

At 1st level, rebels start with whatever they were able to pick up and run with from their last scrape, usually including some rough armor, a couple weapons, and various oddments suggested by their backgrounds.

Armor

Rebels prefer leather armor you can get in and out of quickly.

Rebel Armor and AC

Type	Base AC	Atk Penalty
None	11	—
Light	*12*	—
Heavy	13	–2
Shield	+1	–2

Weapons

Rebels do as much damage with light one-handed weapons like short swords as most warriors can do with a longsword. Although a rebel's weapons vary, they are virtually always light, allowing rebels to strike with speed and precision rather than raw force. For ranged weapons, rebels are skilled with shortbows, throwing axes, and other light weapons.

Rebel Melee Weapons

	One-Handed	Two-Handed
Small	1d4 dagger	1d6 club
Light or Simple	1d8 shortsword, wicked knife	1d8 spear
Heavy or Martial	1d8 (–2 atk) longsword, scimitar	1d10 (–2 atk) greatsword

Rebel Ranged Weapons

	Thrown	Bow
Small	1d4 dagger	—
Light or Simple	1d6 javelin, axe	1d6 shortbow
Heavy or Martial	—	1d8 (–2 atk) longbow

Basic Attacks

Melee attack

At-Will
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: WEAPON + Dexterity damage
Miss: Damage equal to your level

Ranged attack

At-Will
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: WEAPON + Dexterity damage
Miss: Damage equal to your level

Class Features

You use the rogue class features in the *13th Age* core rulebook with the following changes.

Momentum: Yes, use as printed.
Sneak Attack: Replaced by Opening Strike.
Trap Sense: Replaced by Transgress.

Opening Strike (Replaces Sneak Attack)

The first time you make a melee attack against each enemy during a battle (including the first mook of a mob), the target takes 1d8 extra damage on a hit.

2nd level rebel 2d6 extra damage.
4th level rebel 2d8 extra damage.
6th level rebel 4d6 extra damage.
8th level rebel 4d10 extra damage.
10th level rebel 6d12 extra damage.

Adventurer Feat: Once per battle when you miss with your first melee attack against an enemy, you can use Opening Strike against that enemy later that battle.

Champion Feat: You can use Opening Strike twice against an enemy that is at least double-strength or large. (Huge or triple-strength? Still only twice.)

Epic Feat: Once per battle, reroll an attack that qualified for Opening Strike damage.

Transgress (Replaces Trap Sense)

You have an uncanny ability to get where you are not supposed to be. Once per day, you can slip, sneak, scrape, or bamboozle your way into a forbidden place: a treasure vault, a cloister, an invitation-only festival, or similar restricted place. Generally speaking, you can also get out again. (GM, if you decide that getting to the goal is especially difficult, feel free to rule that doing so will cost a recovery. The rebel can decline if that price is too high.) This feature doesn't help you get out of a place when you are confined. It's for transgressing, not escaping.

Adventurer Feat: When you call on a rune while using this talent, and the story that you tell using the rune impresses the GM, you can reuse Transgress later in the day.

Champion Feat: If you start a fight after using Transgress to get somewhere you shouldn't be, you can roll a hard save. If you succeed, you gain a surprise round in the battle.

Epic Feat: You can take one ally along with you when you use Transgress to get somewhere. They get a free pass, riding on your slipstream. No surprise round save for them, though.

Rebel Level Progression

Rebel Level	Total Hit Points	Total Feats	Powers Known	Pool Available	Level-up Ability Bonuses	Damage Bonus From Ability Score
Level 1	(6 + CON mod) x **3**	1 adventurer	4	1st level		ability modifier
Level 2	(6 + CON mod) x **4**	2 adventurer	5	1st level		ability modifier
Level 3	(6 + CON mod) x **5**	3 adventurer	5	3rd level		ability modifier
Level 4	(6 + CON mod) x **6**	4 adventurer	6	3rd level	+1 to 3 abilities	ability modifier
Level 5	(6 + CON mod) x **8**	4 adventurer 1 champion	6	5th level		2 x ability modifier
Level 6	(6 + CON mod) x **10**	4 adventurer 2 champion	7	5th level		2 x ability modifier
Level 7	(6 + CON mod) x **12**	4 adventurer 3 champion	7	7th level	+1 to 3 abilities	2 x ability modifier
Level 8	(6 + CON mod) x **16**	4 adventurer 3 champion 1 epic	8	7th level		3 x ability modifier
Level 9	(6 + CON mod) x **20**	4 adventurer 3 champion 2 epic	8	9th level		3 x ability modifier
Level 10	(6 + CON mod) x **24**	4 adventurer 3 champion 3 epic	9	9th level	+1 to 3 abilities	3 x ability modifier

Note: Although not listed on the table, this class gets three talents. It does not gain more at higher levels.

Rebel Stats

Initiative, AC, PD, MD, Hit Points, Recovery Dice, Feats, and some Talents are level dependent.

Ability Bonus	+2 Dexterity or Charisma (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (light armor)	12 + middle mod of Con/Dex/Wis + Level
Physical Defense	12 + middle mod of Str/Con/Dex + Level
Mental Defense	10 + middle mod of Int/Wis/Cha + Level
Hit Points	(6 + Con mod) x Level modifier (see level progression chart)
Recoveries	(probably) 8
Recovery Dice	(1d8 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Runes	Requires ᘏ Air or ᘐ Movement; another rune from your god, and a personal rune
Talents	3
Feats	1 per Level

Class Talents

You use the talents from the rogue class in the *13th Age* core rulebook with the following changes or requirements. In addition, as a rebel you have an additional talent from which you can choose: Battle Whirl.

Cunning: Yes, use as printed.
Improved Sneak Attack: Not available; the class feature has been replaced.
Murderous: Yes, but you must have the † Death rune.
Shadow Walk: Yes, but you must have the ● Darkness rune (possibly associated with Orlanth's *Sandals of Darkness*) or the Beast rune (possibly associated with Yinkin, Orlanth's shadow cat ally).
Smooth Talk: Replaced by Kinda Lucky, mostly because Smooth Talk is all about icon relationship rules that don't apply to Glorantha.
Swashbuckle: Replaced by Bravado, because Swashbuckle wasn't quite cool enough for the rebel.
Thievery: Replaced by Rebellion; but on the other hand, if your rebel's character concept is all about being a thief, go ahead and use Thievery. Won't hurt anything. We just think Rebellion is better for most rebels.
Tumble: Yes, use as printed.

Battle Whirl

Once per battle as an interrupt action, you can move to a nearby ally and engage one enemy engaged with that ally. When you do, that ally can pop free from the enemy you engaged. You take no opportunity attacks for moving to your ally and enemies can't intercept you during the move.

Adventurer Feat: That ally can now pop free from each enemy engaged with it.

Champion Feat: If you have *momentum* when you use Battle Whirl, the enemy you engage takes damage equal to twice your level.

Epic Feat: If you don't have *momentum* when you use Battle Whirl, gain *momentum* after you do.

Bravado (Replaces Swashbuckle)

Once per battle as a quick action, you pull off a daring stunt the likes of which others could scarcely conceive. If you want to make an attack while pulling off this crazy stunt, go ahead and use a standard action instead of a quick action and roll for the attack normally.

Stunts that have occurred to us include running over the heads of zombies to attack the enemy necromancer, snagging an enemy's sheathed weapon while rolling between their legs, or catching a thrown spear and throwing it back, with interest.

Of course, *13th Age Glorantha* is a game where everyone might attempt stunts like this at some point. But you automatically succeed with Bravado instead of taking opportunity attacks or needing to succeed on a difficult skill check to pull the stunt off.

A core book rogue needs to spend *momentum* to use this talent by the name Swashbuckle, but that was a bit harsh of us, really. Rebels don't need to spend *momentum* to use Bravado. In fact . . .

Adventurer Feat: When you use Bravado, gain *momentum* if you don't already have it.

Kennings & Killings

Orlanth Adventurous was a poet as well as a rogue, and you've got a touch of his gift with words.

Choose one spell or song of your level or lower from the bard class (*13th Age*, page 88). You can cast this spell or song as if you were a bard. You can change your chosen spell each time you take a full heal-up. (Note: bardic battle-cries aren't available through this talent.)

Adventurer Feat: Once per day, you can gain *momentum* by declaiming stirring or marvelously appropriate poetry. Puns that make people groan should probably be disqualified, but that might depend on the tastes of your home-god, the GM.

Champion Feat: You can choose a second song or spell from the bard class, but the new spell must be lower than your level.

Epic Feat: Once per level when one of your allies narrates a rune, you can turn the resulting story into a song or poem that will be remembered. We can't tell you about the story consequences in your game; you'll have to work those out. Mechanically speaking, after your next full heal-up, a random party member attunes that rune at the start of the day as a bonus attunement. Ideally, the story the player narrates later will reference your poem. If the GM thinks the narration rocks, that PC can roll a normal save (11+). If they succeed, they get a heroquest gift that feels right for the story and your song.

Kinda Lucky (Replaces Smooth Talk)

A number of times per level equal to your Charisma modifier, you can reroll a natural even d20 roll as a free action, adding your Charisma modifier to the reroll. You must take the new result.

Yes, this talent requires you to track usage over several sessions and adventures, and that's more bookkeeping than a rebel normally wants to handle, but that's how luck works. We think it's worth it.

Rebellion (Replaces Thievery)

You have the Rebel background (by any name that feels fun, engaging, and correct for your character's background) at its full possible bonus of +5, without having to spend your normal background points on it. This background allows you to foment rebellion, avoid surveillance of the authorities, succeed by breaking the rules, etc. You can't, however, use this background to subvert Orlanth's authority. Or at least you probably don't want to.

Adventurer Feat: Once per day as a free action when an attack hits your Mental Defense, the attack misses instead.

Champion Feat: You gain a +5 bonus to saves against being hampered, stuck, or stunned.

Epic Feat: When a higher-level enemy than you scores a critical hit against you, roll an easy save (6+). If you succeed, it's a normal hit instead.

Class Powers

You use the powers from the rogue class in the *13th Age* core rulebook with the following changes.

A couple of the higher-level powers use wind and storm magic in ways that deserved a touch of explanatory flavor text. Unlike the rogue, the champion- and epic-tier rebel uses magic as part of their attacks.

1st Level Powers

Deadly Thrust: For the epic feat, replace "Sneak Attack damage" with "Opening Strike damage."
Evasive Strike: Yes, use as printed.
Flying Blade: Replaced by *reckless swing*.
Roll With It: Yes, use as printed.
Sure Cut: For the Special line and Miss line, replace "Sneak Attack damage" with "Opening Strike damage." In addition, replace the champion feat with this new feat:

Champion Feat: When you miss with *sure cut*, it doesn't count as your first attack against that enemy, allowing you to use Opening Strike against it again this battle.
Tumbling Strike: Yes, use as printed.

Consistent Trouble

At-Will
Requires *momentum*
Attack: Dexterity + Level vs. AC
Hit: WEAPON + Dexterity damage
Natural Even Hit: As a hit, and until the start of your next turn, deal 1d6 damage to the next enemy to target you with a melee attack. (3rd level: 1d6 + Level damage instead of 1d6; 5th level: 2d6 + level damage; 7th level: 3d6 + level damage; 9th level: 4d6 + Level damage.)
Miss: Damage equal to your level.

Flashy Blade

At-Will
Target: One staggered non-mook enemy
Attack: Dexterity + Charisma + Level vs. AC
Hit: WEAPON + Dexterity damage.
Miss: Damage equal to your level.

Adventurer Feat: Add your Charisma modifier to the miss damage.

Champion Feat: You can now target mooks with *flashy blade*.

Epic Feat: If you don't add your Opening Strike damage to the attack, you also deal damage equal to five times your Charisma modifier to your *flashy blade* target when you hit.

Freedom!

"No one can tell you what to do."

Recharge 16+ after battle
Quick action; requires *momentum*
Effect: Until the end of the battle, roll an extra d20 for all your saves, using the result you prefer.

Champion Feat: In addition, when you use *freedom!* you are immune to being hampered or stuck.

Epic Feat: You can choose a nearby ally when you use the power. That ally also benefits from the effect of Freedom this battle, but doing so cancels the power's ability to recharge and be used again today.

Reckless Swing

At-Will
Attack: Dexterity + Level vs. AC
Hit: WEAPON + Dexterity + Charisma damage.
Natural Even Hit: As a hit, and extra damage equal to twice your level.
Natural Even Miss: Damage equal to twice your level.
Miss: You take damage equal to twice your level and you can't use this attack again this battle.

Champion Feat: A natural even miss now also gives you *momentum*.

3rd Level Powers

Bleeding Strike: Yes, use as printed.
Deflection: Yes, use as printed.
Slick Feint: Yes, use as printed.
Thief's Strike: For the Hit line, replace "Sneak Attack damage" with "Opening Strike damage." Note, although the rebel doesn't have access to the Thievery talent, *thief's strike* is still a viable power to choose.

Slicing Free

At-Will
Requires *momentum*
Targets: Up to 2 enemies
Attack: Dexterity + Level vs. AC
Hit: Half of WEAPON + Dexterity damage
Natural Even Hit: As a hit, and you can pop free from the target.

Champion Feat: A natural even miss now deals damage equal to your level to the target.

One Cut, Three Tricks

Recharge 6+ after battle
Requires *momentum*
Attack: Dexterity + Level vs. AC
Natural Even Hit: WEAPON + Dexterity damage + damage equal to your normal Opening Strike damage (yes, could be added twice if you already are adding Opening Strike).
Natural Odd Hit: WEAPON + Dexterity damage, and until the end of the battle, add your Charisma modifier to the damage you deal with each of your attacks (5th level: add double your Charisma modifier; 8th level: add triple your Charisma modifier).
Miss: Half WEAPON + Dexterity damage, and you gain a +1 bonus to all defenses until the escalation die reaches 6.

Adventurer Feat: When you score a natural odd hit, you also get the bonus Charisma damage against the target you hit.

Champion Feat: The bonus to all defenses when you miss is now +2 instead of +1.

Epic Feat: When you score a natural even hit, you also weaken the target until the end of its next turn.

5th Level Powers

Harmless Misdirection: Yes, use as printed.
Spiky Bastard: Replace the epic feat with this new feat:

Epic Feat: While the escalation die is 3+, the damage increases to 30 instead of 10.

Swift Dodge: Yes, use as printed.

Gift of the Young Gods

Recharge 16+ after battle
Requires *momentum*
Attack: Dexterity + Level vs. PD
Hit: WEAPON + Dexterity damage, and 15 ongoing lightning damage.
Miss: Damage equal to your level, and 5 ongoing lightning damage.
7th level power 20 ongoing damage; miss: 10 ongoing damage.
9th level power 25 ongoing damage; miss: 15 damage.

Champion Feat: Recharge is now 11+.

Epic Feat: Save against ongoing damage is now a hard save (16+).



Great Killer's Leap

At-Will
Special: You must be unengaged and spend your *momentum* to use this attack.
Effect: As part of this attack, you must make a great leap before the attack, landing a good distance away, but still nearby. The magic of this move lets you jump a much further than you could normally jump.
Attack: Dexterity + Level vs. AC
Hit: WEAPON + Dexterity damage
Natural Even Hit: As a hit, and you deal extra damage equal to three times your level.
Miss: Damage equal to your level.

Champion Feat: Natural even misses now deal half damage.

7th Level Powers

Assassin's Gambit: For the Hit line, replace "Sneak Attack damage" with "Opening Strike damage." Rename as *Orlanth Adventurous Gambit*.

Swift Riposte: Yes, use as printed.

No, You Missed

Recharge 6+ after battle
Interrupt action; requires *momentum*
Trigger: An enemy targets you with an attack that includes other targets.
Effect: The attack against you automatically misses and has no effect or damage (GM, don't even roll for that attack).

∞ ***Epic Feat:*** If you wish, you can use this power after seeing the enemy's attack roll, but if you do, you must *spend your momentum* to have the attack miss without effect or damage.

Winds with Me

Violent winds shoot away from you and batter your enemies.
Recharge 16+ after battle
Requires *momentum*
Close-quarters spell
Targets: Each nearby or far away non-mook enemy you have attacked earlier this battle (line of sight not required!).
Attack: Dexterity + Level vs. PD
Hit: 10d10 + Dexterity damage.
Miss: Half damage.
9th level power 2d8 x 10 damage.

∞ ***Epic Feat:*** The attack deals 20 extra damage.

9th Level Powers

Death's Twin: Yes, use as printed.
True Targeting: Yes, use as printed.

OK. Teamwork. OK.

At-Will
Free action during your turn; you must *spend your momentum*
Trigger: You miss all targets with an attack.
Effect: Choose a random nearby conscious ally. That ally can take an additional standard action during their next turn.

∞ ***Epic Feat:*** You can now choose one nearby conscious ally who you want to exclude as a target before determining the random ally.

One Death

Special: Escalation die must be 3+
Once per campaign
Attack: Dexterity + Level vs. AC
Hit: WEAPON + Dexterity damage; then, if the target has not been dropped to 0 hit points, it must roll a normal save. If the save fails, deal enough damage to drop the target to 0 hit points as *one death* damage. Divide the amount of *one death* damage dealt by the amount of damage you rolled for the attack, rounding up: Until the end of this battle, all enemies gain an attack bonus equal to that number. Worse yet, in your next significant battle, all enemies gain half this bonus, rounded up, to both their attacks and saves.
Miss: Half damage.

∞ ***Epic Feat:*** When you miss with *one death*, regain the power after the battle.

ONE DEATH EXAMPLE

Imagine your Orlanthi rebel gets into a desperate fight with a huge red dragon. The dragon still has 750 hit points when the escalation die reaches 3, so your rebel hits it with *one death*, dealing 97 damage, and the dragon fails the save. Your *one death* damage is 750 minus 97 = 653. Dividing 653 by 97, and rounding up, we get 7. The dragon drops, but its surviving allies get +7 to each of their attacks until the end of the battle. In the characters' next major battle, all enemies will have a +4 bonus to attacks *and* saves.

ONE DEATH IN YOUR CAMPAIGN

Yes, this power echoes young Orlanth's murder of Yelm, the ☉ Fire/Sky Emperor of the world (*Glorantha Sourcebook*, page 112). It got Orlanth and his friends (the whole world for that matter) into a whole mess of trouble, and one death should echo that aspect in your campaign! Consider the use of this power as the equivalent of a complication when narrating a very powerful rune. You can choose which rune based on the story!

Note that you don't have to invoke the attack and save bonuses for all enemies in the next battle—you can save it for a battle that makes a huge dramatic difference.

Even if *one death* gets used in the all-important end battle of your campaign, guess what? There's going to be another big battle, and it should be thematically tied to the first.

STORM VOICE



There was a time when being a priest of Orlanth meant guiding your clan, caring for people. That time is gone. You're back to the days before Time, when speaking for Orlanth meant destroying his enemies with the voice of lightning and the touch of thunder.

Overview

The storm voice is a transformation class based on the sorcerer from pages 132–142 of the core *13th Age* rulebook.

Play Style: The storm voice plays much like the standard sorcerer but with a huge slant toward the magical arsenal of Orlanth's Storm Tribe: wind, lightning, and thunder. Playing a storm voice isn't any harder than playing a sorcerer. It may be easier because it requires fewer die rolls.

Unlike the sorcerer in the core rulebook, the storm voice has a couple summoning spells. Summoning isn't normally the storm voice's forte, so you can use these summoning spells only once per level unless you invest in the Storm Summoner talent.

Ability Scores: Like the sorcerer, you rely on Charisma to power your spells. Roleplaying the source of your Charisma is up to you. Many storm voices occupy positions of power in their clans, but in these times of upheaval, the closest thing you may have to a clan is your motley band of adventurers.

If you choose the War Caster talent (known as Spell Fist for the core book sorcerer) or you want more hit points and resilience, you'll want a high Constitution.

Storm voices gain a +2 class bonus to Constitution or Charisma as long as it isn't the same ability you increase with your +2 racial bonus.

Backgrounds: Consider *former chief*, for someone who lost their clan's leadership through tragedy or war or simply being voted off the clan ring; *Praxian captive*, for someone formerly enslaved by the beast-riding animists of the eastern plains, and who knows the totem secrets of Lightning Boy; *tormented seer*, for a social misfit who prophesied for their village but was never accepted; *temple functionary*, for someone who handled daily tasks at a major temple; *temple exile*, for someone cast out of the temple and forced to worship secretly; *Tarshite renegade*, for someone touched by Orlanth and driven from their cushy life in Tarsh; *parent of prodigies*, for a middle-aged character whose child, or children, grew up and moved far away, accomplishing great things in the Hero Wars but not really keeping in touch with home; *windblessed noble*, for an upper-class Orlanthi who has never not had things go her way; *intrepid explorer*, for someone whose travels have taken them to places that humans usually avoid.

Gods: Orlanth is probably your god, but other Air rune gods are possible. You might even want to worship Heler, a Water enemy who joined Orlanth's warband after their decisive battles.

Storm Voice Level Progression

Storm Voice Level	Total Hit Points	Total Feats	Spells					Level-up Ability Bonuses	Damage Bonus from Ability Score
			1st level	3rd level	5th level	7th level	9th level		
Level 1	(6 + CON mod) x **3**	1 adventurer	4	—	—	—	—		ability modifier
Level 2	(6 + CON mod) x **4**	2 adventurer	5	—	—	—	—		ability modifier
Level 3	(6 + CON mod) x **5**	3 adventurer	3	3	—	—	—		ability modifier
Level 4	(6 + CON mod) x **6**	4 adventurer	—	6	—	—	—	+1 to 3 abilities	ability modifier
Level 5	(6 + CON mod) x **8**	4 adventurer 1 champion	—	3	4	—	—		2 x ability modifier
Level 6	(6 + CON mod) x **10**	4 adventurer 2 champion	—	—	7	—	—		2 x ability modifier
Level 7	(6 + CON mod) x **12**	4 adventurer 3 champion	—	—	3	5	—	+1 to 3 abilities	2 x ability modifier
Level 8	(6 + CON mod) x **16**	4 adventurer 3 champion 1 epic	—	—	—	8	—		3 x ability modifier
Level 9	(6 + CON mod) x **20**	4 adventurer 3 champion 2 epic	—	—	—	3	6		3 x ability modifier
Level 10	(6 + CON mod) x **24**	4 adventurer 3 champion 3 epic	—	—	—	—	9	+1 to 3 abilities	3 x ability modifier

Note: Although not listed on the table, this class gets three talents. It does not gain more at higher levels.

Storm Voice Stats

Initiative, AC, PD, MD, Hit Points, Recovery Dice, Feats, and some Talents are level dependent.

Ability Bonus	+2 Charisma or Constitution (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (light armor)	10 + middle mod of Con/Dex/Wis + Level
Physical Defense	11 + middle mod of Str/Con/Dex + Level
Mental Defense	10 + middle mod of Int/Wis/Cha + Level
Hit Points	(6 + Con mod) x Level modifier (see level progression chart)
Recoveries	(probably) 8
Recovery Dice	(1d6 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Runes	Requires ᛃ Air; another rune from your god, and a personal rune
Talents	3
Feats	1 per Level

Runes: You're required to have the ᘓ Air rune. It says so right here. Other rune choices are up to you. Your class features won't push you in specific directions.

Gear

At 1st level, a storm voice usually has a simple melee weapon, a few changes of clothing, a carved staff or walking stick, a pipe, a small assortment of ritual objects, and paraphernalia suggested by their backgrounds.

Armor

Storm Voice Armor and AC

Type	Base AC	Atk Penalty
None	*10*	—
Light	*10*	—
Heavy	11	–2
Shield	+1	–2

Weapons

Lacking any special training, storm voices use more casual weapons such as short spears, shortswords, and axes. For ranged attacks, they're better off using spells since ranged weapon skills require practice time that a storm voice should be using for their magic.

Weapon work is the province of the wind lords, Humakti, berserkers, and other weaponthanes. It would be a bit presumptuous of a storm voice to make a big show of having a fancy weapon, but that shouldn't prevent you if you think your storm voice wants to be a show-off.

Storm Voice Melee Weapons

	One-Handed	Two-Handed
Small	1d4 dagger	1d6 staff
Light or Simple	1d6 shortsword	1d8 spear
Heavy or Martial	1d8 (–2 atk) longsword	1d10 (–2 atk) greatsword*

Storm Voice Ranged Weapons

	Thrown	Bow
Small	1d4 dagger	—
Light or Simple	1d6 javelin	1d6 (–2 atk) shortbow*
Heavy or Martial	—	1d8 (–4 atk) longbow*

* A storm voice needs one free hand to cast spells. It's easy to get a hand free from a weapon you're good with like a staff or a spear for the time it takes to cast a spell, but if you take a penalty for using a two-handed weapon, the penalty applies to your spells also.

Basic Attacks

Melee attack

At-Will
Target: One enemy
Attack: Strength + Level vs. AC
Hit: WEAPON + Strength damage
Miss: Damage equal to your level

Ranged attack

At-Will
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: WEAPON + Dexterity damage
Miss: —

Class Features

You use the sorcerer class features in the *13th Age* core rulebook with the following changes.

Access to Wizardry: Removed. Normally we like to swap in new features instead of just eliminating a feature. But wizardry? It has nothing to do with the spirit and style of an Orlanthi storm voice. Odds are you won't feel the loss.
Breath Weapon: Flavor change only. The mechanics stay the same. The name even stays the same. But it's not dragon breath you're emulating, it's the breath of Orlanth and other gods of the ᘓ Air pantheon that's inspiring you. Once you take the first divine breath, others may follow. Note, we decided to move it into the stat block as a subset of the usage.
Chain: Yes, use as printed.
Dancing Lights: Replaced by Sparks.
Gather Power: Replaced by Gather Storm.
Random Energy: Replaced by Energy Translation and Daily Random Energy.

Energy Translation (Replaces Random Energy)

Most sorcerer spells work fine for the storm voice, but not all the damage types fit the magic the storm voice masters. We've modified several of this class's spells, but aren't bothering when all that needs to be changed is an energy type for damage.

Treat sorcerer spells that deal the following damage types as random energy damage instead: acid, fire, force, negative energy, poison, and psychic.

Also look at how we've reinterpreted Random Energy for the storm voice: each random energy spell requires only one die roll a day instead of a roll each time you cast it.

Daily Random Energy (Replaces Random Energy)

Orlanthi storm voices use a reinterpretation of the Random Energy class feature of the sorcerer class from the *13th Age* core rulebook.

First, fire belongs to Yelm, the emperor, and is not available to Orlanthi as an energy type. In its place, there's a larger chance you'll be using thunder or lightning.

Second, you don't roll random energy for a spell when you cast it. Instead, you roll separately for each of your spells that deals random energy *at the start of the day right after a*



full heal-up to determine what damage type that particular spell will deal until your next full heal-up. From one day to the next, your spells will deal different types of damage. Odds are good that you will be casting several different types of energy damage over the course of a few full heal-ups.

Yes, it makes the storm voice's random energy less random than a sorcerer's random energy, but let's not pretend that's a bad thing.

Remember also that the Energy Translation feature will turn some of the sorcerer spells that deal damage types that don't fit the storm voice into random energy spells.

Storm Voice Random Energy Type (d6)

1: Cold
2-3: Thunder
4-6: Lightning

Gather Storm (Replaces Gather Power)

Once initiative has been rolled and a battle is underway, a storm voice can spend a standard action to gather magical power, preparing themselves for casting a double-strength spell with their next standard action. Gathering a storm is loud and flashy, involving crackling lightning, rumbling thunder, and the rush of powerful winds.

Storm voices who want to gather storm before initiative has been rolled can go through the motions but won't get any benefit for the act; you can fool yourself but you can't fool magic.

Gather storm: When a storm voice gathers storm, it does not count as casting a spell; you can gather storm without taking opportunity attacks, for example.

In addition, because you spend your standard action to gather storm, you generate a small magical benefit.

This option replaces the chaotic benefit of the sorcerer's Gather Power feature with a cyclic benefit. The first time each battle that you gather storm roll a d6:

1–2: wind
3–4: lightning
5–6: thunder

The next time that battle you gather storm, move on to the next step in the cycle:

thunder > wind > lightning > thunder > wind > lightning > thunder > wind etc.

The benefit you gain from the roll is based on what tier you've reached (based on your level). Each tier lists the full effect; don't add effects from lower tiers to it.

Adventurer Feat: You get access to the adventurer feat benefit listed under each of the three cyclic benefits. (In other words, you only need to take three feats to get all possible benefits from the Gather Storm talent, one adventurer-tier feat, one champion-tier feat, and one epic-tier feat.)

Champion Feat: You get access to the champion feat benefit listed under each of the three cyclic benefits.

Epic Feat: You get access to the epic feat benefit listed under each of the three cyclic benefits.

1–2: Wind

Orlanth's winds take you with them as they blast through the battlefield.

Adventurer tier
You gain flight as a move action until the end of this 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.

Champion tier
You gain flight as above, or, if you wish, instead of gaining flight for yourself, you can grant flight to a willing nearby ally, even one you can't presently see (the winds will find them!). Your ally can fly until the end of their next turn, but takes 2d6 damage at the end of that turn from the buffeting winds.

Epic tier
You gain both the adventurer and champion tier benefits above: You gain flight until the end of this turn, and your ally gains flight until the end of their next turn.

Adventurer Feat benefit: When you or an ally attempts to disengage from enemies while gaining flight from this benefit, you or that ally automatically succeeds without needing to roll a disengage check.

Champion Feat benefit: You allies no longer take damage when your winds grant them flight.

Epic Feat benefit: When you or an ally gains flight from this benefit, it lasts one turn longer than normal, and you don't have to land while your flight is in effect.

3–4: Lightning

Lightning crackles from your hands and eyes. Enemies beware!

Adventurer tier
One nearby enemy takes lightning damage equal to your level.

Champion tier
One nearby enemy takes lightning damage equal to your level plus your Charisma modifier.

Epic tier
One nearby enemy takes lightning damage equal to your level plus twice your Charisma modifier.

Adventurer Feat benefit: As long as neither you nor an ally is engaged with the creature you damage, it takes 1d6 extra lightning damage.

Champion Feat benefit: In addition to the enemy you damage with your lightning, each enemy engaged with you also takes that much lightning damage.

Epic Feat benefit: Deal the damage to two nearby enemies instead of one (the damage from the champion-tier feat only applies once).

5–6: Thunder

Your voice echoes with the power of the storm. Allies rejoice!

Adventurer tier
Roll a hard save (16+). If you succeed, increase the escalation die by 1.

Champion tier
Roll a hard save (16+). If you succeed, increase the escalation die by 1, and each nearby staggered enemy takes thunder damage equal to double your level.

Epic tier
Roll a normal save (11+). If you succeed, increase the escalation die by 1, and each nearby staggered enemy takes thunder damage equal to double your level.

Adventurer Feat benefit: If the save fails, you gain 5 temporary hit points (10 temp hp at 5th level; 15 temp hp at 8th level).

Champion Feat benefit: Deal thunder damage equal to three times your level instead of two.

Epic Feat benefit: If Chaos has stolen the escalation die, steal it back, and Chaos can't steal the escalation die next round.

Spending power on empowered casting: After you have gathered storm, you can use your next standard action to cast an empowered storm voice spell. Empowered storm voice spells deal double the damage of a standard spell. Normally this means that you simply double the damage the spell deals *on a hit or a miss*; don't roll double dice, just double the results.

Non-attack spells generally don't improve when cast with your gathered storm power, though there is a small exception when you use your next standard action to cast a summoning spell. If you use your empowered spell to summon a creature, that creature's first attack roll this round will deal double damage. You don't double all the creature's damage rolls this round, the way you would double the damage rolls if you cast a normal attack spell, but you're getting *some* benefit from having empowered the spell.

A summoned creature you already have in play isn't affected by you choosing to gather storm, mostly because your summoned creatures are independent creatures that take their turns paying no attention to how you've been using your own actions.

If you decide not to use your next standard action to cast a spell, or spend your entire turn unconscious, or otherwise miss the chance to use your next standard action to cast a storm voice attack spell, you lose the storm power you've gathered. If you want to waste a turn you can use your next standard action to gather storm again, but the spell you eventually cast will still simply do double damage, not more than that.

You can spend your move actions and quick actions any way you like after you gather storm and before casting your next spell. Yes, once a battle has started it's possible to perform the magical firefight trick of gathering storm while hiding to the side of the cave entrance, then jumping into the cave opening on your next turn and blasting with the storm-powered spell.

Ongoing damage: If you've gathered storm for a spell that deals ongoing damage, the ongoing damage is doubled the first time it is dealt, but not on subsequent rounds, if any.

Ritual Magic

Unlike sorcerers from the core book, storm voices can cast their spells as rituals (core *13th Age*, page 192).

Sparks (Replaces Dancing Lights)

All storm voices can cast the *sparks* spell as a standard action. *Sparks* produces a number of small flashes of lightning within thirty feet of the caster, strobing and reappearing every few seconds. It's enough light to see most things in an area in the dark, but not enough light to guarantee you're not missing something that's well hidden, or steady enough to read by.

The spell usually lasts at least an hour. You can cast it a number of times per day equal to your Charisma modifier.

Class Talents

For a change from the way most of our other transformation classes work, you won't need to look at the sorcerer's talents to create or play a storm voice. We've renamed or slightly revised the talents that work well already and reprinted them below alongside all-new storm voice talents.

Arcane Heritage: Replaced by Heir of Storm.
Blood Link: Not available.
Chromatic Destroyer Heritage: Replaced by Storm Summoner.
Fey Heritage: Replaced by Storm Tribe.
Infernal Heritage: Replaced by Umath's Violence.
Metallic Protector Heritage: Replaced by Orlanth's Breath.
Sorcerer's Familiar: Replaced by Alynx Familiar.
Spell Fist: Replaced by War Caster (pretty much identical).
Undead Remnant Heritage: Replaced by Heler's Clan.

Alynx Familiar (Replaces Sorcerer's Familiar)

Use the rules from the Wizard's Familiar talent (core rulebook, page 149–150) with the following variations.

First, instead of the wizard's choices between toads, eagles, hawks, and serpents, you've got an alynx. Alynxes are cats between the size of a house cat and a bobcat that are hugely beloved in Orlanthi society. Yinkin, one of Orlanth's loyal thanes, is the god of alynxes.

As with the Wizard's Familiar talent, you get to choose two abilities for your familiar. Most of the abilities available to wizard's familiars can be chosen by alynx familiars. Ignore the core book's parenthetical suggestions for the types of creature that might possess specific abilities: alynxes are flexible creatures and can choose any of the abilities except for the following three banned abilities: flight, mimic, and poisonous are not in the alynx repertoire.

There are also a couple unique alynx abilities to consider.

Charmer: You gain a +2 bonus to Charisma skill checks.
Shadowcat: You gain a +2 bonus to disengage checks.

Heir of Storm (Replaces Arcane Heritage)

You can't take this talent if you have taken the Heler's Clan *talent.*

Choose one of the three cyclic benefits in the gathering storm cycle as your personal inheritance: wind, lightning, or thunder. Once during your turn when you gather storm and gain your chosen cyclic benefit, you can heal using a recovery as a quick action.

Adventurer Feat: Once per day, the recovery is free.

Champion Feat: When you heal using a recovery from this benefit, you heal additional hit points equal to 1d6 x the escalation die.

Epic Feat: Once per battle when you gain your chosen cyclic benefit, you can choose one of the other two cyclic benefits to gain also.

Heler's Clan (Replaces Undead Remnant Heritage)

You can't take this talent if take the Heir of Storm *talent.*

Replace one of the three cyclic benefits in your gathering storm cycle with *rain*, a cyclic benefit available only through this talent. You will never have access to the benefit you replaced; instead you have *rain*. Like the benefit it replaces, *rain's* feats are accessed through the single feat tree that's associated with the storm cycle.

(1–2) (3–4) or (5–6): Rain

Defeated honorably, Heler pledges his powers of Water to serve King Storm.

Adventurer tier
1d3 nearby conscious allies can each heal hit points equal to your Charisma modifier (double your Charisma modifier at 5th level; triple it at 8th level).

Champion tier
As above, and choose a nearby ally. That ally can roll a hard save (16+). If that ally succeeds, they can heal using a recovery.

Epic tier
The champion-tier save is now a normal save (11+).

Adventurer Feat benefit: Regardless of the number of allies that you heal, you also heal damage equal to your Charisma modifier.

Champion Feat benefit: When one of your allies heals using a recovery thanks to rain, that recovery is free instead.

Epic Feat benefit: If the first ally fails the save, choose a second nearby ally to roll a save to heal using a recovery.

Orlanth's Breath (Replaces Metallic Protector Heritage)

You gain a +2 bonus to rolls to re-use *breath weapon* spells during a battle.

Adventurer Feat: You can have multiple *breath weapon* spells active at the same time. You don't gain extra actions, so if you succeed with multiple *breath weapon* spells, you'll generally have to choose which one to cast.

Champion Feat: The bonus to reuse your breath weapon spells increases to +4.

Storm Summoner (Replaces Chromatic Destroyer Heritage)

You gain better access to storm voice summoning spells.

Without this talent, storm voice summoning spells are once per level spells—you can cast them once, but must replace them with a different spell at your next full heal-up.

With this talent, storm voice summoning spells are daily spells.

Storm Tribe (Replaces Fey Heritage)

Twice per day, you can use a quick action to provide two conscious nearby allies (not yourself) with a random blessing drawn from the many gods of Orlanth's pantheon. Roll a d8 twice on the table below to determine which blessings are available, then choose two different nearby allies; each ally receives one of the two blessings. Feel free to narrate the effects as the result of spirits sent from gods with that rune. (It's okay if both blessings turn out to be the same; that rune is strong today.)

If you're curious about the gods that are contributing as members of the tribe, see page 30 in Chapter 2 for a list of members of the Orlanthi pantheon. If you see runes in the pantheon that you think could be expressed as one of your character's allied runes because of your *unique* or backgrounds, that could be a fun piece of customization to work out with your GM!

d8 Roll

1. ᚷ **Air:** Add 3d6 to the target's initiative count. That won't help them act again this round if they've already taken their turn, but it will help them take their next action sooner.
2. ᛉ **Beast:** The target gains a +2 bonus to melee attacks and takes a –2 penalty to MD until the end of the battle.
3. ᛝ **Disorder:** The next enemy to attack the target takes a –4 attack penalty and deals half that attack's damage to itself if its attack roll is a natural 1–5.
4. ᛁᛁᛁ **Harmony:** The target gains a +1 bonus to saving throws until the end of the battle.
5. ᛜ **Earth:** The target gains a +1 bonus to all defenses until the end of the battle.
6. ᛞ **Life:** The target can heal using a free recovery, but it heals only half the hit points.
7. ᚲ **Movement:** The target can use a move action as a free action now, on your turn. If it uses the move action to attempt to disengage, it gets a +4 bonus to the check.
8. ᛉ **Truth:** If none of your allies are staggered, the target gains a +3 attack bonus until the end of its next turn. If one or more of your allies are staggered, the target gains a +1 bonus to all defenses until the end of your next turn for each staggered party member.

Adventurer Feat: You can now also use Storm Tribe once per battle when your natural initiative roll is 16+.

Champion Feat: If at least one ally has the rune of the blessing they received, you can roll a third blessing and assign it to a third nearby ally of your choice.

Umath's Violence (Replaces Infernal Heritage)

Once per day as a quick action when the escalation die is 1+, you can enter a spell frenzy until the end of the battle.

While in a spell frenzy, you roll 2d20 for each of your storm voice attacks. Use the highest result for your attack roll.

In addition, you also take a –1 penalty to all defenses while in a spell frenzy.

Adventurer Feat: Like it or not, when you roll a natural 1 or 20 for initiative, you enter spell frenzy until the end of the battle. This doesn't expend your daily use of Umath's Violence.

Champion Feat: If you wish, you can drop out of spell frenzy as a free action when you become staggered. When you do, you heal Xd6 damage, where X = the escalation die.

Epic Feat: Twice per level, attune another random rune at the start of the day.

War Caster (Replaces Spell Fist)

Your style of magic emphasizes close-range fighting. There are two advantages and one possible drawback to your style.

You gain a +2 bonus to AC. If you're a somewhat normal Orlanthi human, it might make sense to phrase this as constant guardian winds or fields of shimmering magic, but you could also go with dragon scales, tough skin, or something that fits your One Unique Thing.

You can use ranged spells while engaged with enemies without taking opportunity attacks.

You use your Constitution modifier instead of your Charisma modifier to determine the damage you add to all your sorcerer spells.

Adventurer Feat: When you miss with a storm voice spell against an enemy you are engaged with, add your Charisma modifier to the damage you deal. At 5th level, add double your Charisma modifier; at 8th level, triple it.

Champion Feat: Once per battle, you can include one enemy engaged with you as an additional target of any attack spell you cast that targets other enemies.

Epic Feat: Once per day when you cast an empowered spell, each enemy engaged with you becomes an additional target of that spell if it's not already targeted by the spell.

TRANSLATING SORCERER SPELLS

Most sorcerer spells translate decently into storm voice spells with a few systematic adjustments.

References to *random energy* are replaced by *daily random energy*.

Internal references to "sorcerers" refer instead to storm voices, and you should interpret any other self-referential terms with equal charity.

You're also going to want to rename some of the spells to match your power as a storm voice. We've suggested possible names in the spell translation notes appearing at each level below, and you should feel free to re-envision the spells as your own.

1st Level Spells

Here are the changes made to the existing sorcerer spells from the *13th Age* core rulebook to fit the storm voice.

breath of the White: Renamed *wind from Valind's glacier*.
burning hands: Replaced the fire damage with *daily random energy*; renamed *first mighty wind*.
chaos bolt: Replaced with *wild bolt*
lightning fork: Use as is.
resist energy: Use as is, but Orlanth has demonstrated mastery over some of the elemental forces, and the list of damage types the spell can resist is slightly expanded. We'll print the full list here: acid, cold, fire, lightning, poison, thunder. (Not negative energy, not psychic, and definitely not moon!)
scorching ray: Replaced with *storm's wrath*.

Heler's Blessing

Ranged spell ◆ **Daily**
Target: One random nearby ally chosen among allies who are staggered
Effect: The target can heal using a recovery.

3rd level spell	The target gains a bonus to the healing equal to your Charisma modifier (double your modifier at 5th level; triple it at 8th level).
5th level spell	Spell is now recharge 16+ after battle instead of daily.
7th level spell	Spell now targets two random nearby allies, if possible.
9th level spell	If the escalation die is 3+, the target or targets can heal using two recoveries instead of one.

Lightning Spear

Ranged spell ◆ **Recharge** 16+ after battle
Target: One nearby or far away enemy
Attack: Charisma + Level vs. PD
Hit: 3d8 + Charisma 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.

3rd level spell	5d8 lightning damage.
5th level spell	7d10 lightning damage.
7th level spell	10d12 lightning damage.
9th level spell	2d10 x 10 lightning damage.

Adventurer Feat: Note the escalation die when you cast the spell. You gain a bonus to the recharge roll for this spell equal to that result.

Champion Feat: The recharge roll is now 11+.

Epic Feat: The recharge roll is now 6+.

Storm's Wrath

Ranged spell ◆ **At-Will**
Target: One nearby enemy
Attack: Charisma + Level vs. PD
Hit: 1d8 + Charisma *daily random energy* damage.
Natural Even Hit: As a hit, plus the target takes 1d8 ongoing *daily random energy* damage.

3rd level spell	2d8 damage	1d10 ongoing damage on even hit.
5th level spell	3d10 damage	2d6 ongoing damage on even hit.
7th level spell	6d10 damage	2d10 ongoing damage on even hit.
9th level spell	7d10 damage	3d10 ongoing damage on even hit.

Adventurer Feat: This spell now deals miss damage equal to your level.

Champion Feat: This spell can now target a far away enemy, and you gain a +4 attack bonus against flying creatures.

Epic Feat: Once per day when you score a critical hit with this spell, you can cast it again that turn as a free action.

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: Charisma + Level vs. PD
Natural Even Hit: 2d10 + Charisma lightning damage, and you don't expend the spell.
Natural Odd Hit: 1d10 + Charisma lighting damage, and you don't expend the spell.
Miss: Damage equal to your level.

3rd level spell	4d10 damage	2d10 damage on odd hit.
5th level spell	6d10 damage	3d10 damage on odd hit.
7th level spell	8d12 damage	4d12 damage on odd hit.
9th level spell	2d8 x 10 damage	2d4 x 10 damage on odd hit.

Adventurer Feat: Once per day, you can target the enemy with the highest maximum hit points instead of the highest current hit points.

Champion Feat: Natural even misses deal half damage.



Summon Sylph

Close-quarters spell ◆ **Once per level** (unless you have the Storm Summoner talent, in which case this is a daily spell)
Breath Weapon: For the rest of the battle, roll a d20 at the start of each of your turns; on a 16+, you can use *summon sylph* that turn if you wish.

Effect: This spell calls up a sylph (a minor storm elemental) as an independent summoned creature. The power of the sylph depends on the level of the spell—cast as a 3rd level spell, you get the 3rd level sylph.

As a breath weapon spell, *summon sylph* will occasionally allow you to have multiple sylphs fighting for you at the same time. Given how easy they are to destroy, it's more often the case that previously summoned sylphs have been destroyed. Note that these are neither full monsters nor mooks; GMs, if you'd like to use one as a monster, give it full (double) hit points.

As an independent summoned creature, the sylph will fight for you without having to be commanded, but see *creature of wild Air* for the die roll that sylphs make to determine their actions.

Summoned Sylph

Spinning vortices of air animated by the least spirits of Orlanth's hall.

1st level troop [ELEMENTAL]
Initiative: +6 (but usually irrelevant)

Wrenching wind +6 vs. PD—7 damage

C: Storm spark +6 vs. PD (one nearby enemy)—5 lightning damage

Creature of wild Air: Roll a d6 at the start of each of the slyph's turns:
1–3: The sylph doesn't move and uses its *storm spark* attack against a random nearby enemy this turn.
4–6: The sylph teleports (more or less!) as a move action to the nearby enemy with the highest hit points and uses its *wrenching wind* attack against it.

Flight: A sylph flies easily on the currents and is very maneuverable.

AC 15
PD 16 **HP 7**
MD 11

Summoned Sylph (3rd Level)
Wrenching wind +8 vs. PD—12 damage

C: Storm spark +8 vs. PD (one nearby enemy)—8 lightning damage

AC 17, PD 18, MD 13, **HP 12**

Summoned Sylph (5th Level)
Wrenching wind +10 vs. PD—20 damage

C: Storm spark +10 vs. PD (one nearby enemy)—16 lightning damage

AC 19, PD 20, MD 15, **HP 18**

Summoned Sylph (7th Level)
Wrenching wind +12 vs. PD—30 damage

C: Storm spark +12 vs. PD (one nearby enemy)—26 lightning damage

AC 21, PD 22, MD 17, **HP 24**

Summoned Sylph (7th Level)
Wrenching wind +14 vs. PD—52 damage

C: Storm spark +14 vs. PD (one nearby enemy)—48 lightning damage

AC 23, PD 24, MD 19, **HP 50**

Wild Bolt

Ranged spell ◆ **At-Will**

Special: This spell deals *daily random energy* as explained in your class features section on page 195.

Target: One nearby enemy OR one far away enemy with a –2 attack penalty

Attack: Charisma + Level vs. PD

Hit: 1d8 + Charisma *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: Damage equal to your level.

3rd level spell	3d8 damage.
5th level spell	5d8 damage.
7th level spell	7d8 damage.
9th level spell	9d8 damage.

Adventurer Feat: You can now generate the random cyclic benefit from a natural even attack twice per battle instead of once.

Champion Feat: You don't take the –2 penalty for attacking a far away enemy with the spell.

3rd Level Spells

breath of the Green: Replaced poison damage with daily random damage. Renamed *echoes from the storm realm*.

chaos pulse: Renamed *wild pulse*.

dragon's leap: Renamed *Orlanth's leap*.

echoing thunder: Use as is.

Storm King's Greetings

Ranged spell ◆ **Recharge** 16+ after battle

Target: Up to 2 nearby or far away enemies

Attack: Charisma + Level vs. PD

Hit: 3d8 lightning damage.

Effect: Hit or miss, lightning sparks all around you after the attack. Until the end of the battle, when an enemy rolls a natural 1 with an attack, it takes lightning damage equal to your level (yes any enemy, even one far away, and you don't have to see it).

5th level spell	5d8 lightning damage.
7th level spell	7d8 lightning damage.
9th level spell	13d8 lightning damage.

Adventurer Feat: The follow-up lightning now strikes on a natural 1 or 2.

Champion Feat: Enemies now take lightning damage equal to twice your level when they roll a natural 1 or 2 (three times your level at 8th level).

Epic Feat: The recharge roll is now 11+.

TELEPORT

In summoned creature entries like the sylph and the *spear riding trick* for the wind lord (page 228), we're using the word teleport in a different sense than we use it in core *13th Age*. The sylph is transforming to rushing wind and moving from point to point so fast that it normally can't be stopped. The wind lord is jumping on her spear and riding it to the target so fast and so unstoppably that we're calling it teleport to indicate that no one can prevent the movement. It looks different than teleporting wizards in *13th Age*, but it's functionally pretty much the same.

Storm Step

Close-quarters spell ◆ **Recharge** 11+ after battle ◆ Interrupt action to cast

Trigger: An enemy hits you with an attack

Effect: You take only half damage from the attack. In addition, you teleport next to a random enemy you can see that isn't engaged with you, and engage it. If there isn't such an enemy to teleport next to, you can't cast the spell. Note that it's possible that casting the spell could randomly put you high into the air, momentarily engaged with a flying enemy before you fall, or put you in a location you would really rather not occupy.

Champion Feat: The recharge roll is now 6+.

Epic Feat: After you teleport next to a random enemy and engage it, that enemy takes thunder damage equal to your level + triple your Charisma modifier.

Whirlwind

Close-quarters spell ◆ **Recharge** 11+ after battle

Target: Up to 3 nearby enemies

Attack: Charisma + Level vs. PD

First Hit: 1d6 damage.

Second Hit: 2d6 damage.

Third Hit: 3d6 damage.

Effect: Each target you hit is tossed about by winds and loses its next move action. On a critical hit, the GM can rule the target could take further damage or effects if in a precarious position when it gets tossed.

Miss: If the target was engaged with you, it must roll a save; on a failure it pops free from you.

5th level spell	2d8/3d8/4d8 damage.
7th level spell	2d10/3d10/4d10 damage.
9th level spell	3d12/6d12/8d12 damage.

Adventurer Feat: Each target loses its next move action, even on a miss.

Champion Feat: When you miss with this spell's first attack or second attack, double the damage of the next attack in the sequence if it hits.

∞ ***Epic Feat:*** Each target hit by the attack loses flight (save ends). If currently flying, it must use its next move action to land, or else fall.

5th Level Spells

breath of the Black: Renamed *killing rain*.
the Queen's shadows: Renamed *the great chariot*.
three dooms: Use as is.
unearthly glamour: Renamed *royal authority*.

Summon Storm Ram

Close-quarters spell ◆ **Once per level** (unless you have the Storm Summoner talent)
Effect: This spell calls up a storm ram as an independent summoned creature. The power of the storm ram depends on the level of the spell—cast as a 5th level spell, you get the 5th level storm ram.

The storm rams you summon from the middle Air aren't the same as the storm rams you may encounter in the world. Use the stats below instead of the stats in the Enemies chapter.

Summoned Storm Ram

5th level troop [BEAST]
Initiative: +10 (but usually irrelevant)

Swinging horns +10 vs. AC—20 damage, and the target pops free from the storm ram

Horns and hooves +10 vs. AC—30 damage
Natural even miss: 15 damage.

Creature of unpredictable storm: Roll a d6 at the start of each of the storm ram's turns:

- *1:* The storm ram spends its turn attempting to disengage and moving to gain altitude.
- *2–4:* If engaged, the storm ram uses its *swinging horns* attack against a random enemy engaged with it. If not engaged, it moves and uses *horns and hooves* against a random nearby enemy.
- *5–6:* Control the storm ram's actions as you like.

Flight: A storm ram is one with the sky and flies well.

AC 20
PD 19 **HP 48**
MD 17

Summoned Storm Ram (7th Level)

Swinging horns +12 vs. AC—20 damage, and the target pops free from the storm ram

Horns and hooves +12 vs. AC—30 damage
Natural even miss: 20 damage.

AC 22, PD 21, MD 19, **HP 72**

Summoned Storm Ram (9th Level)

Swinging horns +14 vs. AC—40 damage, and the target pops free from the storm ram

Horns and hooves +14 vs. AC—50 damage
Natural even miss: 35 damage.

AC 24, PD 23, MD 21, **HP 120**

Victory Thunder

Close-quarters spell ◆ **At-Will**
Target: One nearby or far away enemy
Effect: You and one nearby ally gain a +2 bonus to all defenses against the target's attacks until it hits one of you, until you cast this spell again, or until the end of the battle. In addition, the next time the target attacks you or that ally, you can make an *Orlanth's wrath* attack against it as an interrupt action.
Orlanth's Wrath
Attack: Charisma + Level vs. PD
Hit: 20 lightning damage, and 2d6 ongoing thunder damage.
Miss: Thunder damage equal to your level.

7th level spell	30 lightning damage, and 3d4 ongoing thunder damage.
9th level spell	60 lightning damage, and 3d8 ongoing thunder damage.

∞ ***Epic Feat:*** The spell's ongoing damage dice increase by one size (for example, d4s to d6s, or d6s to d8s).

7th Level Spells

breath of the Blue: Renamed *7th wind of the sacred lightning*.
stolen faces: Not available. In fact, this type of power belongs to the trickster in Glorantha. You can find it as *got your face* on page 213.
touch of evil: Not available. Unlike the sorcerer, the storm voice doesn't draw on demonic powers.

Breath of the Furious Storm

Close-quarters spell ◆ Daily

Breath weapon: For the rest of the battle, roll a d20 at the start of each of your turns; on a 16+, you can use *breath of the furious storm* that turn if you wish.

Targets: 1d3 nearby enemies in a group; *breath weapon*

Attack: Charisma + Level vs. PD

Hit: 4d8 + Charisma thunder damage.

Miss: Half damage.

Effect: Hit or miss, you create a small thundercloud that hovers above one of the targets of your choice. While the cloud is over the target, the first time that creature makes an attack each turn, the cloud lets forth a peal of thunder at it as an interrupt action before the attack. The target must roll a save; on a failure, it's dazed for that attack. The thundercloud lasts until the start of your next turn if you missed with the attack, and is save ends (11+) if you hit with the attack.

9th level spell 8d8 damage.

Champion Feat: You now create a thundercloud for each target, instead of only one target.

∞ ***Epic Feat:*** The spell is now recharge 16+ instead of daily.

The Waiting Storm

Ranged spell ◆ **Daily**

Special: You can't cast this spell with your next action after you have *gathered storm*.

Target: One nearby enemy for each time you've *gathered storm* so far this battle.

Attack: Charisma + Level vs. PD

Hit: 9d12 + Charisma lightning damage.

Miss: Half damage.

9th level spell 2d10 x 10 damage.

Champion Feat: You can now target far away enemies with this spell.

∞ ***Epic Feat:*** The spell is now recharge 16+ instead of daily.

9th Level Spells

breath of the void: Renamed *breath of the god*; replaced negative energy damage with thunder damage.

calling the blood: Not available.

silver flame: Not available.

Umbroli Allies

Close-quarters spell ◆ **Daily**

Effect: You call upon Orlanth's host of spirits, and storm winds swirl around the battlefield under your control. Once per turn as a quick action until the end of the battle, you can take one of the following actions:

- Move up to two allies somewhere nearby their current location, or move one enemy somewhere nearby. This movement doesn't provoke opportunity attacks. You can move an enemy into dangerous terrain (like over a cliff), but it can roll an easy save (6+) to avoid the danger; on a success it lands in the closest safe area.
- Gain flight as a move action until the start of your next turn. If you don't land at the end of your turn, during your next turn, you must either extend your flight as a move action or fall and take damage (based on tier).
- Batter your enemies with powerful blasts of wind. Make an attack against 1d3 enemies in the battle: **Charisma + Level + 2 vs. PD**—3d10 damage, and the target pops free from each enemy engaged with it.



TRICKSTER

"Here, this is the only chicken I have."
"No, no I told you to go help the berserker!"
"Oh look, I found another chicken in my pants. Everything will be fine now."

Overview

Required: *You must be a devotee of Eurmal. You might not realize it, like the trickster in our campaign who is sure he is a Sword Priest of Humakt. But Eurmal it is.*

Play Style: If everything in the world went according to plan, it would be like nothing happened at all. You are here to make sure things don't all go exactly to plan! You are a locus of luck, both fortune and misfortune. Your antics are comical, but things have a way of turning out better when you're around.

Of all the classes, the trickster is the most dependent on the personality of the player. Some people shouldn't even read the class. Others may greet this as the roleplaying experience they've been itching to access.

If your campaign has people from both personality groups, the trickster might even become a challenge for your group dynamics. The class is studded with notes about avoiding dragging the rest of the table down—comic license is only available when you're actually funny. We're aware that this is a delicate line. It's a good thing that every Gloranthan culture agrees that it's pretty much always okay to slap a trickster down when their jokes aren't funny, or even if they are.

And another thing. . . . The trickster doesn't follow the same power arc as most other characters. In order to be a bad luck magnet and a scapegoat and a general boggle-farter, the class is front-loaded with features and abilities at 1st level. But when all the other characters are hitting champion-tier and epic-tier and becoming awesome, you're still going to be the trickster. Your abilities are never going to curve up toward Hero-dom, unless you count the very likely possibility that you're going to be the first player character to try out the Heroic Return rules.

One final piece of advice: the more friends you have the better. You're not a Nordic Loki-style trickster, capable of going off and creating some trouble on your own. (Well, that's not technically true—you're not likely to *survive* that trouble.) You won't last long in combat without the camaraderie, team spirit, and heavy armor of your good friends, the real warriors. Mostly their heavy armor and sharp weapons. Get all the way down to a three-character party, with you as one leg of the tripod, and you might all be going down together.

And hey, that's the name of one of your powers!

Ability Scores: Charisma and Constitution are your two most important abilities. You'll use Charisma for most of your odd behavior, strange attacks, and misplaced luck. Constitution is important simply to survive your odd behavior, strange attacks, and misplaced luck.

Tricksters gain a +2 class bonus to Charisma or Constitution, as long as it isn't the same ability you increase with your +2 racial bonus.

Backgrounds: A few options include: *beastman mascot*, as someone who sought refuge with the centaurs and less seemly creatures of Beast Valley; *village idiot*, for someone who's learned how to get by without lifting a finger; *whipping boy of a Tarshite noble*, if you've been something of a target-jester; *golden child*, for the spoiled, useless favorite of an important personage; *consummate actress,* for a woman who believes that she is only playing a trickster as part of an elaborate performance of *The Hero Wars*; *dog child*, for one who basically lived as a dog for most of their youth; *former soldier*, as a wounded veteran who won't admit precisely who they warred for but clearly had a life-altering experience; *failed herder*, for someone who realized their skills lay outside agriculture; *secret priestess*, since you were initiated into more cults that you'd imagine possible; *multicultural troublemaker*, for someone who's not a hopeless loser, perhaps including the female trickster strutting on page 212; *local weirdo*, because that's a lot more common!

Gods: Eurmal and you: bfff.

Runes: Eurmal has runes. Two of them. You've probably got another one also. Nearly everyone does. So yeah. ☒ Disorder and ∴ Illusion and ? TBD.

Gear

At 1st level, tricksters have a few items they like enough to not lose or throw away, plus whatever they've managed to keep from escaping from a bag they are carrying.

If you're the trickster who likes shiny pretty things, start with 25 gp. If you've got someone's money pouch in your pocket but you're not sure which coins are in there, start with 1d6 x 10 gp.

Armor

Generally, you're lucky if you're still wearing clothes.

Type	Base AC	Atk Penalty
None	*9*	—
Light	11	–2
Heavy	12	–5
Shield	+1	–2

Trickster Level Progression

Trickster Level	Total Hit Points	Total Feats	Powers Known	Pool Available	Level-up Ability Bonuses	Damage Bonus From Ability Score
Level 1	(6 + CON mod) x **3**	1 adventurer	2	Adventurer Tier	—	ability modifier
Level 2	(6 + CON mod) x **4**	2 adventurer	2	Adventurer Tier	—	ability modifier
Level 3	(6 + CON mod) x **5**	3 adventurer	3	Adventurer Tier	—	ability modifier
Level 4	(6 + CON mod) x **6**	4 adventurer	3	Adventurer Tier	+1 to 3 abilities	ability modifier
Level 5	(6 + CON mod) x **8**	4 adventurer 1 champion	4	Champion Tier	—	2 x ability modifier
Level 6	(6 + CON mod) x **10**	4 adventurer 2 champion	4	Champion Tier	—	2 x ability modifier
Level 7	(6 + CON mod) x **12**	4 adventurer 3 champion	5	Champion Tier	+1 to 3 abilities	2 x ability modifier
Level 8	(6 + CON mod) x **16**	4 adventurer 3 champion 1 epic	5	Epic Tier	—	3 x ability modifier
Level 9	(6 + CON mod) x **20**	4 adventurer 3 champion 2 epic	6	Epic Tier	—	3 x ability modifier
Level 10	(6 + CON mod) x **24**	4 adventurer 3 champion 3 epic	6	Epic Tier	+1 to 3 abilities	3 x ability modifier

Note: Although not listed on this table, this class gets three talents. It does not get more at higher levels.

Trickster Stats

Initiative, AC, PD, MD, Hit Points, Recovery Dice, Feats, and some Talents are level dependent.

Ability Bonus	+2 Charisma or Constitution (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (no armor)	9 + middle mod of Con/Dex/Wis + Level
Physical Defense	12 + middle mod of Str/Con/Dex + Level
Mental Defense	14 + middle mod of Int/Wis/Cha + Level
Hit Points	(6 + Con mod) x Level modifier (see level progression chart)
Recoveries	(probably) 8
Recovery Dice	(1d10 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Runes	∴ Illusion, ✠ Disorder, and a personal rune
Talents	3
Feats	1 per Level



Weapons

Words are the best weapons since you can always find them. Sometimes you find real weapons too, but most of them just end up giving you nasty cuts. Usually you're carrying whatever is handy, like a fireplace poker, semi-pointy table leg, wagon-wheel spoke, egg-shaped rock, heavy wooden dinner plate from the last inn, or whatever you happen to have in your bag.

Trickster Melee Weapons

	One-Handed	Two-Handed
Small	1d4 (–1) dagger, wooden spoke	(-1) 1d6 table leg club
Light or Simple	1d6 (–2) fireplace poker, tongs	1d8 (–2) heavy wood dinner tray
Heavy or Martial	1d8 (–5 atk) chain and ball	1d10 (–5 atk) improvised weapon

Trickster Ranged Weapons

	Thrown	Bow
Small	1d4 (–2 atk) dagger, item from bag	—
Light or Simple	1d6 (–3 atk) wood dinner plate, item from bag	1d6 (–4 atk) shortbow
Heavy or Martial	1d8 (-5 atk) someone else's weapon	1d8 (–5 atk) longbow

Basic Attacks*

Melee attack
At-Will
Target: One enemy
Attack: Strength + Level vs. AC
Hit: WEAPON + Strength damage
Miss: You take 1 damage.

Ranged attack
At-Will
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: WEAPON + Dexterity damage
Miss: 1 damage to an ally of the GM's choice.

*It's worth mentioning that there aren't any weapons we can think of that you get to use without an attack penalty, per the table earlier. Your basic attacks are real bad.

Class Features

Tricksters always have a lot going on around them, sometimes good and sometimes bad. The following class features represent the trickster's changing circumstances.

Clumsy, Dithering, Disordered, Unfocused
What stupidity is distracting you when the fight breaks out? Whatever it happens to be each time, you take a –5 penalty to initiative. While everyone else is leaping into battle, you're either chasing a bug or chattering on about how boots don't taste like they used to.

Erratic at Best
After every full heal-up, you lose one of your current trickster talents, determined randomly, and acquire a new random trickster talent from the talents you weren't using. Here's how that works. First, at the start of your adventuring career you can choose your three talents (but that won't last long). From then on, you start changing them out during each full heal-up. First assign your three talents to a d3 and roll to see which one you lose. Since there are nine total talents, you should have six available (since you can't immediately reacquire the talent you just lost). Assign those talents to a d6 and roll for the new you. *Voila*!

Since your loss of one talent and acquisition of another may have eliminated one or more of your feats and may also have opened up new options, you can reassign one feat at adventurer-tier, two feats at champion-tier, and three of your feats at epic-tier, even if none of your existing feats were displaced by the change-up. Your new feat choices also don't need to be linked to your talents.

Note that our usual rules for changing powers and talents around are usually quite forgiving. But the trickster should be stuck with the results of these Erratic at Best change-ups. This isn't the class that designs its perfect approach to the world. It careens.

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.

You have the *feckless strike* attack.

Feckless Strike
Melee attack ◆ **At-Will**
Target: One enemy
Attack: Charisma + Level vs. MD
Hit: Apply feckless points to the target equal to 1d6/level + your Charisma modifier (double your Charisma modifier at 5th level; triple it at 8th level). Feckless points last until the end of the battle or until used up, but they don't stack. When you hit an enemy that already has feckless points, use the higher of the two results, not the total.

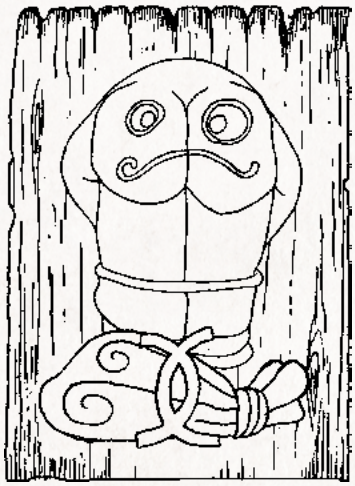
When an ally hits that target with an attack that deals something other than feckless damage, that ally gains a damage bonus equal to the feckless points assigned to the target. That damage bonus is the same type dealt by the ally's attack, making your ally look awesome. Feckless points apply to a mook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

Adventurer Feat: You can now use *feckless strike* for opportunity attacks.

Champion Feat: Your feckless points can now stack on an enemy and are cumulative up to a maximum of 10 points per level.

Champion Feat: The feckless point damage bonus now applies when an ally damages the target, instead of only when they hit the target.

Epic feat: Once per day when you apply feckless points to an enemy, you can curse it with a dazing effect. When an ally applies the feckless point damage bonus, the target is also dazed (save ends).



Class Talents

Choose three of the following talents at 1st level. Given that you are Erratic at Best, the talent won't stay with you forever.

Abject Failure

When you attempt to accomplish something, you often take a moronic approach to it and fail. Your allies, however, prove to be quite capable. Twice per day when you roll a skill check, roll two d20s. You use the lower result for your check. Until the end of the battle or for the next five minutes, one nearby ally can use the higher result for the same type of skill check. You can't stockpile bad dice this way, use your current Abject Failure problem-die before getting another.

By the way, when you fail at a social task, it is usually disastrous in some way. It is perfectly acceptable for your allies to beat you in response (no real damage), which often helps smooth over a rough situation.

Adventurer Feat: Now an ally can use the higher result for any skill check, not necessarily the same type.

Bad Luck Magnet

Bad luck has a habit of landing on you even when it's looking for someone else. Once per battle when an ally rolls a natural 1–3 on an attack roll or save, you can "take a 1." If you do, the ally rerolls that attack or save. During your next turn, if you make an attack, use a natural 1 result instead of rolling. If you don't make an attack that turn, you instead undertake a bone-breaking stunt of some sort, such as running full tilt into a stone wall. The stunt requires a standard action and you take damage equal to the ally's level (double their level at 5th level; triple it at 8th level).

Adventurer Feat: Now you can use Bad Luck Magnet out of combat when an ally rolls a natural 1–3 on a skill roll. Figure out some horrible way to damage yourself, and you can't use the talent in your next battle.

Champion Feat: What the heck. Now you can use Bad Luck Magnet when an ally rolls a natural 1–5. You still get a natural 1 for your troubles.

Epic Feat: It's great to be your ally, because when you use Bad Luck Magnet, the ally who is doing the reroll can roll an extra d20 and choose the result they like best.

Battle Luck

One battle per day, roll a d20 at the start of the battle. Until the end of the battle, when the trickster or any of their allies hit with an attack and roll the same result, it's a critical hit instead. If they roll that same result and miss, it's a hit instead. In addition, each time the trickster or an ally rolls that result with an attack, the trickster can heal using a recovery.

Adventurer Feat: Recoveries the trickster gains with Battle Luck are free.

Champion Feat: You can now use Battle Luck twice per day

Epic Feat: When you use Battle Luck, choose one ally and roll a second d20. That ally gets to use either result. (Only one result because your two rolls are the same? Oh well.)

Bounce Back

When you heal using a recovery, you heal 1 additional hit point for each recovery you've used (or lost) since your last full heal-up, including the one you're currently using. For example, you gain +1 hp for the first recovery you use, +2 hp for the second, and so on (+2 hp per recovery at 5th level; +3 hp per recovery at 8th level).

Adventurer Feat: Gain an additional recovery.

Champion Feat: When you use your last recovery, you heal to your maximum hit points.

Epic Feat: When you use Bounce Back while on the Hero Plane, one of your nearby allies also heals hit points equal to the bonus hit points you're getting from the talent.

Dumb Dumb

Once per battle when an enemy misses you with a melee attack or close-quarters attack, you can have the enemy immediately reroll the attack as if it had been its own target instead of you. When you use this power, you become vulnerable to all other attacks for one round (usually the end of that enemy's next turn).

Adventurer Feat: The enemy is now also vulnerable until the end of its next turn. It might even crit itself.

Champion Feat: Now you can also use Dumb Dumb against an enemy's ranged attack.

Epic Feat: You're no longer vulnerable after using this power.

Follow Me! No Her! No Me!

Once per day as a quick action, reroll the escalation die, even if hasn't yet been set to 1. Until the end of the battle, instead of advancing the escalation die normally at the start of each round, roll the escalation die and live with the new result. This effect ends the first time you roll a 1 with the escalation die, even if it's your first roll of the escalation die. At that point, the escalation die is set at 1 and advances normally.

Fortunate Collision

Once per battle when a nearby ally drops to 0 hit points or below, you might get in the way instead. Roll a save. If you fail, nothing happens and your ally drops. If you succeed, your ally smashes into you or into some strange situation that you engineered and they miraculously stay on their feet. When this happens, you lose a recovery and your ally heals using a free recovery. Note that you aren't being moved adjacent to the ally necessarily; maybe you just happened to be there for a second, or maybe something you bumped into fell in the way, or maybe some weird trickster juju got the job done. Maybe no one is sure just how it all worked out, even you!

Adventurer Feat: If the save fails, you don't expend the power and can use it again during a later turn this battle.

Champion Feat: The save is now an easy (6+).



Scapegoat

When you make a save against a save ends effect and one or more of your allies is also subject to a save ends effect, roll two d20s. The higher result goes to that ally (you choose if more than one) and they use it as an immediate save. You use the lower result. No, scapegoating is not optional while you have the talent. Good luck out there.

The Very Thing

Once per day, you stumble across the very thing that the party needs in order to move the story forward out of combat. Most likely, it's one of your allies who recognizes what it is you've found or revealed. For example, the PCs are trying to figure out how to forge an important document, but they can't concentrate because the trickster is making a lot of noise sucking on some toy. The Humakti angrily smacks the trickster up the back of the head, and he coughs his toy onto the ground. It's a signet ring, useful for forgery. Of course, the trickster doesn't remember how he came to have it.

BEYOND COMBAT

Some trickster talents, like Bad Luck Magnet, beg to be used outside of combat instead of only in battle. Using that talent as an example, its cost (rolling a 1 with your next attack or taking a little damage) is a true problem in combat, not much of a problem outside combat. Our advice is to feel free to interpret trickster talents and powers somewhat creatively outside combat, but if there is meant to be a cost, don't let the trickster skate free just because the mechanics as written don't seem to create a problem. Bad Luck Magnet, for example, should *really* amount to bad luck when you take on an ally's roll of a 1-3 on a save outside combat, and we're sure you, the GM, and the rest of your gaming table can come up with something appropriate!

Adventurer-Tier Powers

Bloodcurdling Cry of Anguish

Recharge 11+ after battle ◆ Interrupt action
Trigger: You are hit by an attack.
Effect: You bellow out an inhuman cry of outrage, or maybe a mewling whimper of defeat. Then you curl up in a ball or otherwise play dead, and no enemy can choose you as a target or engage you until the start of your next turn or until you take a move or standard action, whichever comes first.

Dance of Blood and Slapstick

Close-quarters power ◆ **Once per battle**
Effect: You make a basic melee attack against an enemy that is also engaged with one of your allies. As a free action, that ally makes a basic melee attack against it, too. If the enemy doesn't drop to 0 hp, it then makes a melee attack against you as a free action. If you drop to 0 hp or below from its attack, that enemy also makes a melee attack against your ally that attacked it as a free action.

Adventurer Feat: Your ally gains a +4 bonus to the attack.

Champion Feat: If you drop to 0 hp or below from the enemy's attack, it doesn't get to attack your ally.

Epic Feat: After all attacks, if the enemy is still standing, it takes 20 ongoing psychic damage from cosmic bewilderment.

Fuster Cluck

Close-quarters power ◆ **Once per battle**
Effect: Choose one enemy that you're engaged with. It's vulnerable until the start of your next turn. In addition, it makes a melee attack against itself as a free action, if it can. 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 (if it can), but the attack automatically misses if the natural attack roll is odd. If the enemy misses you with this attack, you can make a *fuster* attack against it.

Fuster Attack

Melee attack ◆ **Once per battle**
Attack: Charisma + Level vs. PD
Hit: 10/level + Charisma modifier damage (double your Charisma modifier at 5th level; triple it at 8th level).
Miss: Charisma modifier damage (double your modifier at 5th level; triple it at 8th level)

Adventurer Feat: Choose one option for the enemy before its first attack: it gains a +1 bonus to the attack against itself, OR it takes a –2 penalty to the attack against you.

Champion Feat: If the enemy scores a critical hit against itself, it takes triple damage instead.

Epic Feat: Once per day when an enemy engaged with you attacks you and rolls a natural 1-5, you can make a *fuster attack* against that enemy as a free action.

Taunt

Ranged attack ◆ **Once per battle**
Target: One nearby enemy
Attack: Charisma + Level 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.

LANGUAGE OPTIONAL

We're not saying that you need to share a language with the target. In fact, the attack can target mindless creatures! You manifest the power of Eurmal, the most annoying god in the cosmos. Anyone can hate you, or maybe just really want to eat you, stomp on you, or keep you 'safe' forever and ever.

Champion-Tier Powers

Disruption

Special: After using this power, you can use it again once during each of your turns until the end of the battle as a quick action, as long as there are two or more legal targets.
Ranged attack
Recharge 16+ after battle
Target: One random nearby enemy
Attack: Charisma + Level vs. MD
Hit: 1d3 damage, and the target is hampered until the end of its next turn.
Natural 1–3: You can't use this power again this battle.

TRICKSTER MAGIC

Some tricksters say that *disruption* used to be able to hit people straight between the eyes, back in the Dawn Age. Randomly, of course, but if you thought about it for a week afterwards, you maybe got more powerful. Tricksters are weird.

Get up Get-up Getup Ohpleasegetup!

Close-quarters attack ◆ **Daily**
Target: One nearby unconscious ally
Attack: Charisma + Level vs. MD
Hit: The target can heal using a recovery.
Crit: The target heals using a free recovery instead.
Miss: The target gains a bonus to their next death save equal to your Charisma modifier.
Fumble: The target takes 2d12 psychic damage.

Champion Feat: If you are next to your ally kicking them awake while making the attack, you can reroll the attack once. Whatever the outcome, the target takes damage equal to your level *after* any healing or unfortunate fumble damage if you roll a 1 on the reroll.

∞ *Epic Feat:* This power is now recharge 16+ after battle instead of daily.

Let's All Go Down Together

Recharge 16+ after battle ◆ Quick action
Effect: Until the end of your next turn, the next creature that misses with an attack takes 3d6 damage of a type that seems appropriate for their attack going terribly wrong somehow, or half that amount if it's you who misses, or one of your allies. The next creature takes 6d6 damage, the next takes 9d6, and so on, with you and your allies only taking half, until the end of your next turn. (8th level: the damage increments are now 5d6/10d6/15d6, etc.)

Champion Feat: The effect now ends at the start of your next turn. So you don't have go down with the rest of them.

∞ *Epic Feat:* The damage increments now use d10s instead of d6s.

Luck Twister

Recharge 11+ after battle ◆ Quick action
Effect: Roll a d20. Until the start of your next turn, you can replace one enemy's attack roll before it makes an attack with your roll.

Adventurer Feat: You can now replace an enemy's attack roll or an ally's attack roll.

Champion Feat: The power is now recharge 6+.

∞ *Epic Feat:* You can replace the roll after seeing the roll instead.

Spit Lobbing

Close-quarters attack ◆ **Recharge** 6+ after battle ◆ Quick action
Target: One nearby enemy
Effect: Roll a d20 and record the result. Later in the battle when an ally attacks the target, after making their attack roll, they can choose to replace the roll with your d20 roll. Once an ally chooses to replace their roll, the effect ends (though the epic feat allows the effect to be used twice before it ends).



Champion Feat: You can increase the natural result of your roll by 1 after you've rolled it. But not above a natural 20!

∞ *Epic Feat:* Two allies can use the result before it ends.

Victory Strut

Daily
Effect: Once at least half the enemies in a battle have been defeated, and you are not engaged by an enemy, you can perform a victory strut. The GM judges what "half" should be (ask them) and it's half of the enemy's overall strength, not its raw numbers. When you strut, each of your allies (but not you) can roll a save against a save ends effect or heal using a recovery. Victory struts become more outlandish and distasteful as the trickster rises in level. If you want, feel free to move a little bit as part of your strut.

Champion Feat: You can try to make a victory strut before the enemies are half-defeated! If you do, roll a normal save (11+). If you succeed, *victory strut* works as planned. If you fail, you wasted your standard action strutting and *victory strut* has no effect other than making you look even more ridiculous than normal. If you abase yourself amusingly, perhaps the GM will allow you to keep *victory strut* for a different battle instead of expending it. But probably not.

∞ *Epic Feat:* When you strut successfully, your allies either gain a +2 bonus to their saves, or heal additional hit points equal to quadruple your Charisma modifier when they use the recovery.

Epic-tier Power

Got Your Face

Recharge 16+

Special: You can't use this power before the escalation die reaches 1 or higher.

Quick action

Effect: You've got a bunch of nearby player character allies, right? This battle you can use the powers of your allies (including spells, talents, and racial powers, and even expended powers, but not magic item powers). First roll a d4 to see how many total powers you can borrow. Then for each result, randomly select a PC ally you emulate. Randomly choose one of that PC's powers. You now have that power until [your next full heal-up]. That's a lot of dice rolling. Aren't you glad you're the trickster? (For allies with a lot of power and spells you may just want to shut your eyes and stab a finger at their character sheet.)

For a change you're not stealing your allies' powers. You're just borrowing them and using them gently, and they can use the power too. Even better, when you use an ally's power, you *are required* to imitate them or mock the way they do things. The magic just doesn't work properly if you fail to mock them.

Maybe not all the powers will work out for you, or maybe they will. We play that if you mock your ally *really* well, the ability score required to use a power or cast a spell shifts to something you can use better, and melee attack abilities merge with your feckless strike, and so on. Obviously that's a roleplaying thing rather than game mechanics, so have fun.

∞ ***Epic Feat:*** When you are judged to have mocked an ally especially well while using their power, that ally can roll a hard save (16+). If they succeed, that ally gains another use of the power this battle.



TROLL WARRIOR

In troll culture, you'd probably be known as a Karrg Son, an elite warrior dedicated to protecting the priestesses of the Great Hell Mother, Kyger Litor. But you may not be part of troll society anymore, and among humans, you're known as trouble.

Overview

Required: *You must be a troll and a devotee of a non-pacifist god from the ● Darkness tribe. You're generally a devotee of Kyger Litor and her warrior son Kaarg, but depending on the campaign and the GM's comfort with troll gods, you might be devoted to a god such as Argan Argar, or the troll warrior twins, Gore and Gash, or even the troll god of drumming, Hombobobom.*

Play style: The troll warrior is a transformation of the barbarian class from pages 77–82 of the core *13th Age* rulebook. Like the barbarian, the troll warrior is a simple class. It transforms the barbarian's rage with a new class feature called Frenzy and offers an alternative heavy armor version that's more about standing your ground to dish out more and more damage.

Ability Scores: Strength is the most important score for a troll warrior. Like the barbarian and the Orlanthi warrior, your second most important ability score is Constitution. Of course, you're a troll who already has high scores in both abilities, so lucky you.

You gain a +2 class bonus to Strength or Constitution, as long as it isn't the same ability you increase with your +3 racial bonus.

Backgrounds: You could have gone anywhere trolls go, done most everything trolls do, or lived entirely apart from the mainstream of Darkness society. Well, that's not entirely true: as a troll warrior you're probably not a true top-class member of troll society, if you are still a member of troll society at all, so the odds are that you were not taking the plum jobs in the Fortress of Lead like attending on Mistress Race trolls or serving as any type of priest. But this is your Glorantha and you've got a One Unique Thing, so maybe you'll surprise us.

Writing about possible troll backgrounds leads to enticing territory, but this isn't a book that can take the time to explain all the wonderful weirdness of the troll world. So we need to stick to the basics. For a start on troll warrior backgrounds that don't require a huge amount of Gloranthan knowledge to back up, consider *former raid leader*, for a ravager who has made common cause with surface folk he used to destroy; *fungal brewmaster*, for someone who makes the special treats; *troll ball champion*, for a hero of the trolls' beyond-full-contact game played with a living ball; *mercenary ravager*, for someone who's done just about everything there is to do on a battlefield for many different masters; *butcher*, for a troll who knows how to carve just about any type of meat (yes, *any*); *wild stalker*, for a hunter type; *man hunter*, for a hunter who hunts dangerous game for bounty or food; *surface world trader*, for a troll civilized enough to not just take what it needs, which might mean association with Argan Argar; *beast killer*, for a troll who made a living hunting Praxian beasts and any other delicious mounts foolish enough to get close; *bouncer*, for a troll who found a perfect way to fit into big city life before the Hero Wars erupted in earnest; *bug wrangler*, for someone who's comfortable caring for the giant insects trolls use as semi-domesticated beasts; *rough sculptor*, because trolls can eat through any materials you can sculpt with; *troll musician*, for a chanter or drummer who helps with rituals, morale, and entertainment.

Gods: Covered above in the text on requirements for the class.

Runes: Nothing specific called on by the class mechanics. But you are a troll, and there's plenty of ● Darkness flavor.

Gear

Trolls who are hard up have a tendency to eat their possessions. You may have less equipment than other people at first, or you may have avoided needing to eat non-tasty inorganics.

At 1st level, a troll warrior is definitely going to have weapons and some armor, one or three tools or knick knacks left over from their backgrounds, and something grubby or moldy or smelly to eat (oh, wait, it's gone).

Money: Trolls use slugs of lead called bolgs as money. They're freaking heavy and ugly, and surface people only accept them when there are so many trolls around that they pretty much have to. You've probably got a few, but it's probably fortunate that they work great as sling stones.

Armor

Lower-status troll warriors wear leather or hide armor or maybe crudely worked bronze. Higher-class warriors wear better bronze or ritually enchanted lead that works just as well as bronze. They don't wear iron (see page 46).

Troll Warrior Armor & AC

Armor Type	Base AC	Atk Penalty
None	10	—
Light	*11*	—
Heavy	12	–2
Shield	+1	—



Weapons

Troll warriors don't mess with swords. They like the heaviest possible weapons that smash things. Maces and warclubs and great clubs and morningstars. Sometimes spears. Bows are a bit much for trolls to handle; instead they rely on slings for ranged weapon attacks. Axes are dwarven weapons, so trolls avoid them unless they've sung *the tree chopping song* and are out to chop down elves, like the troll warrior pictured hunting in the Vale of Flowers on page 320. (Sorry, we're not teaching the *tree chopping song* in this book, that will come when we've got elves to chop!)

Troll Warrior Melee Weapons

	One-Handed	Two-Handed
Small	1d4 fist or rock	1d6 club
Light or Simple	1d6 mace	1d8 spear
Heavy or Martial	1d8 morningstar, heavy mace	1d10 great club

Troll Warrior Ranged Weapons

	Thrown	Sling
Small	1d4 rock	—
Light or Simple	1d6 bigger rock, javelin	1d6 sling
Heavy or Martial	—	1d8 big sling

Troll Warrior Level Progression

Troll Warrior Level	Total Hit Points	Total Feats	Class Talents	Level-up Ability Bonuses	Damage Bonus from Ability Score
Level 1	(6* + CON mod) x **3**	1 adventurer	3 adventurer		ability modifier
Level 2	(6* + CON mod) x **4**	2 adventurer	3 adventurer		ability modifier
Level 3	(6* + CON mod) x **5**	3 adventurer	3 adventurer		ability modifier
Level 4	(6* + CON mod) x **6**	4 adventurer	3 adventurer	+1 to 3 abilities	ability modifier
Level 5	(6* + CON mod) x **8**	4 adventurer 1 champion	3 adventurer 1 champion		2 x ability modifier
Level 6	(6* + CON mod) x **10**	4 adventurer 2 champion	3 adventurer 1 champion		2 x ability modifier
Level 7	(6* + CON mod) x **12**	4 adventurer 3 champion	3 adventurer 1 champion	+1 to 3 abilities	2 x ability modifier
Level 8	(6* + CON mod) x **16**	4 adventurer 3 champion 1 epic	3 adventurer 1 champion 1 epic		3 x ability modifier
Level 9	(6* + CON mod) x **20**	4 adventurer 3 champion 2 epic	3 adventurer 1 champion 1 epic		3 x ability modifier
Level 10	(6* + CON mod) x **24**	4 adventurer 3 champion 3 epic	3 adventurer 1 champion 1 epic	+1 to 3 abilities	3 x ability modifier

* Troll warrior hit points start low each day but increase the more battles you fight! See the Survivor Tough class feature.

Troll Warrior Stats

Initiative, AC, PD, MD, Hit Points, Recovery Dice, Feats, and some Talents are level dependent.

Ability Bonus	+2 Strength or Constitution (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (light armor)	11 + middle mod of Con/Dex/Wis + Level
Armor Class (shield and light armor)	12 + middle mod of Con/Dex/Wis + Level
Physical Defense	11 + middle mod of Str/Con/Dex + Level
Mental Defense	10 + middle mod of Int/Wis/Cha + Level
Hit Points	(6* + Con mod) x Level modifier (see level progression chart)
Recoveries	(probably) 8
Recovery Dice	(1d10 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Runes	● Darkness, another rune from your god, and personal rune
Talents	3 (see level progression chart)
Feats	1 per Level

Basic Attacks

Melee attack
At-Will
Target: One enemy
Attack: Strength + Level vs. AC
Hit: WEAPON + Strength damage
Miss: Damage equal to your level

Ranged attack
At-Will
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: WEAPON + Dexterity damage
Miss: —

Class Features

Troll warriors have a different set of class features than the core book barbarian.

Survivor Tough: New feature used by troll warriors.
Troll Frenzy: Replaces Barbarian Rage.

Survivor Tough (New)
Your hit points start low, at 6 + Constitution modifier times your level modifier (as shown on your class progression table above).

But your hit points don't stay low. After the first battle of the day, your hit points increase to 7 + Constitution modifier times your level modifier.

After your second battle of the day, your hit points increase to 8 + Constitution modifier times your level modifier.

And after your third battle of the day, your hit points increase to 9 + Constitution modifier times your level modifier.

If for some odd reason the GM is ignoring the rule that four battles compose a day of *13th Age* adventuring, and you are in your fifth battle of the day, the GM could have mercy and let you have 10 + Constitution modifier hit points.

Players: The timing on the increased hit points is that you gain the hit point bump right after the battle. Determine the amount of damage you've taken, then subtract that amount from your new hit point total, then decide whether or not you need to heal using a recovery.

GMs: This is one of those features that you may need to adjust for if your style is to fight fewer and bigger battles instead of the four battles a day we've calibrated our powers to.

Adventurer Feat: Add the number of battles you fought earlier today to the amount you heal with each of your recoveries (at 5th level, add double the battles; at 8th level, add triple the battles).

Champion Feat: Your hit points at the start of each day are now 7 + Constitution modifier instead of 6. Then you increase it by +1 for each battle you've fought (8 after one battle, 9 after two battles, etc.)

Epic Feat: Add the number of battles you fought earlier today to your death saves.

Troll Frenzy (Replaces Barbarian Rage)
You start just a bit lazy, but you can nearly always work yourself up into a frenzy. At the start of each round, roll a d6. If the roll is equal to or less than the escalation die, you become frenzied for the rest of the battle (stop rolling the d6 once you become frenzied).

While frenzied, you roll 2d20 to hit with your troll warrior melee and thrown weapon attacks instead of 1d20. Use the higher roll for the attack. If you roll a natural 11+ with both dice and your highest attack roll is a hit, the attack is a critical hit!

Note that talents and feats from the barbarian class that trigger off raging also trigger off being frenzied.

Adventurer Feat: Twice per day, reroll the frenzy check at the start of your turn and abide by the reroll.

Champion Feat: One battle per day, roll a d4 instead of a d6 when you check for troll frenzy.

Talents

You use the talents from the barbarian class in the *13th Age* core rulebook. In addition, you gain five new talents as adventurer-tier options, three new talents as champion-tier talent options, and two new talents as epic-tier options.

Adventurer-tier Talents
Barbaric Cleave: Yes, use as printed.
Building Frenzy: Yes, use as printed.
Slayer: No, you don't have access to this talent.
Strongheart: Yes, use as printed.
Unstoppable: Yes, use as printed.
Whirlwind: No, you don't have access to this talent.

Champion-tier Talents
Natural Will: No, replace with the Darkness Guadian talent below.
Violence: Yes, use as printed.

Epic-tier Talents
Ancestral Warband: Yes, use as printed.
Relentless: Yes, use as printed, except that where it refers to "while raging," you get the damage resistance from Relentless while you are frenzied.

Adventurer-Tier Talents



Armor of Lead

You cannot take this talent if you have the Damaging Dance talent.

While you are wearing non-iron heavy armor (usually armor made of bronze or enchanted lead), you can fight in heavy armor without an attack penalty. Instead of a base AC of 12 in heavy armor, like other troll warriors, you have a base AC of 14 in heavy armor.

There is one drawback to your ability to withstand more punishment. Instead of rolling a d6 for your Troll Frenzy checks at the start of your turn, you roll a d8.

Adventurer Feat: Once per battle, you can roll a d6 instead of a d8 for a Troll Frenzy check.

Champion Feat: Twice per day, when an enemy misses you with a melee attack against your AC, make a basic melee attack against that enemy as an interrupt action.

Epic Feat: You can now use the champion-tier feat once per battle instead of twice per day.

Damaging Dance

You cannot take this talent if you have the Armor of Lead talent.

One battle per day, as a quick action, start the Damaging Dance. It lasts until the end of the battle. Each time you are hit by an enemy attack this battle, roll a normal save after taking the damage from the attack.

If you succeed on the save with a natural even roll, heal hit points equal to your Constitution modifier (double your Constitution modifier at 5th level; triple it at 8th level). (Yes, you make the save even if you dropped to 0 hp or below, never going unconscious.)

If you succeed on the save with a natural odd roll, you gain a +2 damage bonus to melee attacks until the end of the battle. For a change from our usual mechanics, this bonus is cumulative, but your accumulated bonus drops by half (round up) when you heal using a recovery.

As you'll see from the chart below, your Damaging Dance damage bonus starts improving as soon as you hit 3rd level.

3rd level warrior	+3 damage.
4th level warrior	+4 damage.
5th level warrior	+5 damage.
6th level warrior	+6 damage.
7th level warrior	+8 damage
8th level warrior	+10 damage.
9th level warrior	+14 damage.
10th level warrior	+18 damage.

Adventurer Feat: While using Damaging Dance, roll easy saves (6+) instead until you succeed once.

Champion Feat: Now you can use Damaging Dance two battles a day.

Epic Feat: When you score a critical hit, increase your Damaging Dance damage bonus by the normal bonus amount for your level. For example, if you're 8th level with a +10 bonus, and you've rolled two natural odd saves for a +20 damage bonus, it would become +30 if you scored a critical hit.

Hombobobom Thump

While you're in a Troll Frenzy and are engaged with two or more enemies, you can choose to split the two d20s from your attack roll between two of your enemies. Choose a die for each enemy, then roll. Unlike normal Troll Frenzy, you don't score a critical if both attacks are 11+, and you don't deal miss damage with those attacks.

Adventurer Feat: If you score a critical hit with at least one of the two rolls, you or a nearby ally can make a free basic attack against an engaged enemy as a free action. (We call this the high hat.)

Champion Feat: Now both attacks deal damage equal to your level on a miss.

Epic Feat: Twice per day, if both attack rolls are natural 11+, choose one of the attacks to be a critical hit.

Troll Ball Blocker

Once per round as a free action, roll a normal save to intercept an enemy that is *moving* to attack one of your nearby allies. On a success, you can pop free from one enemy to move and intercept the attack (if you are engaged with more than one enemy, the others can take opportunity attacks against you).

The moving enemy makes its attack with you as a target instead. If the enemy hits you with a natural odd attack roll, you take only half damage.

Adventurer Feat: Enemies engaged with you take a penalty to disengage checks equal to your Constitution modifier.

Champion Feat: You gain a bonus to your Troll Ball Blocker save equal to the escalation die.

Epic Feat: Each enemy you intercept takes damage equal to triple your Constitution modifier.

Troll Ball Runner

You gain a bonus to disengage checks equal to the escalation die.

In addition, when an enemy attempts to intercept you, you can roll a disengage check as part of the movement you're already making. If you succeed, keep moving as planned and no other enemy can intercept you during this movement.

Some might say you shouldn't be both a Troll Ball Blocker and a Troll Ball Runner, but what do they know about troll ball?

Adventurer Feat: Roll two d20s for your disengage checks and choose the result you prefer.

Champion Feat: Once per battle, make a move action as a quick action.

Epic Feat: When an enemy grabs you or you become stuck, roll a disengage check (or a normal save vs. being stuck) as a free action. If you succeed, you can move away. Damage from the attack still applies, but you're not grabbed or stuck.

Champion-Tier Talents

You get an additional troll warrior talent at 5th level. Choose one of the following champion talents, or take another adventurer-tier talent instead.

Big But Sneaky

When you have your *dark walk* racial power active after rolling a natural odd initiative roll, you can use *dark walk* twice in the same battle.

Champion Feat: You gain a +2 bonus to all skill checks involving being physically sneaky.

Epic Feat: After using *dark walk* twice in a battle, you gain a +2 bonus to all defenses until the end of the battle.

Darkness Guardian

Once per day when you are hit by a natural odd attack roll against Mental Defense, as a free action you can cancel all effects of that attack against you. Your ● Darkness spirit eats it!

Champion Feat: You gain a +3 bonus to your Mental Defense until the end of the battle after using this power.

Epic Feat: You can now use this power twice per day. If you use it twice in the same battle, stack the bonuses to Mental Defense.

Great Eater

While your *big eater* racial power is active, humanoids and beasts engaged with you that have fewer than 22 hit points suffer from fear (–4 attack, can't use the escalation die).

The hit point threshold improves as you rise in level.

5th level	22 hp
6th level	30 hp
7th level	36 hp
8th level	48 hp
9th level	60 hp
10th level	72 hp
11th level	96 hp

Champion Feat: Use a threshold level that's one level higher than normal. In addition, one battle per day, add ♥ Chaos creatures to the types of monsters that you affect with the Great Eater fear effect.

Epic Feat: All enemies can now be affected by your Great Eater fear effect.

Thud and Blunder

One battle per day, enter a Troll Frenzy at the start of your first turn. You'll roll for Troll Frenzy normally, but this battle, when you succeed, you drop out of Troll Frenzy!

Champion Feat: If a battle the GM deems serious ends and you never successfully started your Troll Frenzy, gain another use of the Thud and Blunder power this day.

Epic Feat: After your frenzy ends during a battle in which you've used this talent, you gain a +2 bonus to all defenses until the end of the battle.



Xiola Umbar's Favor

Maybe you deserve this based on your past history, maybe you don't. If any walk of life could be said to be fair, it's not the trolls' walk.

You've become a favorite of Xiola Umbar, the troll goddess of protecting the weak and healing.

When you roll a natural 16+ with a battle healing save, add 20 hit points to that ally's recovery roll (50 hit points at 8th level). (In effect, you're just as good as an Ernaldan at healing this way.)

In addition, when you roll recovery dice, roll one extra die.

There's a small limitation with this talent. If you're conscious when one of your allies fails a death save, you take damage equal to your ally's level. You're a protector of the weak now. Start protecting.

By the way, players, this is a great talent to have for a while, then lose, then maybe gain again, depending on your character's story.

Champion Feat: Once per day when you heal using a recovery, add 20 hit points to the total (50 hit points at 8th level).

Epic Feat: You gain a +1 bonus to saving throws, but that bonus ends until the end of any battle in which an ally fails a death save.

Epic-Tier Talents

You get an additional troll warrior talent at 8th level. Choose one of the following epic talents, or take another adventurer-tier or champion-tier talent instead.

Kaarg Knows Me

Once per day when you are in the middle of Troll Frenzy, you can call on the god Kaarg as a quick action to channel his full powers of combat superiority.

Until the end of the battle, or until you miss with an attack, you roll three d20s when making Troll Frenzy melee attacks instead of the two you normally roll.

As usual, you score a critical hit if at least two of the natural attack rolls are 11+. (Using your Hombobobom Thump talent at the same time creates a conundrum, but it's easily solved by saying that the combination of talents allows you to put two of the dice on one target and one die on the other target; two natural 11+ rolls on the target with two dice would be a crit.)

Epic Feat: Whenever you make a melee attack, for every natural 11+ roll (even if it's not the roll you end up using), add +1 to all defenses (cumulative) until you make another melee attack.

Return from Wonderhome

You gain a +10 bonus to a Heroic Return roll. When you succeed with a Heroic Return, you come back more powerful, equipped with at least two new heroquest gifts.

WIND LORD

Orlanth rose from adventurous wind to king of the world. You walk the same path. Actually you sprint the path, and sometimes fly it.

Overview

Required: *You must be a devotee of a god of ᛜ Air and ᚱ Movement. That pretty much limits the options to Orlanth, Vinga, and Barntar, though you and your GM could work something else out if you're feeling unique.*

The wind lord is a transformation class based on the fighter class from the core *13th Age* rulebook.

Play Style: Like the fighter, the wind lord uses flexible maneuvers that mean you often shouldn't narrate your action for your attack until you've rolled your attack die and chosen a maneuver. Before you play a wind lord, reread the fighter, since we're not going to repeat text from the fighter that's relevant to this transformative class.

Unlike the fighter, the wind lord harnesses some of Orlanth's magic of storm and movement. Most of this storm magic gets expressed in very powerful attacks called exploits that you generally have to set up by triggering a class feature maneuver called *deep breath* earlier in the battle.

Ability Scores: You need Strength for your attacks and Dexterity because you're an extremely mobile warrior who flashes across the battle like the lightning of your storm gods.

Wind lords gain a +2 class bonus to Strength or Dexterity, as long as it isn't the same ability you increase with your +2 racial bonus.

Backgrounds: Some of the backgrounds mentioned in the other Orlanthi transformative classes could also apply to wind lords. Compared to Orlanthi warriors, wind lords might tend to a degree of nobility, or at least enough wealth to have always been able to afford heavy armor! Compared to rebels, wind lords tend to command more respect from authority figures, but you can't always tell a true rebel by their powers. Consider the following increasingly odd backgrounds as other starting points: *Chieftain's weapon master*; *mercenary captain*; *dragon hunter*; *explorer*; *sheep herder*; *cloud herder*; *failed healer*, for someone whose inner violence couldn't be tamed; *caravan outrider*; *traveling minstrel*; *former tribal tax collector*; *Duck Point architectural re-engineer*; and *cursed former lumberman from elven woods*.

Gods: Orlanth or Vinga. Storm Bull doesn't have the discipline or the speed and flexibility to master your skills. Barntar is normally stuck on the ground but *could* take to the ᛜ Air. Yinkin is a hunting cat, not a master of Middle Air. So yeah: Orlanth and Vinga, with a Barntar option.



Runes: At the moment we haven't designed the class to play off your rune choices. You probably have ᛜ Air and ᚱ Movement, and after that your choice of personal rune is up to you.

Wind Lord Level Progression

Similar to the fighter in the core *13th Age* rules, the wind lord's weapon attack maneuvers and exploits deal damage based on your level. You don't have to keep track of upgrading a 1st level maneuver/exploit into a 3rd level version, because all the maneuvers and exploits function at your level. You can change which maneuvers and exploits you know and have ready whenever you gain a level . . . maybe even more often if you've got an excellent story ready explaining your new training routine.

Wind Lord Level	Total Hit Points	Total Feats	Maneuvers Known*	Exploits Known	Maneuver & Exploit Pools Available	Talents	Level-up Ability Bonuses	Damage Bonus From Ability Score
Level 1	(7 + CON mod) x **3**	1 adventurer	2	2	1st level	3 Adventurer		ability mod
Level 2	(7 + CON mod) x **4**	2 adventurer	2	3	1st level	3 Adventurer		ability mod
Level 3	(7 + CON mod) x **5**	3 adventurer	3	3	3rd level	3 Adventurer		ability mod
Level 4	(7 + CON mod) x **6**	4 adventurer	3	4	3rd level	3 Adventurer	+1 to 3 abilities	ability mod
Level 5	(7 + CON mod) x **8**	4 adventurer 1 champion	4	4	5th level	3 Adventurer 1 Champion		2 x ability mod
Level 6	(7 + CON mod) x **10**	4 adventurer 2 champion	4	5	5th level	3 Adventurer 1 Champion		2 x ability mod
Level 7	(7 + CON mod) x **12**	4 adventurer 3 champion	4	5	7th level	3 Adventurer 1 Champion	+1 to 3 abilities	2 x ability mod
Level 8	(7 + CON mod) x **16**	4 adventurer 3 champion 1 epic	5	5	7th level	2 Adventurer 2 Champion**		3 x ability mod
Level 9	(7 + CON mod) x **20**	4 adventurer 3 champion 2 epic	5	6	9th level	2 Adventurer 2 Champion**		3 x ability mod
Level 10	(7 + CON mod) x **24**	4 adventurer 3 champion 3 epic	5	6	9th level	2 Adventurer 2 Champion**	+1 to 3 abilities	3 x ability mod

*The *deep breath* maneuver that all Wind Lords have as a class feature is in addition to the maneuvers shown in this column.
**The two champion tier talents shown at 8th level are an option. You're free to stick with your adventurer-tier talents if you like, and you still have a max of four talents.

Gear

At 1st level, wind lords start with a melee weapon or two, a ranged weapon if they want it, armor, and standard nonmagical gear that is suggested by the character's backgrounds.

Armor

Wind lords are trained to fight in either heavy metal armor or lighter leathers. Unlike the core book's fighters, wind lords have class features and talents that make them considerably more effective fighting in light armor, so the tradeoff between power and protection is something you get to work out.

Wind Lord Armor and AC

Type	Base AC
None	10
Light	*13*
Heavy	14
Shield	*+1*

Wind Lord Stats

Initiative, AC, PD, MD, Hit Points, Recovery Dice, Feats, and some Talents are level dependent.

Ability Bonus	+2 Strength or Dexterity (different from racial bonus)
Initiative	Dex mod + Level
Armor Class (heavy armor)	14 + middle mod of Con/Dex/Wis + Level
Armor Class (shield and heavy armor)	15 + middle mod of Con/Dex/Wis + Level
Armor Class (light armor)	13 + middle mod of Con/Dex/Wis + Level
Armor Class (shield and light armor)	14 + middle mod of Con/Dex/Wis + Level
Physical Defense	10 + middle mod of Str/Con/Dex + Level
Mental Defense	10 + middle mod of Int/Wis/Cha + Level
Hit Points	(7 + Con mod) x Level modifier (see level progression chart)
Recoveries	(probably) 8
Recovery Dice	(1d10 x Level) + Con mod
Backgrounds	8 points, max 5 in any one background
Runes	ᛃ Air, ᛟ Movement, and a personal rune
Talents	3 (see level progression chart)
Feats	1 per Level

Weapons

Wind lords who like to keep hold of their weapons most often use swords, the weapon of thanes and kings. They might use shields, depending on whether they want a bit more protection or to be deadlier in melee. Other wind lords choose the Storm Spear talent, which enables them to use lighter d6 weapons that can be thrown as d8 weapons, and they opt for spears and axes along with a shield.

Wind Lord Melee Weapons

	One-Handed	Two-Handed
Small	1d4 dagger	1d6 club
Light or Simple	1d6 shortsword, hand axe	1d8 spear
Heavy or Martial	1d8 longsword, battleaxe	1d10 greatsword, greataxe

Wind Lord Ranged Weapons

	Thrown	Bow
Small	1d4 dagger	—
Light or Simple	1d6 javelin, axe	1d6 shortbow
Heavy or Martial	—	1d8 longbow

Basic Attacks

Melee attack

At-Will
Target: One enemy
Attack: Strength + Level vs. AC
Hit: WEAPON + Strength damage
Miss: Damage equal to your level

Ranged attack

At-Will
Target: One enemy
Attack: Dexterity + Level vs. AC
Hit: WEAPON + Dexterity damage
Miss: —

Class Features

Wind lords replace the class features of the core book fighter with features more in keeping with their fast-flowing style.

Extra Tough: Replaced by The Inner Wind.
Threatening: Replaced by Wind Step.

The Inner Wind (Replaces Extra Tough)

You gain an additional maneuver called *deep breath*. This maneuver allows you to trigger a special attack or power called an "exploit" later in the battle.

Wind lord exploits are listed below at each level following several new maneuvers. Every wind lord chooses **two** different exploits at 1st level, gains more exploits as they rise in levels (see the level progression table), and can learn more exploits based on their talent and feat choices. Most exploits can only be used once per battle. A few exploits, such as *dragonbreaker* and *Destor's whistling sword*, can be used only once per day.

When you gain a new level, you can swap in new exploits of your level or lower, if you wish. Exploits are like the fighter's maneuvers in that they all function at your level and you gain access to new exploits as you rise in level . . . but exploits you learned at lower levels generally still work well.

As special attacks and powers, exploits have a different usage pattern than other powers. You can only use an exploit after you've triggered *deep breath* or used one of the other methods related to wind lord talents detailed below. If the exploit requires a standard action, you must use your next standard action for the exploit. Likewise, if the exploit requires a quick action, you must use your next quick action for the exploit. Hence, you often will use quick action exploits the same turn as *deep breath*, but generally use standard action exploits during your next turn.

Note that you do not have to choose the exploit until you actually use it. If you are using a standard action on your next turn for an exploit, you can wait and decide which of your exploits is right for the situation when you use it.

Exploits aren't flexible attacks: You can't trigger another flexible melee attack power when you attack with an exploit! Exploits offer their own rewards.

Exploit usage limit: No matter which method you follow to use an exploit, the number of exploits you can use each battle is equal to the number of battles you have fought already that day plus one. In your first battle of the day, you can use one exploit. You can use two exploits in your second battle, three exploits in your third battle, four exploits in your fourth battle of the day, and so on if you get more than four exploits.

Note that this class feature is playing off our standard *13th Age* rule defining a "day" as the time between full heal-ups, roughly four battles. Since GMs often make battles that are far tougher than normal and therefore put the party through fewer than four battles in a day, this feature encourages the GM to track whether a battle earlier in the day was actually worth two battles, so that the wind lord has more access to their exploits than suggested by the raw numbers.

Deep Breath

Flexible melee attack

Triggering Roll: Natural 16+

Effect: You can use a single exploit later this battle, as long as you have exploits remaining and haven't exceeded the number of exploits you can use in a battle. You can't trigger *deep breath* again until you have used the exploit you just earned, no stockpiling.

Adventurer Feat: Once per battle while the escalation die is 2+, you can trigger *deep breath* with any natural even roll.

Champion Feat: Once per day, you can use an exploit without having set it up by using *deep breath* or any of the other methods of using exploits you may have acquired.

Epic Feat: Daily exploits you know become recharge 16+ after battle instead.

Wind Step

Once per battle you can use a quick action as a move action. In addition, if you are wearing light armor or no armor, you can also use a quick action as a move action once per turn while the escalation die is even.

Adventurer Feat: When you use Wind Step, you gain a +5 bonus to disengage checks that turn.

Champion Feat: Once per battle you can pop free from all enemies when you use Wind Step.

Epic Feat: Once per battle when you use Wind Step, you can use the move action you gain to teleport somewhere nearby.

Adventurer-Tier Class Talents

Choose three of the class talents from the fighter class or the new wind lord talents below.

You get an additional wind lord class talent at 5th level that you can use for a champion-tier talent. Later, at 8th level, you can swap an adventurer-tier talent for another champion-tier talent, if you wish. You end up with a total of four talents, see the Wind Lord Level Progression table.

Cleave: Yes, use as printed.
Comeback Strike: Yes, use as printed.
Counter-Attack: Yes, use as printed.
Deadeye Archer: Replaced by Storm Spear.
Heavy Warrior: Replaced by Umath's Warband.
Power Attack: Yes, use as printed.
Skilled Intercept: Yes, use as printed.
Tough as Iron: Yes, use as printed.

Path of Heroes

You learn an additional exploit at 1st level—you'll start with three exploits instead of two like most wind lords. You also learn an additional exploit at 7th level.

Adventurer Feat: When you use an exploit, you also heal hit points equal to your level plus your Strength modifier (double your Strength modifier at 5th level; triple it at 8th level).

Champion Feat: Once per day during a turn when you use a standard action exploit, you can also use one of your quick action exploits. (Yes, two exploits when you qualified to use one, so long as one is standard and one is quick.)

Epic Feat: Increase the number of exploits you can use each battle by 1. For example, in the first battle of the day, you can now use two exploits, and in the fourth battle you could theoretically use five exploits.

Storm Spear

The damage dice for your attacks with thrown ranged weapons (javelins, throwing axes, etc.) increase by one size (from d6s to d8s). In addition, when you miss with a basic ranged attack using a thrown weapon, the attack deals damage equal to your level.

Adventurer Feat: Once per battle, you can use a wind lord maneuver that normally requires a melee attack while making a ranged attack with a thrown weapon, as long as you can tell a story about why the trick will work.

Champion Feat: Now you can use a maneuver with a thrown weapon twice per battle.

Epic Feat: Your wind lord thrown ranged weapon attacks now deal half damage on a miss.

Umath's Warband

While you're wearing light armor or no armor, you gain a +1 bonus to your attacks.

Adventurer Feat: Twice per day while you're wearing light armor or no armor, you can reroll a melee attack roll. You must use the second result.

Champion Feat: Once per battle when an attack hits you while you're wearing light armor or no armor, you can take only half damage from it.

Epic Feat: Twice per battle while you're wearing light armor or no armor, you can add 1 to the natural result of one of your wind lord attack rolls.

Champion-Tier Class Talents

Sudden Violence

Once per battle when you use an exploit with a standard action, you can roll a save. If you succeed, you can use the exploit with a quick action instead of a standard action.

Champion Feat: You can now use this talent twice per battle.

Epic Feat: When you succeed with a Sudden Violence save, regain your use of Wind Step if it's expended.

Vanganth's Breath

Once per day when you use an exploit in battle, you gain flight as a move action until the end of that battle. While flying, if you don't land at the end of your turn or use a move action each turn to stay aloft, you fall and take damage (based on tier).

Champion Feat: You can now use this talent twice per day.

Epic Feat: You can now fly as a move action any time you like.

Voice of the Storm

Choose one limited (non at-will) and non-summoning spell of your level or lower from the storm voice class. You can cast this spell as if you were a storm voice (though you can't *gather storm*). Replace references to Charisma in your chosen spell with references to Strength. You can change your chosen spell each time you take a full heal-up.

Champion Feat: You gain a second limited spell of your level or lower from the storm voice class.

Epic Feat: You gain a third storm voice spell of your level or lower. One of the spells can now be an at-will spell.

Existing 1st Level Maneuvers

Here are the changes made to the existing fighter maneuvers from the *13th Age* core rulebook to fit the wind lord.

Brace for it: Replaced by *catch one breath*.
Carve an opening: Yes, use as printed.
Deadly assault: Yes, use as printed.
Defensive fighting: Replaced by *in motion*.
Grim intent: Yes, use as printed.
Heavy blows: Yes, use as printed.
Precision attack: Yes, use as printed.
Second shot: Replaced by *spear thane's maneuver*.
Shield bash: Yes, use as printed.
Two-weapon pressure: Replaced by *together!*

New 1st Level Maneuvers

Catch One Breath

Flexible melee attack
Triggering Roll: Any natural even miss
Effect: If you're staggered, heal hit points equal to your Strength modifier (double your Strength modifier at 5th level; triple it at 8th level).

Adventurer Feat: You can now trigger catch one breath ***with any miss****.*

Champion Feat: You can now use this maneuver while not staggered.

Epic Feat: When you trigger *catch one breath* with a natural even miss, one staggered but still conscious nearby ally heals the same amount of hit points as you.

In Motion

Flexible melee attack
Triggering Roll: Any natural even roll
Effect: You gain a +5 bonus to disengage checks until the end of your turn.

Adventurer Feat: The bonus lasts until the end of your next turn instead.

Champion Feat: The bonus also applies to one nearby ally of your choice.

Epic Feat: Once per battle, you can pop free from all enemies when you trigger this effect.

Spear Thane's Maneuver

Flexible melee attack
Special: You must be using a spear, javelin, axe, or other thrown weapon.
Triggering Roll: Any natural even hit
Effect: Roll a save. If you succeed, you can make a basic ranged attack with a thrown weapon as a quick action this turn. (You can't use a maneuver with this extra attack.) That attack deals only half damage.

Adventurer Feat: The attack now deals full damage.

Champion Feat: Making the extra basic ranged attack now uses a free action instead of a quick action.

Epic Feat: When you use *spear thane's maneuver*, you gain a bonus to disengage checks that turn equal to your Dexterity modifier. You also gain the same bonus to your AC against opportunity attacks this turn, so you can choose whether you're going to try to disengage or risk the hit.



Together!

Flexible melee attack
Triggering Roll: Any natural odd miss
Effect: The next ally who makes a melee attack against the target you missed before the start of your next turn gains a +2 attack bonus against the target.

Adventurer Feat: The bonus now applies to each ally who makes a melee attack against the target before the start of your next turn.

Champion Feat: The bonus now also applies to your next attack against the target this battle, whenever that occurs.

Epic Feat: The bonus now applies to your allies' non-melee attacks against the target.

1st Level Exploits

Dragonbreaker

Melee attack exploit ◆ Daily
Target: One enemy engaged with you
Attack: Strength + Level vs. PD
Hit: WEAPON + Strength damage, and the attack is a critical hit if the target is a dragon, associated with the ⚔ Dragonewt rune, OR if it has more hit points than you.
Miss: Damage equal to your level, or normal WEAPON + Strength damage if the target is a dragon or associated with the ⚔ Dragonewt rune.

Four Sacred Breaths

Exploit ◆ **Daily** ◆ Quick action

Effect: Use either the Calm Breath or the Storm Breath, two of the magical breaths taught by the Thunder Brothers. (The Healing Breath and No Breath becomes options as you rise in level.)

The Calm Breath: Automatically save against an effect created by an attack against Mental Defense.

The Storm Breath: The critical hit range of all attacks that deal thunder or lightning damage expand by 1 until the end of the battle.

Special: 3rd level and above requires the adventurer-tier feat

3rd level exploit	Instead of allowing an automatically successful save, you can use The Calm Breath to add +3 to your Mental Defense until the end of the battle.
5th level exploit	You now have the Healing Breath as a a third choice when you use *breath mastery*. **The Healing Breath:** Heal using one of your recoveries.
7th level exploit	The Storm Breath now expands the critical hit range by 2 until the end of the battle instead of 1.
9th level exploit	You now have the No Breath as a a fourth choice when you use *breath mastery*. **The No Breath:** The first time you drop to 0 hit points this battle, attempt a normal save (11+) before you fall unconscious. If the save succeeds, heal using a free recovery (up from 0 hp) instead of falling unconscious.

Adventurer Feat: You now gain access to the higher-level versions of this exploit as you rise in level. Without the feat, you use only the 1st level exploit's effects.

Champion Feat: This exploit becomes a recharge 11+ exploit instead of a daily exploit. After you use The No Breath, the exploit reverts to being a daily exploit until your next full heal-up.

The Laughing Cut

Melee attack exploit ◆ Once per battle

Target: One enemy engaged with you

Attack: Strength + Level vs. AC

Hit: WEAPON + Strength damage. Deal half of the damage to the target as weapon damage. Then deal the full damage you rolled as lightning or thunder damage to a nearby enemy of your choice.

Special: While the escalation die is 2+, roll one extra WEAPON damage die for this attack.

Miss: Damage equal to your level to the target, and lightning or thunder damage equal to your level to a nearby enemy of your choice.

Mastakos' Wheel

Exploit ◆ **Once per battle** ◆ Quick action

Effect: You and 1d4 nearby allies can each use a move action.

3rd level exploit	Now affects 1d4 + 1 allies.
5th level exploit	Each ally who uses the move action to attempt to disengage gains a bonus to their check equal to your Dexterity modifier.
7th level exploit	Now affects 1d6 + 1 nearby allies.
9th level exploit	You, or one of your allies, can teleport to a nearby location you can see instead of moving. The rest of you move normally.

The Sandals of Darkness

Exploit ◆ **Once per battle** ◆ Standard action

Effect: Remove yourself from play. While out of play, you can't be targeted by effects or take any other actions except to roll saves. At the start of your next turn, return anywhere nearby that you could have moved to normally during your turn, and deal double damage with your first attack that turn. (You can't delay or do anything to alter your place in initiative order.)

5th level exploit	You can also heal using a recovery when you remove yourself from play.

The Shield of Arran

Exploit ◆ **Once per battle**

Special: You must be using a shield.

Quick action

Effect: You gain *resist damage 16+* against the next attack that targets your AC.

Special: 3rd level and above requires the adventurer-tier feat

3rd level exploit	The resistance increases to 18+.
5th level exploit	The resistance applies to each attack against your AC until the end of your next turn.
7th level exploit	The resistance also applies to attacks against your PD.
9th level exploit	The resistance also applies to attacks against your MD.

Adventurer Feat: You now gain access to the higher-level versions of this exploit as you rise in level. Without the feat, you use only the 1st level exploit's effects.

Existing 3rd Level Maneuvers

Hack & slash: Yes, use as printed.
Make 'em flinch: Yes, use as printed.
Punish them: Replaced by *I will not break.*
Steady now: Replaced by *desperate strength.*
Strong guard: Replaced by *there's always hope.*

New 3rd Level Maneuvers

Desperate Strength

Flexible melee attack
Triggering Roll: Any natural even miss
Effect: You gain a +2 bonus to the next save you roll this turn.

Adventurer Feat: When you use this maneuver, you can choose to spend a recovery. If you do, add the escalation die to the save bonus. The total bonus now applies to each save you make this turn. (You're not healing with this recovery, just strengthening your chance to save.)

Champion Feat: The first time you use this maneuver each battle, heal using a free recovery but for only half the hit points.

I Will Not Break

Flexible melee attack
Triggering Roll: Any natural even roll
Effect: You gain a +2 bonus to MD until the end of the battle.

Adventurer Feat: The bonus increases to +4.

Champion Feat: You also get the bonus to saves against confusion, fear, and stun.

Epic Feat: The bonus is now +6 or an amount equal to the escalation die, whichever is higher. (Yes, that's almost always +6, but not *always*.)

There's Always Hope

Flexible melee attack
Triggering Roll: Natural 1–5
Effect: Choose yourself or a nearby ally. That creature gains a +2 bonus to AC and MD until the start of its next turn.

Adventurer Feat: The bonus also applies to PD.

Champion Feat: The bonus applies to both you and one nearby ally.

Epic Feat: The bonus increases to +3.

3rd Level Exploits

Helemakt's Winds

Exploit ◆ **Once per battle** ◆ Standard action
Effect: Roll a d4 to determine the effect.

1. *Killer rain gale*: Each nearby enemy takes 13 damage (5th level: 20 damage; 7th level: 35 damage; 9th level: 55 damage).
2. *Blinding shadow*: Use the *sandals of darkness exploit* as an exploit of your level.
3. *Searing bolt*: Use *Yavor the Lightning Spear* as an exploit of your level.
4. *Falling wind*: Until the end of the battle, when an enemy makes a melee attack against you, roll an easy save (6+) as an interrupt action. If you succeed, that enemy takes 13 damage before it attacks (5th level: 20 damage; 7th level: 35 damage; 9th level: 55 damage).

Yavor the Lightning Spear

Ranged attack exploit ◆ **Once per battle**
Target: One nearby enemy
Attack: Strength + Level vs. PD
Hit: 5d10 + Strength lightning damage.
Miss: Half damage.

5th level exploit	Target up to 2 nearby enemies.
7th level exploit	9d10 damage, and the targets can be far away.

Special: 9th level exploit requires epic feat

9th level exploit	2d6 x 10 damage, and you can now target up to 3 nearby enemies.

Epic Feat: You can now use the 9th level version of this exploit. Without this feat, you're limited to the 7th level version.

Existing 5th Level Maneuvers

A dozen cuts: Yes, use as printed.
Hero's skill: Yes, use as printed.
Sword master's anticipation: Yes, use as printed.

New 5th Level Maneuvers

Determination

Flexible melee attack
Triggering Roll: Natural 1–5
Effect: Add one to the number of exploits you can use during this battle. This doesn't set you up to use an exploit, it just opens the possibility of adding one to the number you might be able to use later.

5th Level Exploits

Destor's Whistling Sword

Exploit ◆ **Daily** ◆ Quick action
Effect: Until the end of the battle, roll a d6 at the start of each of your turns. If you roll less than the escalation die, you can use one quick action as a standard action that turn! If you roll equal to the escalation die, the effect ends.

Spear Riding Trick

Ranged attack exploit ◆ Once per battle
Special: You must be using a thrown ranged weapon.
Target: One nearby enemy
Attack: Dexterity + Level vs. AC
Hit: WEAPON + Dexterity damage.
Miss: Half damage.
Effect: After the attack, you teleport next to the target and engage it.

Champion Feat: You can now target a far away enemy.

Epic Feat: After teleporting to the target using this exploit you can make an at-will wind lord melee attack against it as a free action.

Existing 7th Level Maneuvers

Never surrender: Yes, use as printed.
Spinning charge: Yes, use as printed.
Sword of destiny: Yes, use as printed.

7th Level Exploits

Durndor the Gutburner

Close-quarters attack exploit ◆ **Daily**
Target: One nearby enemy
Attack: Strength + Level vs. PD
Hit: 2d6 x 10 + Strength damage, and 35 ongoing thunder damage (hard save ends, 16+).
Miss: 35 ongoing thunder damage (normal save ends, 11+).

9th level exploit 3d6 x 10 damage; 60 ongoing damage.

The Seventh Wind

Exploit ◆ **Daily** ◆ Quick action
Effect: Heal using a recovery. Then roll a normal save (11+); for a change this save lets you add the escalation die as a bonus. If you succeed, heal again using a free recovery.

Existing 9th Level Maneuvers

Combat mastery: Yes, use as printed.
Set 'em up: Yes, use as printed.

9th Level Exploits

The Scarf of Mist

Close-quarters attack exploit ◆ **Daily**
Target: One nearby enemy
Attack: Strength + Level vs. PD
Hit: Damage equal to half the target's current hit points, and the target is hampered (hard save ends, 16+). In addition, if the target had fewer hit points than you before the attack, it treats all enemies as invisible (hard save ends both, 16+).
Miss: Damage equal to your level, and the target is hampered (save ends).

Summon Sky Bull

Exploit ◆ **Once per level** ◆ Standard action
Effect: You summon a 9th level sky bull as an independent summoned creature.

As an independent summoned creature, the sky bull will fight for you without having to be commanded, but see *creature of the tempest* for the die roll that the sky bull makes to determine its actions.

Summoned Sky Bull

Large 9th level wrecker [BEAST]
Initiative: +16 (but usually irrelevant)

Stomp and gore +14 vs. PD—40 damage
Miss: 25 damage.

Charge and destroy +14 vs. AC—70 damage
First natural even hit each turn: Choose another random nearby enemy not engaged with the sky bull. The sky bull moves and makes a *charge and destroy* attack against that enemy as a free action. The sky bull is perfectly willing to take opportunity attacks to pull this off.

Creature of the tempest: Roll a d6 at the start of each of the sky bull's turns:

1–2: The sky bull spends its turn attempting to disengage and moving to gain altitude, or just blowing wind and huffing dangerously, trying to sort out what all these little people are doing scrambling around.

3–4: If engaged, the sky bull uses its *stomp and gore* attack against a random enemy engaged with it. If not engaged, it moves and uses *charge and destroy* against a random nearby enemy.

5–6: Same as 3–4, but you choose the targets of the attacks if there is a choice.

Flight: A sky bull flies like an avalanche of Air.

AC 22
PD 24 **HP 140**
MD 18







CHAPTER 5: ENEMIES

The monster rules in chapter 7 of the *13th Age* core rulebook still apply. We'll cover the new wrinkles added by Gloranthan monsters in the Runes, New Types and Unusual Abilities sections below.

RUNES

The Enemies chapter is laid out by rune instead of alphabetic order. First, we've chosen this organization because the runes creatures are associated with can have magical consequences. That's most noticeable when you're fighting ᛘ Chaos creatures (see page 248), but many spells and talents and powers care about a creature's runic association, just as some monster abilities care about what runes a character possesses.

Even more importantly, a creature's runic association tends to predict what creatures they consort with and the battles the GM will build around that creature. Since it's quite common for heroes to face monster groups in which all the monsters come from the same rune, we've placed creatures among the groups they're most likely to appear with.

If you have trouble finding a specific monster, navigate via the Monster List on page 234 or the Table of Contents.

NEW TYPES

Two new monster types—CHAOS and SPIRIT—join the list of monster types established on page 203 of the core rulebook.

CHAOS: Chaos is such an overwhelming rune that it forces itself into monster types. For example, broos aren't just humanoids, they're ᛘ Chaos humanoids. And gorps aren't just oozes—they're Chaos oozes.

The only always-in-force consequence of fighting Chaos creatures is covered below on page 248 in the Fighting Chaos section. Briefly: Chaos creatures sometimes steal the escalation die!

For the record, we don't have any intention of combining more monster types. Chaos is the exception.

SPIRIT: We could have introduced SPIRIT as a type earlier in our game's existence. Maybe we should have, given the number of times we refer to spirits in various sections of the story.

Glorantha forces the issue with a multiplicity of spirits and occasional gods. The lines between spirits, undead, and elementals blur in spots. If your game's story argues for a reinterpretation of a particular type, go ahead and redraw the lines as you wish.

Spirits in other games are usually incorporeal, but Gloranthan spirits most often manifest in physical forms when they're in the mortal world. Some are incorporeal, but most of the time, fighting a spirit is just like fighting anyone else.

When you want a battle against spirits to be different, use the following nastier special. It's not really all that nasty, but it demonstrates that some spirits are not aligned with the mortal world like creatures from the other Form runes, and have to be fought with mental and spiritual resources. This can be a problem for brawny types with swords. . . .

Nastier Special for Any Spirit

Spirit body: For each attack against this spirit, a PC uses their best mental ability score (Intelligence, Wisdom, or Charisma) instead of the ability score they normally use for attacks. Use the same mental ability score to determine damage for that attack.

For example, a storm warrior with a 20 Strength has to use their 12 Wisdom when attacking a spirit. The character's Wisdom modifier is +1, which is 4 less than the Strength modifier of +5, so the bonuses of all attacks that are normally Strength-based are 4 lower than normal, and damage is also based on Wisdom instead of Strength. Conversely, a storm voice's basic melee attack against a spirit is better than it is against other creatures, since the spirit's supernatural nature lets the storm voice use their Charisma as the attack stat instead of their melee stat.

For magicians and spellcasters, fighting such spirits is no harder than fighting anyone else, and maybe easier. For warriors and characters who are physical powerhouses and mental . . . umm, mediocrities, fighting spirits can be tough!

Monsters attacking spirits: You should probably ignore this type of fiddly effect for the spirits summoned by the PCs. There's enough going on in combat that works in the players' favor without worrying about this minor wrinkle as a nastier special.

UNUSUAL ABILITIES

Some of the abilities that follow have appeared in books such as *13 True Ways*. Others are new in 13G.

Elite Monsters

Some Gloranthan monsters, like the various priests of Thanatar, are elite monsters. When building battles, elite monsters are worth half again as much as a normal monster of the same level. Happily you don't have do that math yourself, the new Building Battles table below has a column for elite monsters.

Weakling Monsters

A few Gloranthan monsters, like the horde broo, are weakling monsters. When building battles, weakling monsters are worth half as much as a normal monster of the same level. These monsters came into the game in *13 True Ways*, so you'll find a couple others listed on the Monster List. Again, the Building Battles tables below account for weaklings.

Free-form Abilities

In addition to combat abilities, several Gloranthan monsters have free-form abilities, such as the Thanatari doom seeker's *shadowy*. A free-form ability summarizes the sort of mischief the monster is capable of outside of combat, where much of their evil is perpetrated. GMs, use these free-form abilities as creative guides rather than as hard and fast mechanics.

BUILDING BATTLES

The rules for building battles on pages 186–187 of the *13th Age* core rulebook all apply to battles in *13th Age Glorantha*. As before, most battles are more fun if the monsters have an interesting mix of abilities, and combining monsters with different types (troop, blocker, wrecker, spoiler, etc.) in the same battle is a good start.

We've also grouped monsters by rune because more often than not, all the creatures you fight in a battle will be associated with the same rune. Again, that's especially true of ♉ Chaos. But ● Darkness creatures tend to stick together, and if you're fighting one ☊ Moon enemy you're probably fighting others, unless the ☊ Moon magicians have hired, duped, or negotiated with other warriors to fight their battles.

Monster Equivalents: Non-Mooks

This version of the table adds weakling and elite monsters while excluding mooks, which are broken off into a second table. As always, use the *large* column for double-strength monsters and the *huge* column for triple-strength monsters.

Monster Level compared to party level	Adventurer Battle	Champion Battle	Epic Battle	Weakling counts as...	Normal counts as...	Elite counts as...	Large counts as...	Huge counts as...
	2 levels lower	1 level lower	SAME LEVEL	.25	0.5	.75	1	1.5
	1 level lower	SAME LEVEL	1 level higher	.35	0.7	1	1.5	2
	SAME LEVEL	**1 level higher**	**2 levels higher**	**.5**	**1**	**1.5**	**2**	**3**
	1 level higher	2 levels higher	3 levels higher	.75	1.5	2.25	3	4
	2 levels higher	3 levels higher	4 levels higher	1	2	3	4	6
	3 levels higher	4 levels higher	5 levels higher	1.5	3	4.5	6	8
	4 levels higher	5 levels higher	6 levels higher	2	4	6	8	

Monster Equivalents: Mooks

This version of the table is mooks only, with added columns for weakling, large, and even huge mooks. No, there are no elite mooks; the line has to be drawn somewhere and we're drawing it there. We're also not sure anyone should use huge or triple-strength mooks, but if you feel the urge, that's covered.

Monster Level compared to party level	Adventurer Battle	Champion Battle	Epic Battle	Weakling mook counts as...	Mook counts as...	Large counts as...	Huge counts as...
	2 levels lower	1 level lower	SAME LEVEL	.05	0.1	.2	.3
	1 level lower	SAME LEVEL	1 level higher	.075	0.15	.3	.45
	SAME LEVEL	**1 level higher**	**2 levels higher**	**.1**	**.2**	**.4**	**.6**
	1 level higher	2 levels higher	3 levels higher	.15	.3	.6	.9
	2 levels higher	3 levels higher	4 levels higher	.2	.4	.8	1.2
	3 levels higher	4 levels higher	5 levels higher	.3	.6	1.2	1.8
	4 levels higher	5 levels higher	6 levels higher	.4	.8	1.6	2.4

FULL 13G MONSTER LIST

The list that follows covers more than the monsters appearing in this book. The core *13th Age* rulebook, *13 True Ways*, and the *13th Age Bestiary* also contain monsters that can be useful running a 13G campaign. A few of these imports can keep their original names and identities when they make the transition to Glorantha, while many others need help relocating. In places where the original F20 and Dragon Empire identities don't feel right for Glorantha, we've suggested new names and occasional mechanical tweaks to help creatures fit seamlessly into Glorantha.

The suggested translations assume that you're comfortable taking a creature that used to be a giant and interpreting it as a Lunar spirit. We don't spell out all the type changes, and there may be flavorful wrinkles you'd like to add, but we do handle mechanical bits that work differently between 13A and 13G.

Omissions: The translations focused on creatures we were excited to play with in Glorantha. Many monsters didn't make the jump from the core rules. There are five main categories of monsters that we avoided:

- . . . creatures so associated with the F20 tradition that it feels better to leave them in the Dragon Empire. For example, purple worms, orcs, and owlbears all feel very F20. They've never been in Glorantha, nothing quite like them seems likely in Glorantha, and they feel to us like they'd intrude, even with different names. If you disagree, you'll surely be able to come up with your own cunning plan.
- . . . creatures who have better Glorantha counterparts in the monster ecology. Mainly this means creatures like orcs and goblins. Glorantha has broos and scorpion men. You could probably enlist orcs'n'goblins under some different name as some variety of Chaos enemy, but you certainly don't need to.
- . . . creatures that should be part of the broad swathes of Gloranthan reality that we haven't dealt with properly yet! ☥ Plant creatures like the Aldryami and the dragonewts who brought us the ⚔ Dragonewt rune associated with all-things-draconic are the two biggest examples. We don't want to parade new ☥ Plant and ⚔ Dragonewt monsters from core *13th Age* when we haven't directly addressed Glorantha's most important exemplars. The exceptions are rock-solid Gloranthan monsters like the wyvern, ⚔ creatures locked into the ecology of Dragon Pass.
- . . . dragons, because they'll be extremely rare monsters in most campaigns. As you'll see in the ⚔ Dragonewt notes on page 300, there's a place for the huge dragons from *13th Age*, but we decided against cluttering the monster list you'll be using to build the rest of your campaigns' battles.
- . . . creatures that are further examples of monsters we cover in the table. For example, the frost giant is in the Monster List on page 239 as well as being discussed on page 298, but we didn't draft the frost giant variants that show up in the *13th Age Bestiary*. There's no reason you shouldn't look those variants over, but we opted against being entirely completest—this is a pretty good list rather than an all-inclusive list.

MONSTER LIST

Lvl	Rune	Monster	Size	Role	Page
1		**Orlanthi bandit**	*normal*	*mook*	p. 242
1		**alpha baboon**	*normal*	*leader*	p. 244
1		**baboon trooper**	*double-strength*	*mook*	p. 244
1		**rubble runner:** Most rubble runners are more like environmental problems, but the biggest could fight as mooks. *[dire rat]*	*normal*	*mook*	13A: 206
1		**swarm of bats**	*normal*	*spoiler*	13B: 13
1		**wolf**	*normal*	*troop*	13A: 207
1		**decrepit skeleton**	*normal*	*mook*	13A: 246
1		**skeletal hound**	*normal*	*blocker*	13A: 246
1		**skeleton archer**	*normal*	*archer*	13A: 246
1		**zombie shuffler**	*normal*	*mook*	13A: 251
1		**giant scorpion**	*normal*	*wrecker*	13A: 206
1		**maimed ghoul** *[gravemeat]*	*normal*	*mook*	13B: 97
1		**spiky black beetle**	*normal*	*troop*	p. 397*
1		**starving trollkin wretch**	*normal*	*mook*	p. 295
1		**earthbeast**	*large*	*troop*	p. 301
1		**human thug**	*normal*	*troop*	13A: 235
1		**newtling juvenile**	*weakling*	*troop*	p. 319
2		**Orlanthi outlaw**	*normal*	*troop*	p. 242
2		**pygmy wasp-rider:** The former goblin is a cannibal pygmy, the sword is a javelin, the ongoing damage is poison damage from the wasp's sting. *[bat cavalry]*	*large*	*wrecker*	13B: 14
2		**bear**	*normal*	*troop*	13A: 207
2		**giant bat** *[dire bat]*	*normal*	*troop*	13B: 14
2		**tusk rider bandit**	*large*	*wrecker*	p. 245
2		**broo tough**	*normal*	*troop*	p. 255
2		**broo wretch**	*normal*	*mook*	p. 254
2		**gorp**	*large*	*wrecker*	p. 264
2		**gorpmook**	*normal*	*mook*	p. 265
2		**hapless criminal**	*weakling*	*troop*	p. 267
2		**human zombie**	*normal*	*troop*	13A: 251
2		**lightning slinger**	*normal*	*archer*	p. 276
2		**newly risen ghoul**	*normal*	*mook*	13A: 225
2		**scorpion man warrior**	*large*	*wrecker*	p. 273
2		**skeleton warrior**	*normal*	*troop*	13A: 246

Lvl	Rune	Monster	Size	Role	Page
2		**timinit broo**	*weakling*	*wrecker*	p. 255
2		**zombie beast**	*large*	*troop*	13TW: 207
2		**assassin beetle:** Hit-and-run predator more common near trolls. *[ankheg]*	*large*	*troop*	13A: 208
2		**battle-ready trollkin**	*normal*	*mook*	p. 295
2		**giant web spider**	*large*	*blocker*	13A: 207
2		**hunting spider**	*normal*	*wrecker*	13A: 206
2		**Dara Happan legionnaire**	*normal*	*mook*	p. 310
2		**Thunder Delta slinger**	*normal*	*archer*	p. 311
2		**newtling grown-up**	*weakling*	*spoiler*	p. 319
3		**Orlanthi bandit leader**	*normal*	*leader*	p. 242
3		**renegade godi**	*normal*	*caster*	p. 243
3		**wasp-rider shaman:** Fangs = wasp stinger, ongoing damage is poison damage, negative energy might be negative energy or lightning. *[goblin bat mage]*	*normal*	*spoiler*	13B: 14
3		**small air elemental**	*normal*	*wrecker*	13TW: 189
3		**acolyte of Atyar (Thanatari)**	*elite*	*caster*	p. 282
3		**broo chaos shaman**	*normal*	*caster*	p. 256
3		**broo convert**	*normal*	*troop*	p. 255
3		**broo rhino bruiser**	*normal*	*wrecker*	p. 255
3		**Chaos imp** *[imp]*	*normal*	*spoiler*	13A: 210
3		**doom seeker initiate**	*normal*	*troop*	p. 281
3		**flying Chaos squid:** Sea creatures fly, beasts rend your mind with impossible visions. Such is Chaos. *[hungry star]*	*normal*	*wrecker*	13A: 235
3		**ghoul**	*normal*	*spoiler*	13A: 225
3		**hybrid zombie:** also a Delecti special	*large*	*wrecker*	p. 414*
3		**jack o'bear**	*large*	*spoiler*	p. 266
3		**mad stag broo**	*normal*	*archer*	p. 256
3		**muck dweller dragon snail**	*triple-strength*	*wrecker*	p. 261
3		**nangrel savage:** See nangrel entry on page 270. *[gnoll savage]*	*normal*	*troop*	13A: 228
3		**nangrel tracker:** See nangrel entry on page 270. *[gnoll ranger]*	*normal*	*archer*	13A: 229
3		**offal demon:** Tentacles, trash, and terror. *[otyugh]*	*large*	*blocker*	13A: 243
3		**slug demon** *[dretch]*	*normal*	*mook*	13A: 210
3		**squirmling:** Endless waves of Chaos mooks. *[lemure]*	*normal*	*mook*	13TW: 169
3		**dark troll warrior**	*normal*	*troop*	p. 295
3		**dark troll zombie**	*normal*	*troop*	p. 297
3		**weaver swarm:** More spiders that accompany trolls.	*normal*	*mook*	13B: 61
3		**wolf spider**	*normal*	*wrecker*	p. 293



Lvl	Rune	Monster	Size	Role	Page
3	☐	**small earth elemental**	*normal*	*troop*	13TW: 189
3	⊙	**small fire elemental**	*normal*	*troop*	13TW: 189
3	☾	**Dara Happan veteran**	*normal*	*blocker*	p. 311
3	☾	**Lunar squad magician**	*normal*	*caster*	p. 311
3	≈	**small water elemental**	*normal*	*blocker*	13TW: 189
4	☾	**outlawed champion**	*normal*	*wrecker*	p. 243
4	▽	**centaur lancer:** None of the *13th Age* background material applies, of course, but you're not here for story.	*normal*	*troop*	13B: 35
4	▽	**herd tusker**	*normal*	*mook*	p. 247
4	▽	**juvenile manticore**	*large*	*spoiler*	p. 412*
4	▽	**minotaur**	*large*	*troop*	13A: 239
4	▽	**tusk rider warrior**	*large*	*wrecker*	p. 246
4	♛	**acolyte of Than**	*elite*	*caster*	p. 283
4	♛	**big zombie**	*large*	*wrecker*	13A: 251
4	♛	**Chaos beast**	*normal*	*troop*	13B: 39
4	♛	**Chaos behemoth**	*huge*	*spoiler*	13B: 40
4	♛	**Chaos brute**	*large*	*wrecker*	13B: 39
4	♛	**Chaos glorp**	*normal*	*mook*	13B: 39
4	♛	**despoiler:** Perfect demons as written; could also be a broo variant.	*normal*	*caster*	13A: 210
4	♛	**ghoul fleshripper:** No holy energy in Glorantha makes ghouls just a bit tougher.	*normal*	*wrecker*	13B: 97
4	♛	**Krarshti thug:** A human assassin working at becoming one of Krarsht's demons. *[cambion dirk]*	*normal*	*mook*	13B: 31
4	♛	**krarshtkid**	*large*	*wrecker*	p. 268
4	♛	**lash ghoul** *[ghoul licklash]*	*normal*	*blocker*	13B: 97
4	♛	**runecarved skeleton:** Magically enchanted and fighting better than it did in life. *[Blackamber skeletal legionnaire]*	*normal*	*troop*	13A: 246
4	♛	**sword haunt:** Humakti go far out of their way to hunt these creatures down. *[wight]*	*normal*	*spoiler/troop*	13A: 249
4	♛	**vomit ghoul** *[ghoul pusbuster]*	*normal*	*spoiler*	13B: 97
4	♛	**wilder broo**	*normal*	*troop*	p. 257
4	●	**cave troll**	*large*	*troop*	p. 296
4	●	**hungry dehori**	*normal*	*wrecker*	p. 294
4	☐	**gnarly earthbeast**	*large*	*troop*	p. 301
4	⊙	**Darra Happan hard-liner:** Replace the hammer and axe with spears for a human warrior devoted to the original ⊙ Fire/Sky gods instead of the upstart ☾ Moon. To be nasty, switch the hater-effect to the ☾ Air rune. *[azer soldier]*	*normal*	*troop*	13TW: 162
4	☾	**antelope lancer**	*normal*	*troop*	p. 312
4	☾	**Lunar sprite:** A flying spirit from the Moon. Nothing hellish. Nope. *[hell imp]*	*normal*	*spoiler*	13TW: 170



Lvl	Rune	Monster	Size	Role	Page
4	⌀	**priestess of Glamour:** Apparently a priestess of a friendly cult. Too friendly. *[honey devil]*	*weakling*	*troop*	13TW: 171
4	⋇	**Delecti devotee:** They served the Necromancer in life, they serve him in death. *[zombie of the Silver Rose]*	*normal*	*mook*	13TW: 207
4	⋇	**flesh construct:** Delecti stitches random bits together and infuses them with almost-life. *[flesh golem]*	*large*	*blocker*	13A: 231
5	֍	**air elemental**	*normal*	*wrecker*	13TW: 190
5	֍	**storm ram**	*normal*	*troop*	p. 243
5	֍	**thunder bat**	*normal*	*archer*	13B: 15
5	⩛	**centaur raider**	*normal*	*wrecker*	13B: 35
5	⩛	**elder tusker:** Magical ur-tusker, too powerful for normal riders, and since there aren't many tusk rider heroes around, it goes unmounted. *[dire boar]*	*large*	*troop*	13TW: 160
5	⩛	**manticore bard:** Probably more at home in Beast Valley than in the Dragon Empire; usually replace tail spikes with a scorpion sting.	*large*	*caster*	13B: 139
5	⩛	**scorpolion:** Ground-pounding ambushers *and* shock troops for Ironhoof. *[mantikumhar]*	*large*	*spoiler*	13B: 139
5	ᴥ	**acolyte of Thanatar**	*elite*	*caster*	p. 284
5	ᴥ	**blade of Krarsht:** Magically enhanced human assassin. *[cambion sickle]*	*normal*	*troop*	13B: 31
5	ᴥ	**dread spirit** *[wraith]*	*normal*	*spoiler*	13A: 250
5	ᴥ	**five-headed hydra**	*huge*	*wrecker*	13A: 236
5	ᴥ	**frenzy demon**	*normal*	*wrecker*	13A: 211
5	ᴥ	**ghast**	*normal*	*wrecker*	13B: 98
5	ᴥ	**horde broo**	*weakling*	*troop*	p. 257
5	ᴥ	**Mallia's champion (broo)**	*normal*	*caster*	p. 257
5	ᴥ	**marauder dragon snail**	*double-strength*	*wrecker*	p. 262
5	ᴥ	**Ragnaglar rage champion (broo)**	*normal*	*wrecker*	p. 258
5	ᴥ	**scorpion man bruiser**	*large*	*wrecker*	p. 275
5	ᴥ	**scorpion man shaman**	*large*	*caster*	p. 275
5	ᴥ	**twisted lightning slinger (spirit of reprisal)**	*normal*	*archer*	p. 276
5	ᴥ	**warped beast**	*normal*	*wrecker*	13B: 70
5	ᴥ	**worm of Krarsht:** A plot-problem monster rather than a deadly combat threat. The lying tongue of Chaos. *[whispering prophet]*	*normal*	*leader*	13B: 216
5	●	**grappler beetle**	*normal*	*blocker*	p. 293
5	●	**troll spirit priestess**	*elite*	*caster*	p. 296
5	♜	**two-headed giant:** Not a real full-size giant, but a runt from the foothills. *[ettin]*	*large*	*troop*	13A: 224
5	⩓	**wyvern:** Low-grade cousin of the mighty dragons. Potentially quite intelligent, but tends to live in caves and prey on humans and herd animals, so yeah, it's a monster.	*large*	*wrecker*	13A: 250
5	□	**earth elemental**	*normal*	*troop*	13TW: 190

Lvl	Rune	Monster	Size	Role	Page
5	□	**earth shark:** Savage burrowing predator, too wild to be tamed like the earth shakers. *[bulette]*	*large*	*wrecker*	13A 208
5	□	**free-roaming gargoyle**	*normal*	*troop*	13A: 224
5	⊙	**fire elemental**	*normal*	*wrecker*	13TW: 190
5	⌀	**Granite Phalanx hoplite**	*normal*	*troop*	p. 312
5	⌀	**Lunar assassin**	*normal*	*spoiler*	p. 313
5	⌀	**poison wind:** A corrupted Air spirit, resisting thunder and lightning damage instead of fire damage. *[smoke devil]*	*normal*	*troop*	13TW: 172
5	≈	**water elemental**	*normal*	*blocker*	13TW: 190
6	▽	**centaur archer:** One of Ironhoof's fast-moving elite warriors. *[centaur ranger]*	*normal*	*archer*	13B: 35
6	▽	**centaur champion**	*double-strength*	*leader*	13B: 36
6	▽	**coursing manticore**	*large*	*spoiler*	13B: 140
6	▽	**manticore:** At home in Beast Valley, a perilous threat elsewhere.	*large*	*archer*	13A: 238
6	ᴥ	**bronze bat spirit**	*weakling*	*wrecker*	p. 276
6	ᴥ	**earth-killer gorp**	*large*	*spoiler*	p. 265
6	ᴥ	**jaw of Krarsht:** One variety of cult assassin. Line between human and demon? Blurred. Treat headbutts as hidden weapon attacks. *[cambion katar]*	*normal*	*wrecker*	13B: 31
6	ᴥ	**specter**	*double-strength*	*wrecker*	13TW: 201
6	ᴥ	**tongue of Krarsht**	*elite*	*caster*	p. 269
6	ᴥ	**vulture demon** *[vrock]*	*normal*	*spoiler*	13A: 211
6	ᴥ	**walktapus**	*large*	*spoiler*	p. 287
6	●	**Cragspider initiate:** This troll/spider hybrid deals fire damage instead of lightning damage. *[drider]*	*large*	*caster*	13A: 223
6	●	**great troll bodyguard**	*large*	*blocker*	p. 296
6	●	**wasp spider** *[lokkris]*	*normal*	*mook*	13B: 61
6	♜	**hill giant:** See the notes on giants on page 298.	*large*	*troop*	13A: 225
6	□	**clay jolanti:** See the jolanti notes on page 302. *[clay golem]*	*large*	*spoiler*	13A: 231
6	∴	**Puppeteer Troupe**	*normalish*	*caster*	p. 307
6	⌀	**Comet Seer**	*normal*	*caster*	p. 314
6	⌀	**crimson ghost**	*normal*	*spoiler*	p. 315
6	⌀	**Lunar champion:** A mortal warrior, or a demi-god in training. *[bearded devil]*	*double-strength***	*blocker*	13TW: 173
6	⌀	**Lunar mage knight:** Human magician; replace some energy types with moon, keep others. *[ogre mage knight]*	*double-strength***	*wrecker*	13B: 152
6	⋇	**blood rose:** The flowers of unlife are obvious Delecti creations! Their nastier special should trigger against PCs who have the ⧗ Life rune or the † Death rune. We're using the ⋇ Undead rune for Delecti, but ᴥ Chaos works just as well.	*double-strength*	*wrecker*	13TW: 195
6	⋇	**death blossom:** See comment on blood rose above.	*double-strength*	*caster*	13TW: 194



Lvl	Rune	Monster	Size	Role	Page
6	⋇	**lich flower:** See comment on blood rose above.	*double-strength*	*blocker*	13TW: 194
6	⋇	**poison dandelion:** See comment on blood rose above.	*double-strength*	*spoiler*	13TW: 195
7	֍	**big air elemental**	*normal*	*wrecker*	13TW: 191
7	☗	**elder krarshtkid**	*large*	*wrecker*	p. 269
7	☗	**krarshtide**	*normal*	*spoiler*	p. 269
7	☗	**nangrel boss**	*normal*	*leader*	p. 271
7	☗	**nangrel fiendfletch:** See nangrel entry on page 270. *[gnoll fiendfletch]*	*normal*	*archer*	13TW: 196
7	☗	**nangrel packscum**	*normal*	*mook*	p. 271
7	☗	**nangrel shredder:** See nangrel entry on page 270. *[gnoll shredder]*	*normal*	*blocker*	13TW: 196
7	☗	**nangrel warrior scout**	*normal*	*troop*	p. 271
7	☗	**seven-headed hydra**	*huge*	*wrecker*	13A: 236
7	☗	**shapeless one** *[umluppuk]*	*huge*	*spoiler*	13B: 69
7	☗	**toad demon** *[hezrou]*	*large*	*troop*	13A: 212
7	●	**black demon-horse**	*large*	*troop*	p. 292
7	●	**terrible one (dehori)**	*normal*	*spoiler*	p. 294
7	♜	**frost giant:** See the notes on giants on page 298.	*large*	*spoiler*	13A: 226
7	□	**big earth elemental**	*normal*	*blocker*	13TW: 191
7	□	**bronze jolanti:** See jolanti notes on page 302. *[bronze golem]*	*large*	*blocker*	13B: 100
7	□	**greater earthbeast**	*large*	*troop*	p. 301
7	⊙	**big fire elemental**	*normal*	*wrecker*	13TW: 191
7	⌀	**Lunar heroquester:** So many special powers, so many weird spells. She's on the Hero path like the PCs. *[ogre mage]*	*double-strength***	*caster*	13A: 240
7	⌀	**Lunar kraken:** If the Red Goddess has sent this creature to conquer ≋ Water, you can use the monster's other forms later in the campaign. *[devil of the Fangs]*	*huge*	*spoiler*	13TW: 180
7	⌀	**Lunar special agent:** Human operative, not necessarily resistant to fire. *[hooded devil]*	*normal*	*troop*	13TW: 174
7	⌀	**spell archer**	*normal*	*caster*	p. 315
7	≋	**big water elemental**	*normal*	*blocker*	13TW: 191
8	֍	**epic storm ram**	*normal*	*troop*	p. 243
8	☗	**epic horde broo**	*weakling*	*troop*	p. 258
8	☗	**fang of Krarsht:** Demonic assassin. Treat headbutt as a bite. *[cambion hellblade]*	*normal*	*wrecker*	13B: 32
8	☗	**forge demon:** Has armed itself better than most demons. *[fire giant]*	*large*	*wrecker*	13A: 227
8	☗	**greater jack o'bear**	*large*	*spoiler*	p. 266
8	☗	**pincer demon** *[glabrezou]*	*large*	*caster*	13A: 212
8	●	**giant praying mantis:** Common in deep troll realms, often temporarily dominated by troll magicians or bug masters.	*large*	*blocker*	13TW: 161
8	♜	**stone giant:** See the notes on giants on page 298.	*large*	*troop*	13A: 226



Lvl	Rune	Monster	Size	Role	Page
8	□	**stone jolanti:** See jolanti notes on page 302. *[stone golem]*	*large*	*blocker*	13A: 232
8	⌀	**Blue Moon School magician**	*double-strength*	*caster*	p. 316
8	⌀	**Servant of the Conquering Daughter:** Spirit from Hwarin Dalthippa's squadrons. *[fury devil]*	*normal*	*wrecker*	13TW: 175
8	⋇	**bandaged experiment:** Delecti wrapped this person/thing up ages ago to see what would happen. *[mummy]*	*double-strength*	*wrecker*	13TW: 197
9	⌀	**epic air elemental**	*normal*	*wrecker*	13TW: 192
9	⌀	**bagogi minion**	*large*	*mook*	p. 275
9	⌀	**demon-pet gorp**	*normal*	*spoiler*	p. 265
9	⌀	**despoiler mage**	*normal*	*caster*	13A: 213
9	⌀	**dread bat** *[wraith bat]*	*normal*	*mook*	13B: 15
9	⌀	**dread specter**	*double-strength*	*wrecker*	13TW: 201
9	⌀	**elder walktapus**	*large*	*spoiler*	p. 288
9	⌀	**forge demon warlord:** See notes on giants on page 298. *[fire giant warlord]*	*large*	*leader*	13A: 227
9	⌀	**giant vulture demon** *[vrock]*	*large*	*spoiler*	13A: 214
9	⌀	**giant zombie**	*large*	*mook*	13A: 251
9	⌀	**headless zombie**	*normal*	*troop*	13TW: 207
9	⌀	**hooked demon**	*normal*	*mook*	13A: 213
9	⌀	**oversoul demon:** More fun with tentacles. *[soul flenser]*	*normal*	*spoiler*	13TW: 199
9	⌀	**slime beast dragon snail**	*normal*	*wrecker*	p. 263
9	⌀	**soul-stripped:** What's left when an oversoul demon has had its way with you. *[the flensed]*	*normal*	*mook*	13TW: 200
9	□	**epic earth elemental**	*normal*	*blocker*	13TW: 191
9	□	**marble jolanti:** See jolanti notes on page 302. *[marble golem]*	*large*	*troop*	13B: 101
9	⊙	**epic fire elemental**	*normal*	*wrecker*	13TW: 193
9	⌀	**Lunar warp mage:** Crazy magic from an altered human spellcaster. *[prismatic ogre mage]*	*double-strength***	*caster*	13B: 153
9	⌀	**red shadow:** Elite Lunar assassin, possibly still human. *[bone devil]*	*double-strength***	*troop*	13TW: 176
9	⌀	**tenured Comet Seer**	*normal*	*caster*	p. 318
9	⌀	**epic water elemental**	*normal*	*blocker*	13TW: 193
10	⌀	**storm sister:** See notes on giants on page 298. *[storm giant]*	*huge*	*archer*	13A: 228
10	⌀	**boar demon** *[nalfeshnee]*	*large*	*caster*	13A: 214
10	⌀	**Krarshtmaw**	*large*	*wrecker*	p. 270
10	⌀	**nangrel packfiend**	*normal*	*mook*	p. 272
10	⌀	**vampire**	*normal*	*spoiler*	13A: 248
10	□	**iron jolanti:** See jolanti notes on page 302. *[iron golem]*	*large*	*wrecker*	13A: 232

Lvl	Rune	Monster	Size	Role	Page
10	⊕	**bat lord**	*normal*	*blocker*	p. 432*
10	⊕	**bat priest**	*normal*	*wrecker*	p. 431*
10	⊕	**Lunar jailer:** Replace claws with scimitars, fire damage with moon damage, and the *devil's due* ability can also expend a heroquest gift power. *[barbed devil]*	*normal*	*caster*	13TW: 176
11	ᛘ	**final tongue of Krarsht**	*double-strength*	*caster*	p. 270
11	∴	**epic Puppeteer Troupe**	*normalish*	*caster*	p. 307
11	⊕	**crater maker**	*normal*	*caster*	p. 318
12	ᛘ	**chaos champion walktapus**	*large*	*spoiler*	p. 289
12	ᛘ	**serpent demon** *[marilith]*	*large*	*troop*	13A: 215
12	⊕	**reformed demon:** Horned. Terrible. No longer Chaotic. *[horned devil]*	*large*	*troop*	13TW: 177
13	ᛘ	**avatar of Primal Chaos** *[hagunemnon]*	*large*	*wrecker*	13B: 69
13	ᛘ	**flame demon** *[balor]*	*large*	*wrecker*	13A: 215
14	ᛘ	**Gagix Two-barb**	*large*	*wrecker*	p. 426*
14	⊕	**greater Lunar demon:** It looks like whatever it wants to look like. *[pit fiend]*	*huge*	*wrecker*	13TW: 178
15	ᛘ⊕	**famished Crimson Bat**	*quintuple-strength*	*spoiler*	p. 433*

Monster List Key

Level: As in our earlier monster lists, monsters are presented alphabetically within levels.

Rune: We opted to organize the rest of the chapter by rune. As mentioned above, rune associations are a big part of how you'll want to build battles.

The only oddity in the rune column is that undead have three different rune possibilities. In Glorantha, undead creatures come in many sorts. Regardless of their source, undead creatures earn the undying enmity of Humakt and his devotees.

Most undead are created by ᛘ Chaos, especially by the minions of the gods Thanatar and Vivamort. The Monster Table lists undead from other books that fit in Glorantha. By default, undead we're drawing in from the Dragon Empire are listed as ᛘ Chaos creatures.

Trolls, especially trolls connected to Zorak Zoran, create undead associated with ● Darkness. These are reanimated, spiritless corpses, not ghouls or vampires. They are neither Chaotic nor, arguably, truly undead. They're a bit more like constructs, since the soul of the dead creature is not trapped in the skeletal or zombie body. Troll-created undead appear with the ● Darkness rune. For clarity's sake, and because Humakt still isn't fond of them, we still refer to them as undead instead of constructs.

Finally, the Upland Marsh is haunted by bizarre undead constructs, stitched together and powered by the undying sorcerer Delecti. They are the products of blasphemy, not Chaos. Undead associated with Delecti have the ⋈ Unlife/Undead rune. It's possible that there might also be Chaotic versions of those undead, but not if they belong to Delecti.

Monster: If the creature is in this book, all that will appear in this column is the creature's name. If the creature is being translated over from the Dragon Empire, we may say a few words about revisions. Sometimes we use the same name that the monster has in the Dragon Empire. If not, the Dragon Empire name appears in brackets and italics at the end of the Name section.

Size: Size indications help you build battles properly. A few creatures that started as large in the Dragon Empire are now indicated by a double asterisk (**) as double-strength.

Role: The roles are unchanged from core *13th Age*.

Page: Monsters in this book just have page numbers and no shading. An asterisk (*) indicates that the page referred to is in one of the other chapters instead of this Enemies chapter. Monsters from other books have shading. **13A:** core *13th Age* rulebook; **13B:** *13th Age Bestiary*; **13TW**: *13 True Ways*. (We're not including monsters from *Lions & Tigers & Owlbears: 13th Age Bestiary 2* in this list; that book has an appendix detailing how many of its entries would fit into 13G campaigns.)

AIR



Oh, Air! So close to the start of the alphabet and so out of step with most of our Enemies chapter.

Other Glorantha RPGs follow the lead of Gloranthan history, featuring frequent fights against clan and tribal rivals. Our Chaos Rises default campaign makes NPC monster stats for worshipers of Orlanth, Ernalda, and Storm Bull less desirable, but you may still want some stats for regrettable battles. The stat blocks for Orlanthi that follow are phrased as outlaws, renegades, and turncoats. Since they can function just as well as legitimate Orlanthi who happen to be your rivals, here are suggestions for who these people might be if you are confronting clan rivals instead of fighting outlaws.

1st level Orlanthi bandit = carl
2nd level Orlanthi outlaw = sword thane
3rd level bandit leader = war leader
3rd level renegade godi = clan godi
4th level outlawed champion = clan champion

Orlanthi Bandit

If this guy had stayed in his clan where he had a family and land to farm, he probably would have been a carl. Technically, no one could have told him what to do, but he generally would have followed his leaders. And now he followed the leader of his little band of outlaws into the pointed end of your spears.

1st level mook [HUMANOID]
Initiative: +4

Sword or axe or spear +6 vs. AC—4 damage
Natural 16+: The Orlanthi bandit can pop free from all enemies if it moves as a free action to engage a different enemy.

R: Sling or bow +4 vs. AC (one nearby or far away enemy)—4 damage

AC	**16**	
PD	14	**HP 8 (mook)**
MD	10	

Mook: Kill one Orlanthi bandit mook for every 8 damage you deal to the mob.

Orlanthi Outlaw

If she hadn't been outlawed, this warrior would have served her chieftain as a sword thane.

2nd level troop [HUMANOID]
Initiative: +7

Spear +7 vs. AC—7 damage
Miss: The next time the Orlanthi outlaw attacks this battle, it gains an attack bonus equal to the escalation die.

R: Thrown javelin +7 vs. AC—5 damage

Nastier Specials
Active spear: When an enemy intercepts the Orlanthi outlaw, that enemy takes 2d6 damage.

AC	**17**	
PD	16	**HP 38**
MD	12	

Orlanthi Bandit Leader

With a couple hot meals and a night's sleep, he could pass for a war leader.

3rd level leader [HUMANOID]
Initiative: +8

Longsword +8 vs. AC—10 damage, and until the end of the Orlanthi bandit leader's next turn, its nearby allies gain a +3 bonus to disengage checks.
Miss: 3 damage.

R: Bow +6 vs. AC—8 damage

AC	**19**	
PD	16	**HP 46**
MD	16	



Renegade Godi

Sometimes the line between breaking the law and carrying on in the tradition of Orlanth Adventurous gets hard to see. That's his excuse, anyway.

3rd level caster [HUMANOID]
Initiative: +6

Shortspear +7 vs. AC—8 damage

C: Punching winds +8 vs. PD (1d4 nearby enemies)—6 damage, and the target pops free from each creature engaged with it

R: Lightning storm +8 vs. PD (up to 2 nearby or far away enemies)—12 lightning damage, and the renegade godi is dazed (–4 attack) and cannot cast *lightning storm* (two easy saves (6+) end both conditions)

AC	**17**	
PD	13	**HP 50**
MD	19	

Outlawed Champion

Whoever she killed to get herself exiled, it's a good bet that her clan misses them both.

4th level wrecker [HUMANOID]
Initiative: +10

Swift sword +10 vs. AC (2 attacks)—5 damage and dazed (save ends) from the first attack; 10 damage from the second attack. (Opportunity attacks can use either the first or second attack.)

Hates failure: That first time each battle that the outlawed champion misses with both attacks on the same turn, she gains an attack bonus equal to the escalation die until the end of the battle.

AC	**18**	
PD	17	**HP 56**
MD	15	

Storm Ram

If you expect a Storm Tribe beast to respect its Orlanthi compatriots, you've forgotten how much the Storm Tribe likes to fight.

5th level troop [BEAST]
Initiative: +10

Swinging horns +10 vs. AC—18 damage, and the target pops free from the storm ram

Horns and hooves +10 vs. AC—26 damage
Natural even miss: 10 damage.
Limited use: The storm ram or its target must be staggered.

Flight: A storm ram is one with the wind.

AC	**21**	
PD	19	**HP 78**
MD	16	

Epic Storm Ram

It is more likely to be encountered in the Hero Plane as part of a heroquest than in the mundane world. Technically, it might be on your side if you're the Air rune quester, but you'll probably have to prove it in the collision-based language the ram understands.

8th level troop [BEAST]
Initiative: +13

Swinging horns +13 vs. AC—38 damage, and the target pops free from the storm ram

Horns and hooves +13 vs. AC—53 damage
Natural even miss: 20 damage.
Limited use: The storm ram or its target must be staggered.

Flight: An epic storm ram defines gracefully frenetic airspeed.

AC	**24**	
PD	22	**HP 156**
MD	19	

▽ BEAST

We're focusing our ▽ Beast rune efforts on a somewhat hapless race of somewhat-intelligent animals and a truly hateful group that ranges Dragon Pass as raiders and mercenaries. You'll find a variety of other beasts and animals drafted from the core *13th Age* rulebook in the full Monster List.

BABOON

Not all baboons are unintelligent beasts. Some are just about as smart as fairly stupid people! It's generally thought that these creatures are suffering under some form of curse, but whether it's a curse that put them in a degraded form or that added intelligence to a bestial form that can't quite handle it, that's open to debate.

They roam the hills and plains in groups of fifteen to twenty. They're better at thieving than working and better at fleeing than fighting. If befriended, they're as reliable as anyone else, so no one outright hates them and they manage to get along on the fringes of most human societies. Trolls? Not so much, and the full Beast Men of Beast Valley don't want anything to do with them.

Slings and spears are as advanced as their technology gets, but leaders frequently wear scavenged armor.

▽ Baboon Trooper

Howling when pissed.

1st level double-strength mook [HUMANOID]
Initiative: +5

Short spear or club or claws +6 vs. AC—3 damage
Natural 16+: The target takes 2 extra damage from claws and teeth.

R: Sling +5 vs. AC—3 damage

Nastier Specials
Howling rage: When one or more baboon troopers have dropped, each remaining baboon trooper deals +1d4 damage on a hit (non-cumulative).

AC	**16**	
PD	15	**HP 14 (mook)**
MD	11	

Mook: Kill one baboon trooper mook for every 14 damage you deal to the mob.

▽ Alpha Baboon

Fluent in deal-making, scavenging, and violence.

1st level leader [HUMANOID]
Initiative: +8

Long spear +7 vs. AC—4 damage
Natural 16+: Other baboons gain a +2 damage bonus against the target until the end of the battle.

R: Sling +7 vs. AC (one nearby or far away enemy)—4 damage

Surviving: When an attack hits the alpha baboon while it's staggered, if there is another baboon next to the alpha baboon, roll a normal save. If the save succeeds, the attack hits the other baboon instead.

AC	**17**	
PD	16	**HP 28**
MD	13	



TUSK RIDER

The tusk rider tribes clustered around the Ivory Plinth prove that you don't have to be Chaotic to be hated by just about everyone.

Long ago, these people started as followers of a powerful hero named Aram who used a ● Darkness demon he'd tamed in an earlier adventure to defeat a giant pig god named Gouger that Ernalda had sent against him for ignoring her sacrifices.

Much later, during the weird period when the Empire of the Wyrms Friends experimented with hybridizing creatures that should never have been allowed to join (see Delecti the Necromancer, *Glorantha Sourcebook*, page 206), Aram's followers emerged from the shadows as an apparent cross-breed of humans and trolls. And everyone else in Dragon Pass said "Ewwww."

Tusk riders don't care what everyone else thinks. They live in perfect (albeit brutal) harmony with their giant tusker mounts and raid weaker groups. They worship a god they call the God of the Bloody Tusk, an amalgam of their original ▽ Beast, ● Darkness, and □ Earth roots. Their god doesn't provide powerful war magic, but he does give them a *bloody cut ritual* that allows them to sacrifice animals and sentient creatures with the maximum amount of pain possible while trapping the soul.

See the Ivory Plinth on page 343.

Always mounted: The stats for the 2nd level tusk rider bandit presume that the tusk rider and its mount fight as one creature. The same is true for the 4th level tusk rider warrior, at least at first.

When the tusk rider warrior is slain, there's a chance that only the rider or its mount were slain, in which case the surviving partner fights on. Don't build battles with these half-creatures; the dismounted tusk rider warrior and the berserk tusker should only surface as a consequence of battle. (That's why we've left them off the big Gloranthan Monster List on page 234.) If you want to use dismounted tusk riders in a battle, grab stats for orc mooks from the core *13th Age* book. Dismounted tusk riders are either non-combatants or running to find their mounts.

The 2nd level tusk rider bandits don't have the *one death or two* ability—at second level both rider and mount go down when either drops to 0 hit points.

For tuskers that are part of the herd, with no riders, use the herd tusker stats below.

Sacrifice hunters: Tusk riders try to take enemies alive to sacrifice them with maximum pain and magical gain. When a tusk rider drops a PC to 0 hit points or below, they try to pick up that enemy, throw them on their tusker's back, and ride away with them.

Willing to flee: Tusk riders will try to flee from battles they realize they aren't going to win. They are hit-and-run raiders, not warriors who want to fight to the death. If a significant number of tusk riders have escaped a battle, we make one of the PCs (by preference the trickster) roll a save. Failing the save means the battle doesn't count toward a full heal-up.

▽ Tusk Rider Bandit

They tend not to pick on anyone they think is tougher than they are. That still leaves them with a lot of targets.

Large 2nd level wrecker [HUMANOID]
Initiative: +6

Filthy lance +7 vs. AC—10 damage
Natural even hit or miss: The tusk rider bandit can pop free from its target.
Natural odd hit or miss: 4 damage, from hooves or horns.

Gnarly charge: When the tusk rider moves before attacking (enough to gather some speed), the target takes 2d4 damage before the attack roll.

Willing to flee: While the escalation die is 2+, if it's obvious that the tusk riders are losing this battle, this tusk rider will try to escape, disengaging or taking opportunity attacks if it thinks it can survive such attacks to get away.

AC 15
PD 14
MD 13

HP 88



Tusk Rider Warrior

We'd say there's no such thing as a tusk rider who isn't riding a ferocious tusker, but there is, temporarily, the same way there are Orlanthi warriors who can't breathe because of sucking chest wounds.

Large 4th level wrecker [HUMANOID]
Initiative: +8

Wicked spear +9 vs. AC—18 damage
Natural even hit or miss: The tusk rider bandit can pop free from its target.
Natural odd hit or miss: 8 damage, from hooves or horns.

Gnarly charge: When the tusk rider moves before attacking (enough to gather some speed), the target takes 2d6 damage before the attack roll.

One death or two?: When the tusk rider warrior drops to 0 hit points, roll a d20.
16+: The tusk rider warrior keeps fighting instead and heals 25 + 2d6 hit points and loses the *one death or two?* ability.
11–15: Replace the tusk rider warrior with a full strength dismounted tusk rider warrior (stat block below). Any conditions on the tusk rider warrior end and don't transfer to the dismounted tusk rider warrior.
6–10: Replace the tusk rider warrior with a full strength berserk tusker (stat block below). Any conditions on the tusk rider warrior end and don't transfer to the berserk tusker.
1–5: A bad day for the Bloody Tusk—both warrior and tusker are slain.

Willing to flee: While the escalation die is 2+, if it's obvious that the tusk riders are losing this battle, this tusk rider will try to escape, disengaging or taking opportunity attacks if it thinks it can survive such attacks to get away.

AC 19
PD 18 **HP 90**
MD 15

Dismounted Tusk Rider Warrior

There's not a lot left when you take the rider out of the tusk rider.

4th level troop [HUMANOID]
Initiative: +8

Thrusting spear +8 vs. AC—9 damage
Natural hit or miss: The dismounted tusk rider warrior takes 1d6 damage.

Usually fights to the death: Dismounted riders won't flee when the rest of the tusk riders run away unless another rider bothers to pick them up, and that's not very likely.

AC 17
PD 15 **HP 26**
MD 12

Berserk Tusker

A tusker doesn't survive the death of their rider. If the battle doesn't kill them, the surviving tusk riders will.

4th level wrecker [BEAST]
Initiative: +8

Slash and gore +10 vs. AC—8 damage
Odd hit or miss: The target and the berserk tusker each take 1d6 damage.

Crazed by grief: When the berserk tusker is engaged with an enemy at the start of its turn, it attacks that enemy with *slash and gore*. Otherwise, choose a random creature in the battle. If that creature is nearby, the tusker moves to engage that creature and uses *slash and gore*. (Yes, it might attack another tusker or tusk rider.) Otherwise, it moves twice to engage that creature.

AC 15
PD 17 **HP 24**
MD 13

Herd Tusker

Big and nasty, but not trained for combat, and not that interested in combat either.

4th level mook [BEAST]
Initiative: +10

Tramping getaway +9 vs. AC—6 damage, and the herd tusker pops free of the target

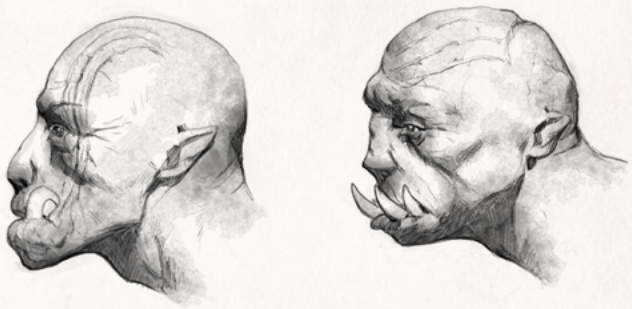
Run away!: Herd tuskers are much less interested in fighting than tusk riders and mounted tuskers. Build battles with them only if the PCs are being challenged to slay the tusker herd, otherwise understand that these pigs are mainly interested in protecting their young, and that means they're likely to run away.

Willing to flee: While the escalation die is 2+, if it's obvious that the tusk riders are losing this battle, this herd tusker will try to escape, disengaging or taking opportunity attacks if it thinks it can survive such attacks to get away.

AC 17
PD 17
MD 13

HP 20 (mook)

Mook: Kill one herd tusker mook for every 20 damage you deal to the mob.



NO REMOUNTS

If the tusk riders had anything like a rational society, riders whose mounts were slain out from under them would be able to remount in battle. But the brutal bonds between tusker and rider can't be reforged quickly. A tusker with a dead rider attacks everyone around it and must soon be slain, even if the tusk riders carry the field.

CHAOS



Chaos is the great enemy, the Predark, the destroyer, the unmaker.

There are a number of treatments of capital-C Chaos in fantasy literature and gaming. Some of them were inspired by Michael Moorcock's multiversal Eternal Champion books. Other visions of Chaos were inspired by Glorantha!

Glorantha's Chaos is capable of insidious corruption, but we're not dealing that much with the subtle manifestations of Chaos in this book. For now, we're focused on Chaos monsters that can be slain with swords or spells, and whose corruption can be purged by a strong divinely blessed fire that crisps their bones and goo to ash.

Too much exposure to Chaos often drives normal people insane. People like the player characters, who can face Chaos without flinching, are by definition heroes, where normal Gloranthans are concerned. (Maybe dangerous ill-tempered untrustworthy heroes, but still heroes who might be tolerated longer than their manners would ordinarily require!)

This Chaos section is the meat of the Enemies chapter. There's enough going on that we will take a moment and outline the contents:

- **Fighting Chaos (up next):** Rules that apply to every battle against Chaotic creatures. Scary!
- **The Chaos Gods (page 249):** Capsule descriptions and rune summaries of the major gods of Chaos.
- **Chaos Conversions (page 250):** Notes on converting other *13th Age* creatures into Chaos creatures.
- **A Touch of Chaos (page 250):** Three methods of giving Chaos creatures bizarre and unexpected powers; in the tradition of RQ's Chaotic features.
- **Broo (page 254):** Hideous goat-headed Chaotic minions. Comparable to F20's ubiquitous orcs as Chaotic horde-filler. Section ends with Chaos disease mechanics.
- **Demon (page 260):** Notes on Gloranthan demons and porting over Dragon Empire demons.
- **Dragon Snail (page 260):** Not quite dragons, but by far the worst of all the snails; mobile fragments of the Devil!
- **Gorp (page 263):** Glorantha's pre-eminent ooze monster.
- **Jack O'Bear (page 265):** Scary bears with pumpkin heads that override your will, all the better to eat you or kill all your friends.
- **Krarshti (page 267):** Worshipers and spawn of the Great Eater, the Chaos goddess whose secret criminal conspiracies undermine order. And now her children eat their way into myths they have no business entering.
- **Nangrel (page 270):** Spawn of Bad Dog, properly known as Narangos. Dog-headed humanoids, known elsewhere as gnolls.
- **Scorpion Man (page 272):** Like a centaur, but with scorpion bits instead of horse bits. Hideous creatures born of Bagog, the Scorpion Queen. Includes powers for devoured runes that can be used as nastier specials for other Chaotic monsters.
- **Spirit of Reprisal (page 275):** Great gods like Orlanth and Ernalda have minor spirits that sometimes punish worshipers of theirs who err or betray the faith. These spirits have been twisted by Chaos to punish all their former comrades.
- **Thanatari (page 277):** Detailed write-up of the cult of Thanatar, the Severed God, the stolen heads his worshipers steal magic from, and a possible Thanatari campaign arc.
- **Walktapus (page 287):** Octopus-headed humanoid. Less pleasant than that sounds.

Fighting Chaos

Fighting Chaos isn't like fighting anyone else.

If a battle pits the player characters against Chaos creatures, there is a chance each round that Chaos steals the escalation die from the player characters.

At the beginning of each round when the escalation die advances, the GM chooses one of the players to roll a d20. If the party contains a trickster, the trickster is always the PC who has to roll this d20.

1–5: The PCs don't add the escalation die to their attacks this round; instead, all Chaos creatures add the escalation die to their attacks this round.

6–20: The PCs get the escalation die this round as usual.

Two tricksters: If you have more than one trickster in the party, you'll have a lot of trouble in fights against Chaos. Each of your tricksters will roll each round to see if Chaos steals the escalation die that round, and the party has to suffer with the lowest result.



Mid-round escalation: Battles including tricksters and storm voices sometimes have surprising escalation effects. You don't roll for Chaos theft at the start of a round if the escalation die is less than 1, but you do roll in the middle of that round the moment an effect increases the escalation die to 1 or more.

Other escalation effects: As a rule, Chaos only steals the right to add the escalation die to attacks. Player characters with powers that trigger off of values of the escalation die still get to use those powers; the die isn't missing, it's just being added to someone else's attacks.

Of course, the first sentence starts by saying "as a rule" because there will surely be terrible Chaos creatures who steal the escalation die entirely. A GM can dream.

Overcoming Chaos: Chaos is weird, awful, and destructive but compared to the powers of many of the gods, it's not particularly resilient. When the GM decides that the battle has swung firmly in favor of the player characters, or some special story event has occurred that shows that Chaos is faltering (see the *Horn of Snakepipe Hollow's* climactic battle on page 401 for an example), don't roll for Chaos stealing the escalation die in subsequent rounds of that battle. If Chaos suddenly gets reinforced, start rolling again!

This qualifier for the Chaos-theft mechanic aims to prevent dragging out battles that appear decided. If it makes dramatic sense to keep rolling, don't disappoint Queen Drama!

Dice Aesthetics

I made quite a big deal of the rules for Chaos stealing the escalation die. In one hand I had the "horrible red Chaos escalation die!" and in the other I had the "lovely green Sartarite escalation die!" and I waved them around while the trickster's player rolled for it; then the winning die was put on a plinth, and the other one taken away for the round. —Michael Abbott

The Chaos Gods

Worshipers, cultists, minions, and descendants of the gods of Chaos are the principal villains of many 13G campaigns. Here's a short list of the Chaos gods that cause the most trouble in the Dragon Pass area. You can find more information on these gods and their mythological exploits in the section of the *Glorantha Sourcebook* devoted to the Gods War and the Great Darkness, page 120.

Chaos gods have wide-ranging influences on the cosmos but many Chaotic creatures don't appear to have much to do with specific Chaotic deities. Unlike humans and other Man creatures, Chaos beings don't rely as much on their gods. Simply by existing when they should not exist, Chaos creatures are part of a hideous well of anti-life that humans refer to as Primal Chaos. Perhaps that supplies Chaotic creatures with a twist of supernatural power that non-Chaotic creatures derive from the gods of creation.

Bagog: Chaos, Beast; the scorpion queen; a bloated monster that invaded the world during the Great Darkness and birthed millions of hybrid monsters while devouring the unfortunate fathers; the ancestor goddess of

all scorpion men and the original template that Gagix Two-Barb seeks to recreate. See the scorpion man write-up on page 272 and the Epic of Gagix Two-Barb on page 422.

Krarsht: ♉ Chaos, ♎ Stasis; god of hunger and intrigue, also known as the devouring mother; see page 267 for a short write-up and monsters related to her cult.

Mallia: ● Darkness, † Death, ♉ Chaos; the mother of disease; one of the Unholy Trio; popular with broos and with afflicted humans who don't know any better than to propitiate Chaos; usually shown as a woman pocked and dripping with diseases, or as a headless body with a single huge maw in its belly, two stout legs, and many arms with which to snatch victims sprouting from her torso. See Chaos Diseases on page 258.

Nysalor/Gbaji: As Nysalor the Illuminator, ♉ Chaos, ○ Light; as Gbaji the great deceiver, ♉ Chaos, ○ Light, and ☰ Harmony. Aside from the Lunar goddess herself, the most complex and controversial of the Chaotic gods, since some regard Nysalor as a source of cosmic insight, while Nysalor's shadow-self Gbaji infected empires and toppled worlds. Pelorian art shows Nysalor/Gbaji as a radiant man with a third eye, floating above the ground in a pose of cross-legged meditation. Lunars frequently add a ☽ Moon rune as a halo, and say that Nysalor was one of the aspects of the Goddess. Nysalor is much more subtle than the obvious monsters lined up to crash through the rest of this chapter, so see page 149 in the *Glorantha Sourcebook* for more.

Ragnaglar: ♉ Chaos; the Mad God, one of the Unholy Trio, an unfortunate and wicked brother of Orlanth, father of the broos race upon Thed. No longer an important deity because Storm Bull killed him!

Thanatar: ♈ Truth, ♉ Chaos, † Death; ● Darkness

Thed: ♉ Chaos, ♌ Spirit; one of the Unholy Trio who conspired to bring Chaos into the world; the mother of the broos.

Vivamort: ⧗ Life, ♉ Chaos, † Death; god of vampires. Not much power over other undead, but vampires are plenty nasty.

Wakboth: ♉ Chaos, ∞ Infinity; Wakboth is the moral evil of the world, and therefore difficult to destroy entirely even when dismembered and crushed under the Block (see page 345).

Chaos Conversions

Most all the aberrations from core *13th Age* can function as plausibly icky ♉ Chaos monsters. You'll find many of those aberrations converted to Gloranthan names on the Monster List above on page 234, along with many other *13th Age* creatures. A few especially perfect conversion candidates, such as 13A gnolls, appear under new Gloranthan names in the Chaos monster write-ups below.

Whenever you convert a monster from other *13th Age* sources into a Gloranthan Chaos monster, consider replacing defensive abilities with offensive power. Chaos creatures aren't as firmly rooted in reality as normal creatures. They're riddled by flaws and odd weaknesses. They're also oriented toward destruction, starting with themselves.

A Touch of Chaos

It's a tradition of Gloranthan roleplaying games that Chaos monsters often have powers that reflect unpredictable mutations. Partly that was because monsters in earlier systems often lacked the style of crunchy-weird abilities that *13th Age* monsters hit you with every fight. *13th Age* monsters generally start with something interesting and we have already equipped most of our Chaos monsters with semi-bizarre abilities, so we're not as interested as you might expect in adding more random features to Chaos monsters.

But the fact that Chaos is endlessly twisted and full of terrible surprises is too tempting to ignore entirely. We're suggesting three methods of adding occasional Chaotic touches to monsters and battles. The methods require different degrees of attention. None are mandatory and you should select from them as you like.

We've numbered the three approaches. Option 3 isn't necessarily more complex than option 1, but the options require increasing levels of effort from the GM.

Option 1: Minor Chaotic Features

These minor mutations provide a bit of chaotic flavor with observable cosmetic effects that help make different monsters distinct during battles without overloading you with powerful new abilities to track. If this is the type of thing you like to throw into your game, roll a random minor chaotic feature for the ♉ Chaos creature (or creatures) you think are most interesting in a battle. If you're lucky, something memorable will spring out of the random collisions of Chaos and combat. Some chaotic features are a problem for the forces of Chaos rather than the enemies of Chaos!

Lists of chaotic features in earlier Gloranthan RPGs used the idea that higher rolls were more dangerous. We don't think chaotic features need to be that structured. The point of these minor Chaos features is evocative weirdness. If you want to make a particular Chaos battle harder, there are plenty of other tools and nastier specials you can choose.

If you roll a Chaotic feature that doesn't make any sense for the creature, open your mind—surely Chaos offers a way. Or feel free to ignore that nonsense feature or do something in the same spirit that amuses you.

Don't toss these features around like candy at the Chaos Parade! They're called minor Chaotic features, but there have been moments in playtesting when they've made horrible messes of the PCs' lives. Keep them rare by only using one or at most two in a battle.



Minor Chaotic Features: Roll d100

1–2: *Useless extra limb*—It might even look dangerous, but it's weak and just gets in the way; –1 PD.

3–4: *Extra limb*—An arm, tentacle, or something to attack with. Once per round as a quick action, the creature can make a melee attack that deals half damage. (If the creature gets more than one attack, only make a single attack.)

5–6: *Vulnerable eyestalks*—The creature gains a +4 bonus to initiative but takes a –2 penalty to AC.

7–8: *Extra eyes*—It's unnerving; what do the extra eyes see?

9–10: *So many extra eyes*—The creature takes a –1 AC penalty and gains a +4 bonus to initiative, and a +2 bonus to MD.

11–12: *Weird shadows lurching in many different directions*—At start of each of the creature's turns, there's a 50% chance that it teleports next to a random nearby enemy it is not already engaged with. Don't roll if there are no nearby enemies.

13–14: *Dripping with icky slime*—The creature gains a +5 bonus to disengage checks.

15–16: *Covered with sticky goo*—While enemies are engaged with the creature, they take a –5 penalty to disengage checks.

17–18: *Several body parts are flaming*—When an enemy rolls a natural odd melee attack against the creature, the enemy takes fire damage equal to its level. If you feel like it, double the damage at champion and triple it at epic tier.

19–20: *Already dead, or mostly dead*—Reduce the creature's hit points by 25%. It also has *resist damage 16+* to all non-spell damage.

21–22: *Covered in unhealed wounds*—Reduce the creature's hit points by 25%. When an enemy hits the creature, it heals only half the normal amount (hard save ends, 16+).

23–24: *Bright red skin and eyes and everything else*—The creature gains *resist damage 16+* against attacks by creatures with the ☋ Air rune.

25–26: *Uselessly covered in feathers*—The creature is more comfortable sleeping upside down and in trees.

27–28: *Covered in feathers*—Once per battle, the creature can start flying when it moves. Its flight lasts until it lands or at the end of its turn, unless it rolls an easy save (6+). On a failure, it falls.

29–30: *Several body parts are liquid*—The creature gains *resist damage 16+* against attacks by creatures with the ☉ Fire/Sky rune.

31–32: *Grotesquely swollen*—Water? Gas? Whatever.

33–34: *Dangerously swollen*—When the creature takes damage, it swells more. When it drops to 0 hit points, it explodes. Make an attack against each enemy engaged with it or 1d3 random nearby creatures if none are engaged. Use its first melee attack for the attack bonus and let it deal around half the damage of the normal attack; full damage just feels obnoxious.

35–36: *Scaly skin*—The creature gains a +1 AC bonus.

37–38: *Bizarrely scaly skin*—At the start of each of its turns, the creature regenerates and heals hit points equal to its level. If you like, increase that to double its level at champion tier, and triple it at epic tier.

39–40: *Spiky bits*—Add its level to the miss damage of its melee attacks. (If the attack doesn't deal miss damage, it does now.)

41–42: *Weird spiky bits*—Add the escalation die to the miss damage of its melee attacks. (As above.)

43–44: *Floats an inch or three above the ground at all times*—The creature gains *resist damage 16+* against attacks by creatures with the □ Earth rune.

45–46: *Shadow is huge and visible even in the dark*—The creature gains *resist damage 16+* against attacks by creatures with the ● Darkness rune.

47–48: *Pulsing and weird-colored eyes*—When an enemy hits this creature with an attack against its MD, that enemy also takes half of the attack's damage.

49–50: *Covered in bizarre Chaos flowers*—Add another minor Chaotic feature to the creature, AND add another random minor Chaotic feature whenever Chaos steals the escalation die.

51–52: *Surrounded by magical floating Chaos runes*—When this creature drops an enemy to 0 hit points or below, it disappears entirely from the battle. It will return to bother the heroes several battles, days, or levels later as part of an unexpected Chaotic empowerment, more powerful by far than it was in this battle.

53–54: *Deathscream*—When this creature drops to 0 hp, each nearby non-Chaotic creature takes 5 ongoing psychic damage. (Your option of whether you want that to be 10 ongoing damage at champion tier and 15 ongoing damage at epic tier).

55–56: *Foaming with acid*—When a creature ends its turn engaged with this creature or next to it, that creature takes acid damage equal to this creature's level. If you like, deal damage equal to double its level at champion tier, and triple it at epic tier.



57–58: *Breath freezes*—When a creature ends its turn engaged with this creature or next to it, that creature takes cold damage equal to this creature's level. If you like, deal damage equal to double its level at champion tier, and triple it at epic tier.

59–60: *Ground and anything living cracks and withers beneath its feet*—While this creature is nearby (and alive), death saves and saves against ongoing damage by non-Chaotic creatures take a –2 penalty.

61–62: *Ghostly twin*—A spirit self flutters around this creature like a flag in a harsh wind. When a spell attack or an attack against MD targets this creature, there's a 50% chance it targets the ghostly twin instead. It dispels the twin for the battle, but doesn't target the creature.

63–64: *Jittery, stammering, twitchy*—The creature is infected with *shakes* (see page 258). Each enemy must roll a disease save after the battle if any PC drops to 0 hit points or below, or if this creature rolls a natural 1 or a natural 20 with an attack. Each of the other nine Chaos diseases function the same way, so the next nine entries simply refer to the Chaos disease rules. Some of the diseases also come with an optional benefit for the infected Chaotic creature if you want to suggest that the disease helps the monster somehow. For example, optional monster benefit: +4 initiative for being so jittery.

65–66: *Steaming red breath*—The creature is infected with *red breath* (as above, and see Chaos Diseases on page 258). Optional monster benefit: this creature gains a +2 bonus to all saves.

67–68: *Disturbingly twitchy*—The creature is infected with *death tics* (see Chaos Diseases on page 258). Optional monster benefit: this creature heals hit points equal to its level when a nearby creature drops to 0 hit points or below.

69–70: *Foul smelling, even by Chaos standards*—The creature is infected with *broo stank* (see Chaos Diseases on page 258). Optional monster benefit: this creature gains a +2 bonus to all defenses against attacks by enemies engaged with it.

71–72: *Riddled with maggots*—The creature is infected with *maggotz* (see Chaos Diseases on page 258).

73–74: *Staggers wildly, but never seems to fall*—The creature is infected with *the staggers* (see Chaos Diseases on page 258). Optional monster benefit: Never considered staggered.

75–76: *Limbs and body twisted into impossible angles*—The creature is infected with *'renches* (see Chaos Diseases on page 258).

77–78: *Eyes move around face instead of staying in one place*—The creature is infected with *crazy eye* (see Chaos Diseases on page 258).

79–80: *Coated in creeping crud*—The creature is infected with *creeping crud* (see Chaos Diseases on page 258).

81–82: *Blood seeps from eyes and orifices*—The creature is infected with *blood rot* (see Chaos Diseases on page 258).

83–84: *Musical chimes or notes punctuate the creature's movements, as if it was dancing*—Until the end of the battle, the first time each of this creature's enemies rolls a save it takes a –4 penalty.

85–86: *Skin roils and reshapes constantly, as if there were things inside*—When this creature is staggered, destroy it and replace it with four Chaotic mooks of equal or lower level. If the creature is already staggered—boom, instant mooks!

87–88: *Animal features*—The creature has unexpected features borrowed from a non-Chaotic animal. Maybe literally borrowed. Maybe part of its horrid origin story. Perhaps the feature matters somehow, or perhaps not. If you want it to matter, it should be on the level of a small damage bonus or a small hit point bonus.

89–90: *Haunted by spirits*—Spirits of creatures slain by or near this ❦ Chaos being swirl around it, talking, screaming, or weeping. They're not under the creature's control, but what it finds an enjoyable haunting is likely to be disturbing to anyone who isn't Chaotic.

91–92: *Rune eater*—See the devoured runes section of the scorpion man write-up on page 273. Roll a random rune to see which rune this creature somehow ingested.

93–94: *Extra head*—This would be an advantage for some creatures, irrelevant to others. Your call, GM.

95–96: *Stinky horrible poison*—When an enemy engaged with this creature uses an action, deal poison damage equal to the creature's level to that enemy. (For example, moving to engage this creature doesn't count, but using a standard and a quick action while engaged counts as two actions, dealing double the creature's level in poison damage.)

97–98: *False appearance*—The creature looks like some entirely different kind of Chaotic monster. Its powers and attacks aren't affected, but everyone else's perceptions of what's going on are become unreliable. Death ends the illusion.

99–100: *Dramatically constructed*—There's more going on with this creature than there should be. Everyone can tell. It has a strange glow from a spectrum that shouldn't exist. Increase its hit points by 50% and start the escalation die at 2 in every battle against it. When the creature drops to 0 hit points, it rolls a save. If it succeeds, it somehow escapes the battle via a cosmic hiccup or bizarre Chaos event or other unlikely occurrence. If it fails, congratulations to the PCs, they've slain what might have become a nemesis.

2: Major Chaos Features

The features below are meant to have more impact on the battle. They're at least as deadly as a nastier special. Many of the major Chaos features greatly alter the dynamic of a fight. Most battles against Chaos shouldn't use them, unless your PCs are bizarrely powerful min-maxers who require a challenge.

You can leave these major Chaos features up to a die roll, if that's how you roll, but you could also select a feature that seems right for the unique story of a particular monster in your campaign. Given the number of abilities that powerful Chaos creatures already possess, we don't see many reasons for using multiple major Chaos features in one battle. Similarly, these major features will have more impact if they're only used once or thrice a campaign. Feel free to replace features that the PCs have seen once or twice with new features of your own creation.

Instead of starting with suggestions for how a creature with the feature might look, there are lists of possible signs at the end of each feature. You may prefer to have these signs show up only when the ability is used, or not at all.

Major Chaotic Features: Roll d8

1: *Fevered*—During a turn in which Chaos has stolen the escalation die, this creature can take an extra standard action. (Steady cursing from countless mouths spread across body; foaming eyes; constant bouncing like an impossible pogo-stick; unlight spreading out from body that grows stronger whenever Chaos steals the escalation die.)

2: *Godless*—Roll three times on the Random Rune Table (page 50). Heroquest gifts from those runes have no effect this battle until this creature drops to 0 hp. Ignore any basic bonuses such gifts provide and negate any of their powers. (Chaos runes that seem to surge beneath the creature's skin, occasionally erupting like pus and drifting away to make the world a more horrible place; light flickers around the creature for no apparent reason; deep bass tones that stagger normal people sounding from within the creature's body.)

3: *Anti-destiny*—In a battle with this creature, the escalation die starts at 4. Instead of increasing each round, the die decreases, though it won't drop to negative values. This effect doesn't end when the creature possessing this Chaos feature drops to 0 hp, only at the end of the battle. (Horns that look too much like Wakboth's horns; a strangely calm smile that is always in view and makes the creature seem like it knows more than it should; each hero's hair stands up on end whenever they look at the creature.)

4: *Backlash*—When this creature takes damage, each nearby enemy takes damage equal to the creature's level. (Grating sounds whenever the creature moves; migraine headache spasms when a hero looks at the creature; innumerable tiny demons attached to the creature's skin burst off when it is injured.)

5: *Warped*—As a free action at the start of the creature's turn, it teleports and swaps places with one other random nearby creature, ally or an enemy. (Wavering distortion lines surrounding the creature, as if reality isn't sure where to place it; small whining noise that becomes louder and louder until the creature teleports each round.)

6: *Mirrored*—When an attack deals miss damage to the creature, the attacker takes that damage instead. (Reflective surfaces; appearance that strangely matches or refers to one of the enemies in the battle; reflected light from light sources that are not present.)

7: *Doomroll*—While this creature is in the battle, Chaos steals the escalation die each round on a 1–7 instead of a 1–5. (Echoes of the explosion of the Spike; palpable dread; chanted hymns to Wakboth coming from all directions; jolting moments of non-reality.)

8: *Cosmic irony*—While this creature is in the battle, enemies who aren't staggered are hampered! (Constantly laughing with more than one voice; something is wrong, very wrong, but you just can't place what.)

3: Nasty Chaotic Specials

As in core *13th Age*, the option of using nastier specials is up to you. We use them when we think the PCs are getting smug, when we need to make a fight less fair, and when we recognize something dramatic or wonderful that could come from being nasty.

Many Chaotic monsters already come equipped with options for nastier specials. Since Chaos creatures are bizarre mutants, there's another simple shortcut when you want to come up with a different nastier special: borrow an ability from any other monster . . . and we mean *any* monster, from any *13th Age* book.

Extra points if you combine things that look awesome! Want to make a broo with a scorpion man's poison stinger that deals ongoing poison damage the first time you roll a 16+

with the broo's other attack? Awesome! Feel like making a mushroom-sprouting gorp with the *hallucinogenia* confusion attack from a braincap fungaloid (*13th Age Bestiary*, page 84)? Psychedelic! How about a krarshtkid that regenerates like a *13th Age* troll (core book, page 248)? Yum! Need a Thanatari doom priest with one mutant severed head that turns out to be a screaming skull from page 110 of the *13th Age Bestiary*? Yes . . . although that sounds more like adding another monster to the battle than using a nastier special.

BROO

Horned spawn of an original horrific act of cosmic rape, echoed hideously across the centuries by the broos themselves.

Our broos section starts with a discussion of their place as the standard Gloranthan monster, continues with stat blocks, and concludes with possible Chaotic features, notes on broo bands, and optional rules for Chaos diseases.



The Chaotic Standard

What orcs are to most dungeon-delving games, broos have been to Gloranthan adventures: the humanoid but utterly loathsome monsters that should be slain on sight. When *13th Age* proposed that orcs were a sort of infection, rising spontaneously from polluted earth, we were half-thinking about Gloranthan broos. As creatures from Glorantha's reservoir of mythic tropes, broos are the monstrous rapists of the cosmos, procreating by violating everything else.

Of course, that element of the broos' cosmic horror should be kept off-screen. It's exactly the horror that player character heroes are meant to prevent, and part of the reason that even somewhat monstrous trolls and Storm Bull berserkers look clean compared to Chaos.

Broo Wretch

The lowliest of the lowly.

2nd level mook [CHAOS HUMANOID]
Initiative: +4

Gore-stained spear +6 vs. AC—4 damage

R: Sling +6 vs. AC—3 damage

Flailing death spasm: The vile wretch twists and whirls as it dies, with horns, teeth, and its weapon all lashing out unpredictably. When the wretch drops to 0 hp, each enemy engaged with it takes 1 damage.

Nastier Specials

Sneaky strike: When the wretch engages an enemy that's engaged with one of the wretch's allies, that enemy takes 1 damage.

AC 16
PD 16
MD 11

HP 10 (mook)

Mook: Kill one broo wretch mook for every 10 damage you deal to the mob.

Broo Tough

Broos that prove themselves halfway competent gain special status. That is, they can lord it over the wretches.

2nd level troop [CHAOS HUMANOID]
Initiative: +5

Gore-seasoned spear +6 vs. AC—6 damage
Miss: 2 damage (from horns, elbow, hoof, etc.).

R: Gruesome javelin +6 vs. AC—4 damage

Dirty fighting: When an enemy makes a melee attack against the tough and misses, it takes damage equal to the escalation die. If the attack was a fumble, then the tough can also make a *gore-seasoned spear* attack against that enemy as a free action.

Nastier Specials

Filthy mind: When an enemy targets the tough with an attack against MD, that enemy takes damage equal to the escalation die.

AC 16
PD 18 **HP 40**
MD 12

Timinit Broo

These broos are small, buzzing hornet-bodied humanoids with goatish heads. It doesn't make any sense. How could . . . ? Best not think about it.

Weakling 2nd level wrecker [CHAOS HUMANOID]
Initiative: +9

Stinger-tipped spear +7 vs. AC—4 damage
Natural 13: The timinit broo can make a *buzzing freakout* attack as a free action.

[Special trigger] **Buzzing freakout +7 vs. AC (each enemy engaged with it)**—4 damage, and 5 ongoing poison damage

Group ability: Each round, one timinit broo can use the *bzzzzz* ability.

Bzzzzz (group): All timinits in a fight act on the same initiative count. When it's their turn to act, randomly select one timinit that is not already using *buzzing freakout* this turn. That timinit gains a +5 bonus to disengage checks this turn and can use *buzzing freakout* to attack instead of *stinger-tipped spear*.

Nastier Specials

Freaky mind: When an enemy targets the timinit broo with an attack against MD, the timinit broo can use *buzzing freakout* during its next turn.

AC 16
PD 15 **HP 16**
MD 11

Broo Convert

An Orlanthi warrior who rose through the fyrd before being corrupted by Chaos. He is shirtless, and his naked torso sports a giant, goat-like face, which talks and shoots glances from place to place. It's so disturbing that it's hard to even look straight at him.

3rd level troop [CHAOS HUMANOID]
Initiative: +7

Fine Orlanthi sword, now filthy +10 vs. AC—8 damage, and the convert heals 2 hp
Miss: 2 damage.

Unsettling mien: While the broo convert isn't staggered, creatures can make only basic attacks against it. Confronting this creature is so unnerving that it's impossible to concentrate and bring one's full powers to bear against it.

AC 15
PD 19 **HP 55**
MD 15

Broo Rhino Bruiser

Not all broos are goats, some are stranger (and tougher).

3rd level wrecker [CHAOS HUMANOID]
Initiative: +6

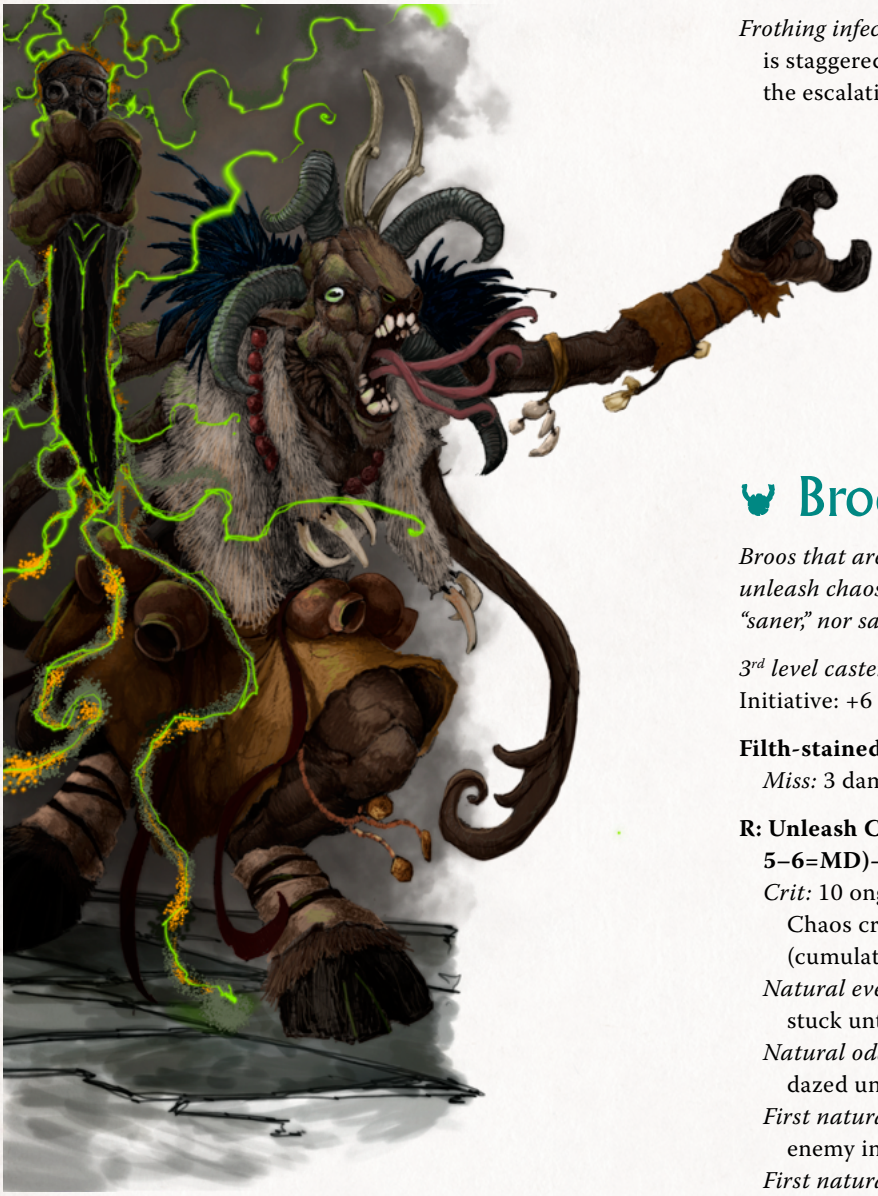
Spiked club +8 vs. AC—10 damage
Miss: If the bruiser moved to engage the target before the attack, the target takes 3 damage and pops free from the bruiser (as it gets body-slammed).

Thick hide: While Chaos has the escalation die, the bruiser takes no damage from missed attacks.

Nastier Specials

Charge: The first attack the bruiser makes each battle deals double damage, hit or miss.

AC 16
PD 18 **HP 40**
MD 12



Mad Stag Broo

Sadly, it's always rutting season.

3rd level archer [CHAOS HUMANOID]
Initiative: +7

Wild axe +7 vs. AC—9 damage
Miss: 2 damage (from horns, elbow, hoof, etc.).

R: Horn bow +10 vs. AC (one nearby or far away enemy)—10 damage
Miss: The mad stag broo takes a cumulative –1 penalty to this attack until the end of the battle. Eventually it will just give up and charge into melee.

Frothing infectious madness: When the mad stag broo is staggered while Chaos has the escalation die, roll the escalation die to determine its new value.

Nastier Specials
Lock antlers: When an enemy hits the mad stag broo with a melee attack, that enemy takes a –4 penalty to disengage checks until it's no longer engaged with the mad stag broo.

AC 16
PD 18
MD 13
HP 40

Broo Chaos Shaman

Broos that are differently sane than their companions can unleash chaos magic. Note that we aren't using the word "saner," nor saying that they control the chaos magic.

3rd level caster [CHAOS HUMANOID]
Initiative: +6

Filth-stained dagger +7 vs. AC—9 damage
Miss: 3 damage (from horns, elbow, hoof, etc.).

R: Unleash Chaos +8 vs. (roll a d6: 1=AC; 2–4=PD; 5–6=MD)—Effects depend on the natural roll
Crit: 10 ongoing damage, and the crit range of all Chaos creature attacks in the battle expands by 1 (cumulative; max +4) until a chaos shaman dies.
Natural even hit: 10 damage, and the target is stuck until the end of its next turn.
Natural odd hit: 10 damage, and the target is dazed until the end of its next turn.
First natural even miss each battle: 6 damage to the enemy in the battle that has the fewest hp.
First natural odd miss each battle: The target is stunned until the start of its next turn.
Natural 1: Pick a broo of lower or equal level to the shaman; it dies in some nasty Chaos-mutation-y way!

Nastier Specials
Berserker's bane: The first enemy that damages the broo chaos shaman each battle takes damage equal to the escalation die (or the highest berserker die on the table).

AC 17
PD 19
MD 13
HP 50



Wilder Broo

Not all broo come from horned herbivore stock.

4th level troop [CHAOS HUMANOID]
Initiative: +7

Rusted seax +8 vs. AC—12 damage
Miss: The broo can use one of its special abilities.

R: Hurled rocks +8 vs. AC (up to 2 nearby enemies in a group)—10 damage

Special Abilities: Choose ONE

Dirty swine's swinging flail: Until the start of its next turn, when the broo takes damage, each enemy engaged with it takes 4 damage.

Dog-faced monster: The next time an enemy engages the broo OR tries to disengage from the broo, that enemy takes 2d6 damage.

Feline fury: The broo pops free from the target and moves to engage a different enemy as a free action.

Nastier Specials

Wilder wilder: Pick two of the special abilities above. When the broo's melee attack misses and triggers its special ability, you can use either option.

AC 18
PD 20 **HP 60**
MD 14

Horde Broo

When times are truly bad, there's no end to these things.

Weakling 5th level troop [CHAOS HUMANOID]
Initiative: +8

Spear or axe +10 vs. AC—9 damage
Miss: 2 damage.

Lurching into death: When this creature drops to 0 hit points, one enemy engaged with it must roll an easy save (6+). If the save fails, that enemy takes 2d6 damage before the broo dies. It's a normal save (11+) instead if Chaos stole the escalation die this round.

AC 19
PD 20 **HP 40**
MD 15

Mallia's Champion

This broo worships the goddess of disease, acting as her champion.

5th level caster [CHAOS HUMANOID]
Initiative: +8

Contagion whip +9 vs. AC—15 damage
Natural roll is above target's Constitution: The target also takes 15 ongoing damage.

C: Miasma of corruption +9 vs. PD (1d3 closest nearby enemies)—13 damage, and the target is dazed (hard save ends, 16+). Each enemy can be dazed by this attack only once per battle.

Soiled blood: Each enemy engaged with the champion when it drops to 0 hp must roll a save at the end of the battle; on a failure, that enemy suffers one of the following disease curses. Diseases last until you next level up.

Broo-tainted blood: The first time each battle when you miss with an attack while chaos has the escalation die, you are confused (easy save ends, 6+).

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).

Ungenial warts: Roll twice for Charisma skill checks and take the worst roll.

Nastier Specials

Blood spray: The first enemy that hits Mallia's champion each battle automatically gains a disease curse at the end of the battle.

AC 19
PD 17 **HP 80 (see *soiled blood*)**
MD 18

Ragnaglar Rage Champion

Ragnaglar was loyal brother to Orlanth and Storm Bull, until he went mad.

5th level wrecker [CHAOS HUMANOID]
Initiative: +5

Battleaxe +9 vs. AC—15 + the escalation die damage
Miss: Damage equal to the escalation die.

R: Gruesome javelin +6 vs. AC—4 damage

Ragnaglar's mad jealousy: Once per battle as a free action, the Ragnaglar rage champion "steals" an enemy's attack roll, replacing it with a natural 1; the Ragnaglar rage champion then uses the stolen roll for its next attack roll.

Nastier Specials

Boundless rage: The Ragnaglar rage champion uses either the chaos-stolen escalation die OR the highest current berserker die on the table, whatever is most favorable.

AC 19
PD 19 **HP 80**
MD 15

Epic Horde Broo

Chaos keeps spawning.

Weakling 8th level troop [CHAOS HUMANOID]
Initiative: +11

Spear or axe or sword or horns +13 vs. AC—20 damage
Miss: 5 damage.

Lurching into death: When this creature drops to 0 hit points, one enemy engaged with it must roll an easy save (6+). If the save fails, that enemy takes 4d6 damage before the broo dies. It's a normal save (11+) instead if Chaos stole the escalation die this round.

AC 22
PD 23 **HP 80**
MD 18

Broo Band Traits

Broo come in different shapes and sizes, but a single band sometimes has a common heritage or history. If you want to tie all members of a broo force together by giving them a single shared trait, here are some ideas. Some of these traits are more powerful than others, and all make battles a little tougher (or grosser).

Not every group of broo has a single unifying trait; use these options when a group of broo are major or re-occurring antagonists.

Ailing worshipers of Mallia: Mallia is one of the Unholy Trio (along with Ragnaglar and Thed), and these pustule-covered broo worship her. They never count as staggered: they are either (un)healthy or dead. Definitely use the Chaos disease optional rules below.

Feral raiding broo: This band lives to do nothing more than raid and flee back into the wilds. Any broo spawnlings that occur as a consequence of their visit flee into the wilds as soon as they are born and form a new band. When a PC is engaged with a feral raiding broo and drops to 0 hp or below, that character will produce 3d6 screaming slimy broo spawnlings the night of the next full moon. This doesn't help the broo band in a fight, but it is gross and makes for a great story complication.

Mercenary clannish broo: This band hires out as a mercenary group to those that do not care that dealing with broo debases them. They wear poorly maintained armor, giving them a +1 bonus to AC.

Ragnaglar's urge broo: In some unusual and perturbing cases, broo have infused rocks or trees with their essence to create spawn. All members of this tribe take only half damage from attacks when Chaos has the escalation die.

Tentacles of Thed: Thed is said to be the mother-goddess of all broo. Members of this broo band have tentacles emerging from odd places on their bodies. When an enemy ends its turn engaged with a tentacled broo, it takes a –1 penalty to AC and PD until the start of its next turn.

Tribal broo: This band has a culture, of sorts. They actively worship Chaos and maintain their weapons better than most other broo. Each of these broo gains a damage bonus equal to its level the first time it hits with an attack each battle.

Chaos Disease Mechanics (Optional Rule)

Broos frequently worship Mallia, the goddess of disease. The mere presence of broos can infect livestock, villagers, and even some warriors with horrible diseases. Our player characters are made of stronger stuff, but playtesting indicated that people appreciate the old ways, even when those old ways include threatening their player characters with diseases.

So here are optional disease mechanics to use in battles with broos, priests of Mallia, and any other Chaos creatures that channel terrible powers of contagion. As you should expect from us, the mechanics are a touch more abstract than in other systems. At their core, Chaotic diseases are curses rather than diseases as we know them in our germ-theory world.

We suggest using these mechanics as a Nastier Special, but if you can't conceive of broos without terrible diseases, use these options most of the time when the broos have had time to properly pollute an area. Even if you're a broo-always-carry-disease kind of GM, you could skip it when the broos are raiding or on the move.



Chaos creatures don't care about disease: Chaos creatures carry the diseases and they may even show signs of which diseases they're carrying (as shown on the Minor Chaotic Features table on page 251), but they don't suffer any ill effects from the diseases themselves.

Disease isn't always active: You aren't at any major risk of being infected with a Chaos disease unless one of two things happens:

1. One or more of the broos or diseased Chaos creatures rolls a natural 1 or a natural 20 with an attack roll.
2. One or more PCs drops to 0 hit points or below.

If either of these situations occur, every PC who fought in the battle (and their little animal companions too) must roll a save against disease when the battle is over. Thus the faster you slay the Chaos monsters, the less likely you are to be exposed to Chaos-disease.

The difficulty of the save depends on the level of the highest level Chaos-disease enemy in the battle.

You are higher level than the Chaos foe: You only fail the save by rolling a natural 1.

You are the same level as the Chaos foe: Easy save (6+) to avoid disease.

You are lower level than the Chaos foe: Normal save to avoid disease.

There shouldn't be many modifiers, but go ahead and give anyone who has the Eternal Battle rune a +5 bonus to the save. And if you're feeling sadistic and the conditions for triggering disease were met many times during the fight, make the save DCs one point higher for each natural 1 or 20 attack roll or for each PC that dropped.

Succeeding with the save: Of course you didn't get a disease. Broos are vermin and you're a hero.

Failing the save: Uh-oh. You've contracted a disease that will affect you for at least the next battle and possibly longer. You take a –5 penalty to all Charisma skill checks while suffering from a Chaos disease, since they are all accompanied by disfiguring rashes and pustules.

Roll on the table below for your disease. Rules for recovering from Chaos diseases are outlined after the table.

Chaos Disease Table (d10)

1: *The shakes*—You take a –4 penalty to initiative and to ranged attacks.

2: *Red breath*—The only runes you can call on, if you happen to possess them, are Moon and Disorder. Make of that what you will.

3: *Death tics*—When a nearby creature drops to 0 hit points or below, you take psychic damage equal to your level.

4: *Broo stank*—When an ally ends their turn next to you, they take 5 ongoing poison damage (15 ongoing damage at champion tier; 30 ongoing damage at epic tier).

5: *Maggotz*—When you use three or more actions during your turn, maggots erupt from pieces of your body and you take 5 ongoing damage (15 ongoing damage at champion tier; 30 ongoing damage at epic tier).

6: *The staggers*—While you're staggered, you are also weakened.

7: *'renches*—When the escalation die becomes odd, roll an easy save (6+). If you fail, you are dazed until the escalation die becomes even.

8: *Crazy eye*—When the escalation die becomes even, roll an easy save (6+). If you fail, you are confused until the escalation die becomes odd.

9: *Creeping crud*—You have a terrible compulsion to crawl and try to scrape your skin clean. When you miss with your first attack of your turn or fail a save, you are stuck until the end of your next turn.

10: *Blood rot*—While you have less than your maximum hit points, you are vulnerable to attacks against AC and PD.

Recovering from Chaos Diseases: At the end of each battle, roll a normal save for each disease you are suffering from. If you succeed, you improve and the disease ends. If you fail, use the natural result of the save to determine the outcome.

Natural odd failure: You'll suffer from the disease in the next battle, and save against it again at the end of that fight.

Natural even failure: The disease is dormant until the next time your natural initiative roll at the start of a battle is odd.

At the GM's option, the consequences of calling on a rune might be enough to turn the saves against a disease into an easy save or perhaps end the disease outright.



If the GM (or Arachne Solara forbid, a masochistic player) wishes to dig into the infinite realm of Chaos diseases, the list above should be considered a fraction of the curses that spill from Mallia's pustulence. Any minor curse in a 13th Age *publication, especially stuff like the orc diseases on page 158 of the* 13th Age Bestiary, *could be rededicated to the Mother of Maladies.*



DEMONS

The *13th Age* core rulebook introduced eight random demon abilities (page 209) that, unlike most monster abilities, are secret until they are used. The idea was that you can't be sure what a demon is going to be capable of until it has shown you the hard way.

Those demon abilities are fine, but they show their age, they don't add a whole lot to the game. For a while we thought we were going to introduce a much larger chart of demon abilities for Glorantha. But the various permutations of Chaotic features introduced earlier in the Chaos entry made that unnecessary. Use the Chaotic features chart instead of the older demon abilities chart.

As you'll see on the Monster List, we grabbed *13th Age* demons, and many other horrible 13A monsters, and drafted them as Gloranthan demons. Chaos is diverse. You should feel free to recruit horrible monsters from most anywhere and call them Chaos demons depending on what will work in your campaign.

There are several notable Gloranthan demons we look forward to statting later, but several of the best/worst are decidedly epic and we'll push the system that direction later on down the road.

Last minute update: Page 43 of *Book of Demons* presents new and more interesting random demon abilities, one of which you'll recognize as coming from Glorantha!

DRAGON SNAIL

The story is that these monstrosities are little fragments of Wakboth, the Devil, left over from when he was crushed under a massive block from the shattered Spike that once held the world together. No one has much reason to doubt this story.

Dramatic Arc of the Dragon Snails

Dragon snails are usually repugnant, sometimes lovely, but always horrific. They don't seem to be intelligent, but they are cunning enough to be threats. In happier times they were confined to a Chaos-tainted marsh in Prax, but now they show up where you least expect them.

The dragon snail stats are designed to help the characters seem more badass as they rise in level. At adventurer tier, dragon snails are giant helpings of pain. When the heroes get to champion tier, the dragon snails are still formidable but no longer so dominating. At epic tier, it takes a number of dragon snails to scare the adventurers, not just one or two. Mechanically, the low-level snail is triple-strength, the mid-level is double-strength, and the high-level is normal. These differences are for statistical purposes only and don't reflect actual sizes. In fact, higher-level snails are bigger, having more hit points and dealing more damage.

In addition to the more common types of dragon snails presented here, there's bound to be a huge 10th or 11th level snail out there somewhere.

About Breath Weapons

As manifestations of Chaos in its most baleful form, dragon snails have all sorts of nasty breath weapons. By default, dragon snail breath weapons affect three targets for triple-strength snails (adventurer), two targets for double-strength snails (champion), and single targets for normal snails (epic). We've listed a few different breath weapons we think are suitable at each tier. Use whichever breath weapon you want, chosen randomly or deliberately. Ideally, don't use the same breath weapon twice in a row in the same battle; the PCs shouldn't know what's about to hit them. Feel free to invent others along these attack/damage lines, and if a PC ever acts like dragon snails are no big deal, reward them for their bravado by upping the pain.

Special Abilities for All Dragon Snails

All dragon snails share the following abilities. The first two are linked and hugely important, the third is a bit more flavorful, and the fourth is permission to experiment.

Closer, Wakboth, to thee: The dragon snail gains a +2 attack bonus against enemies engaged with it.

Glistening shell: The dragon snail gains *resist damage 18+* against attacks by non-engaged enemies—their attacks tend to miss if they don't hit just right.

Slimy slither: The dragon snail can get seemingly anywhere skating on its trail of slime. It surges up walls, squeezes through tight spaces, and slides along tightropes. Adventurers say that dragon snails move very quickly, but surely that's an exaggeration. Most likely they move at normal speed, which is alarming for a gigantic snail.

Weirdness: If dragon snails ever get ho-hum, start giving them wildly unpredictable Chaotic features. They're pieces of the Devil. We're not throwing lots of random weirdness on them because we feel like they're interesting enough as written. But when you start wanting ever weirder angles, dragon snails are your architects.

Muck Dweller Dragon Snail

When you mash a dragon with a snail, the dragon wins. The world loses.

Triple-strength 3rd level wrecker [CHAOS BEAST]
Initiative: +5

Stretchy, multi-fanged maw +6 vs. AC (one nearby enemy)—18 damage
First miss: The dragon snail makes a second *stretchy, multi-fanged maw* attack against a different target.
Natural 1–5 on either attack: The snail regains its *breath weapon* attack if it's expended. (GM: It's okay to roll targetless attacks hoping for this result if the snail has nothing better to do.)

Breath weapon: Once per battle as a standard action, a dragon snail can make one of the following breath weapon attacks. (If its *stretchy, multi-fanged maw* attack roll allows it to regain its breath weapon, it doesn't have to choose which breath it will use until it actually uses the attack.)

C: Chaos lightning +8 vs. PD (up to 3 nearby enemies)—15 lightning damage, and if the attack misses, a different nearby enemy takes 5 lightning damage

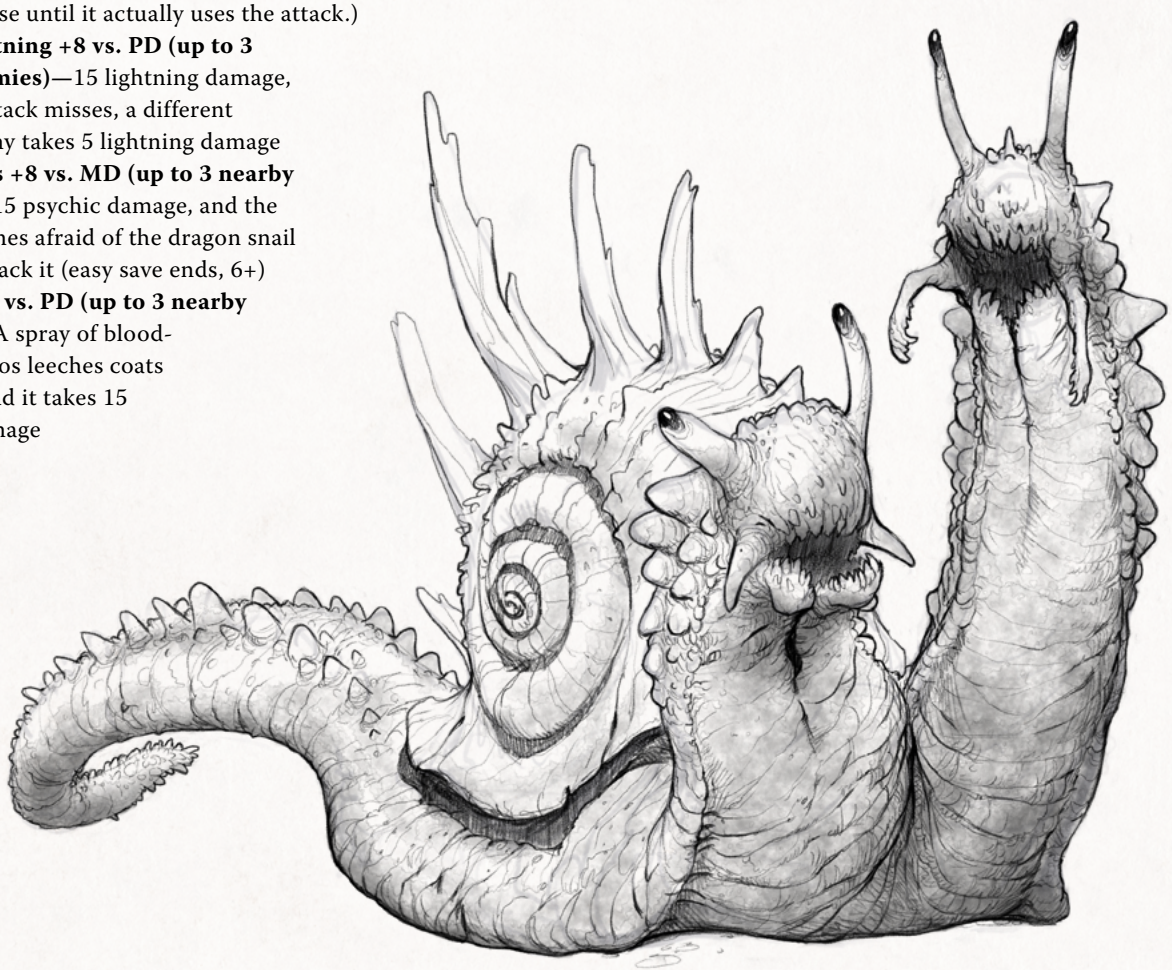
C: Fear vapors +8 vs. MD (up to 3 nearby enemies)—15 psychic damage, and the target becomes afraid of the dragon snail and can't attack it (easy save ends, 6+)

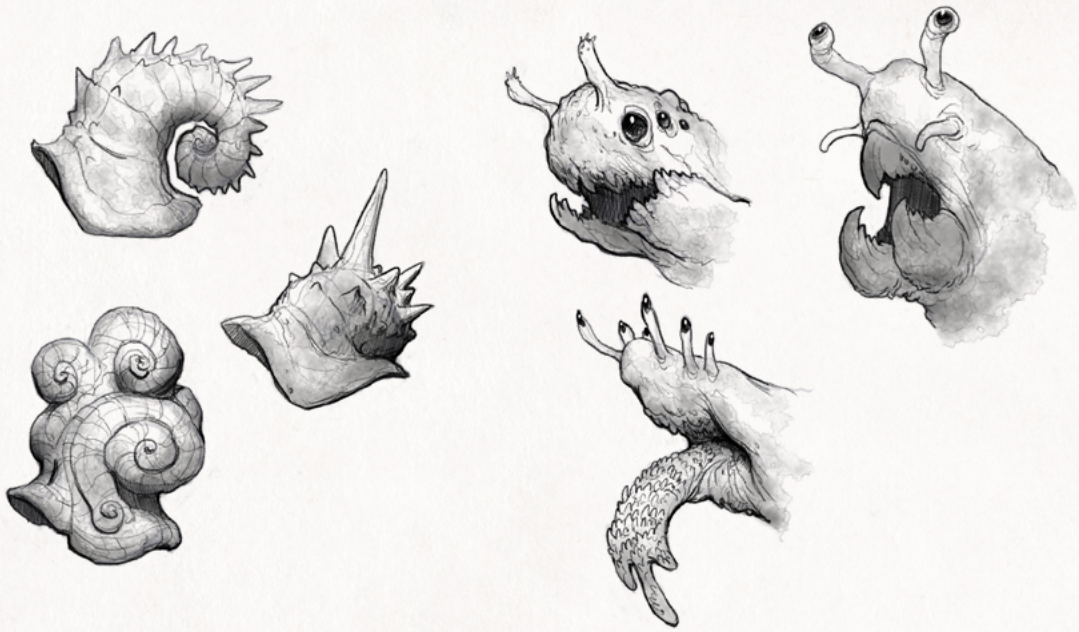
C: Leeches +8 vs. PD (up to 3 nearby enemies)—A spray of blood-sucking Chaos leeches coats the target and it takes 15 ongoing damage

Second head: At the start of the dragon snail's turn, roll a d6. Once per battle, if the result is equal to or less than the escalation die, the dragon snail grows a second head. It now makes two *maw* attacks as a standard action, or one *maw* attack and one *breath weapon* attack—track breath weapon availability by the specific head! If the snail drops to 0 hp, it prevents up to 35 damage and loses a random head. If it now has positive hit points it fights on with the remaining head, dying the next time it drops to 0 hp.

AC 18
PD 16
MD 13

HP 135





Marauder Dragon Snail

At champion tier, dragon snails are not quite the threat they are to less experienced heroes. They often team up with other Chaos creatures.

Double-strength 5th level wrecker [CHAOS BEAST]
Initiative: +7

Stretchy, multi-fanged maw +8 vs. AC (one nearby enemy)—26 damage
First miss: The dragon snail makes a second *stretchy, multi-fanged maw* attack against a different target.
Natural 1–5 on either attack: The snail regains its *breath weapon* attack if it's expended. (GM: It's okay to roll targetless attacks hoping for this result if the snail has nothing better to do.)

Breath weapon: Once per battle as a standard action, a dragon snail can make one of the following breath weapon attacks. (If its *stretchy, multi-fanged maw* attack roll allows it to regain its breath weapon, it doesn't have to choose which breath it will use until it actually uses the attack.)

C: Chaos fire +10 vs. PD (up to 2 nearby enemies)—30 fire damage, and 5 ongoing fire damage

C: Chaos lightning +10 vs. PD (up to 2 nearby enemies)—25 lightning damage, and if the attack misses, a different nearby enemy takes 10 lightning damage

C: Devil's miasma +10 vs. PD (up to 2 nearby enemies)—30 poison damage, and the target begins to retch from foul vapors the snail sprays on them (save ends). While retching, the target increases the chance that Chaos steals the escalation die by +1

C: Music of the realms beyond +10 vs. MD (the 2 nearby enemies with the lowest MD)—25 psychic damage as the snail's keening screech opens the target's mind to ultimate visions of the universe and mind-blowing perspectives that are at once undeniable and unbelievable

C: Insane rage +10 vs. MD (up to 2 nearby enemies)—10 psychic damage, and the target can take no actions other than moving toward enemies (including intercepting) and attacking (save ends). In addition, the target takes a –4 penalty to all defenses (save ends) and is vulnerable (save ends). Each effect requires a separate save.

Glistening shell: The dragon snail has *resist damage 18+* against attacks by non-engaged enemies—their attacks tend to miss if they don't hit just right.

Second head: At the start of the dragon snail's turn, roll a d6. Once per battle, if the result is equal to or less than the escalation die, the dragon snail grows a second head. It now makes two *maw* attacks as a standard action, or one *maw* attack and one *breath weapon* attack—track breath weapon availability by the specific head! If the snail drops to 0 hp, it prevents up to 40 damage and loses a random head. If it now has positive hit points it fights on with the remaining head, dying the next time it drops to 0 hp.

Nastier Specials

Luck-devouring curse: At a dramatic point in the battle, especially when Chaos first steals the escalation die, sparkling motes spew out from the snail and settle ominously over the battle area. Every healthy living creature gets a chill down the spine, and the PCs know that they are cursed. During their *next* battle, they won't benefit from the escalation die until it is 3+.

AC	20	
PD	18	HP 144
MD	15	

Slime Beast Dragon Snail

At epic tier, dragon snails are still formidable, but it takes several of them to threaten epic-tier heroes. They are often sucked into the orbit of powerful cults or Chaos terrors, sometimes serving in numbers as guard beasts or muscle.

9th level wrecker [CHAOS BEAST]
Initiative: +9

Stretchy, multi-fanged maw +12 vs. AC (one nearby enemy)—40 damage
First miss: The dragon snail makes a second *stretchy, multi-fanged maw* attack against a different target.
Natural 1–5 on either attack: The snail regains its *breath weapon* attack if it's expended. (GM: It's okay to roll targetless attacks hoping for this result if the snail has nothing better to do.)

Breath weapon: Once per battle as a standard action, a dragon snail can make one of the following breath weapon attacks. (If its *stretchy, multi-fanged maw* attack roll allows it to regain its *breath weapon*, it doesn't have to choose which breath it will use until it actually uses the attack.)

C: Chaos acid +14 vs. PD (one nearby enemy)—50 acid damage, and 15 ongoing acid damage
Each failed save: The ongoing acid effect transfers from the target to its closest ally. (The effect continues to move with each failed save.)

C: Chaos darkness +14 vs. PD (one nearby enemy)—55 negative energy damage as a cloud of dark energy siphons the target's lifeforce, and if this attack drops an enemy to 0 hp, the dragon snail regains the use of its *breath weapon*.

C: Chaos lightning +14 vs. PD (one nearby enemies)—50 lightning damage, and if the attack misses, a different nearby enemy takes 20 lightning damage

C: Constricting goo +14 vs. PD (one nearby enemy)—30 damage, and the target is stuck and takes 10 ongoing damage as the goo hardens and constricts (hard save ends both, 16+)

C: Drain +14 vs. MD (one nearby enemy)—The target must heal using a recovery, but it only gains 25% of the recovery dice roll. The dragon snail heals the rest.

C: Karmic twist +14 vs. MD (one nearby enemy)—45 psychic damage, and the first time each turn the target hits with an attack, it takes 20 psychic damage (save ends)

Second head: At the start of the dragon snail's turn, roll a d6. Once per battle, if the result is equal to or less than the escalation die, the dragon snail grows a second head. It now makes two *maw* attacks as a standard action, or one *maw* attack and one *breath weapon* attack—track breath weapon availability by the specific head! If the snail drops to 0 hp, it prevents up to 70 damage and loses a random head. If it now has positive hit points it fights on with the remaining head, dying the next time it drops to 0 hp.

Nastier Specials

Mind-boggling bite: When the dragon snail hits with a *maw* attack, it deals double damage unless the target succeeds on a normal save, in which case the target takes half damage instead. This special is nasty on a normal snail, and would definitely be too scary on a triple-strength snail.

AC 24
PD 22
MD 19

HP 180

GORP

In Snake Pipe Hollow, gorp eats you.

Gorps are ooze-like monsters related to the Gorpgod and to Pocharngo the Cosmic Cancer, though exactly how is a subject of debate among scholars and skalds. Some say that Pocharngo *is* the god of gorps, while others suggest that it is a servant of a malevolent deity, and still others claim that the two entities are unrelated and that they created or control the gorps independently of each other. What is known for sure is that when the Gorpgod's power is strong in an area gorps manifest there. Only by clearing an area of the Gorpgod's influence can the slimes finally be cleared out once and for all.

Oozy, but Not an Ooze

13th Age included a couple special rules for oozes. If you felt like adding more rules to your game, you could use those rules for gorps, but they're not necessary, and gorps have enough weird things going for them that you should probably avoid doing so.

There's no problem bringing a *13th Age* ooze over into Glorantha. We use the regular ooze rules when we do that instead of converting the oozes into gorps, but you could also mix and match the ooze immunity and the gorp's *hard to hurt* ability.

If you add *hard to hurt* onto a core book ooze, consider the ooze to be one level higher when you're building the battle, or you're going to have a monster that takes an obnoxiously long time to kill. If you add the ooze abilities to a Gloranthan gorp, consider the gorp to be one level higher when you're building battles.

And in case you're wondering, a critical hit against a gorp, assuming the critical hit is a natural 16+, would deal double damage for being a critical, but half damage for being 16+—normal damage!



Gorp Quests: *Once players have fought gorps a few times, they may respond favorably to the idea of an anti-Pochango heroquest that would enable them to remove the hard to hurt ability from gorps they fight in the future. I ran a version of this in* 13th Age's *core Dragon Empire setting with a quest for the cold-based magic of the wizard Dymaxion that could freeze gorps solid. A Gloranthan version that's relevant to the PCs might start as a myth of Valind, Orlanth's wild cousin, the god of winter and the cold winds. Valind is usually not a great friend of the Orlanthi, but this could be his chance to contribute.*

Gorp Chaotic Features

Feel free to use any of the standard Chaotic features for gorp. If the feature feels weird or out of place, hooray, Chaos is served!

Nastier Specials for All Gorp

Even harder to hurt: Replace the gorp's *hard to hurt* ability with the following: When an enemy rolls a natural 16+ with an attack against the gorp, that attack only deals half damage. In addition, the gorp completely ignores critical hits: no damage, no effects, nothing.

Toxic terrain: When a non-Chaos creature rolls a natural 1 or 2 with any d20 roll in an area near a gorp, or in an area the gorp has occupied recently, that creature takes damage equal to its level (champion: twice its level; epic tier: triple its level).

Gorp

We were going to call this a bog-standard gorp, but that pun was too terrible.

Large 2nd level wrecker [CHAOS OOZE]
Initiative: +0

Acidic tendril +6 vs. AC (up to 2 nearby enemies)—10 acid damage
Natural roll is above target's Constitution: The attack also deals 5 ongoing acid damage.

Hard to hurt: When an enemy rolls a natural 16+ with an attack against the gorp, that attack only deals half damage.

AC	**16**	
PD	16	**HP 52**
MD	12	



Gorpmook

There was probably something Chaotic and wrong about whoever this was to begin with. Just keep telling yourself that. This unlucky person has been half-digested by a gorp. The digestion didn't take, and it has been spat out of the gorp to shamble alongside its creators. Sometimes gorpmooks look like slime-covered skeletons. Other times they're partially digested zombies. They're never pretty.

2nd level mook [CHAOS OOZE]
Initiative: +0

Shambling ooze-slap +7 vs. AC—4 acid damage

Hard to hurt: When an enemy rolls a natural 16+ with an attack against the gorpmook, that attack only deals half damage.

Nastier Special

Prowess is futile: When an attacker rolls a natural 16+ against a gorpmook while there is at least one gorp in the battle, one of the gorps spits out another gorpmook.

AC	**16**	
PD	15	**HP 7 (mook)**
MD	12	

Mook: Kill one gorpmook mook for every 7 damage that you deal to the mob.

Earth-killer Gorp

Temporarily separate pieces of this gorp worm through the earth and burst out when least expected.

Large 6th level spoiler [CHAOS OOZE]
Initiative: +5

Goop slap +10 vs. AC (+13 vs. stuck targets)—20 acid damage, and 20 ongoing acid damage
Miss when the escalation die is benefiting Chaos: The gorp makes a *surprise tendril* attack this turn as a quick action.

[Special trigger] **C: Surprise tendril +16 vs. PD (one nearby or far away enemy, preferably a far away enemy)**—28 damage, and the target is stuck and hampered (save ends both).

Hard to hurt: When an enemy rolls a natural 16+ with an attack against the gorp, that attack only deals half damage.

AC	**20**	
PD	19	**HP 135**
MD	15	

Demon-pet Gorp

It's small for a gorp, no larger than a big pig. Unfortunately, that makes it a fine pet for demons.

9th level spoiler [CHAOS OOZE]
Initiative: +8

Engulf limb +13 vs. AC—50 acid damage
Natural even hit or miss: The target is stuck and hampered (save ends both). Until the target saves, it moves with the gorp when the gorp moves.

Defensive poison: When an enemy attacks the gorp, the gorp can make a *threat sweat* attack as a free action.
Threat sweat +13 vs. PD (each enemy engaged with the gorp)—15 poison damage

Clinging climber: This gorp can cling to any surface, drop from ceilings, and perform other slime-type tricks.

Hard to hurt: When an enemy rolls a natural 16+ with an attack against the gorp, that attack only deals half damage.

AC	**23**	
PD	22	**HP 140**
MD	19	

JACK O'BEAR

It is a noble thing to die at the hands of mighty foe. But the jack o'bear is a mockery. It's a hairy goon with a carved gourd for a head, and it can confound the most heroic soul with its Chaotic magic. It's no worthy foe, just a terrible hazard.

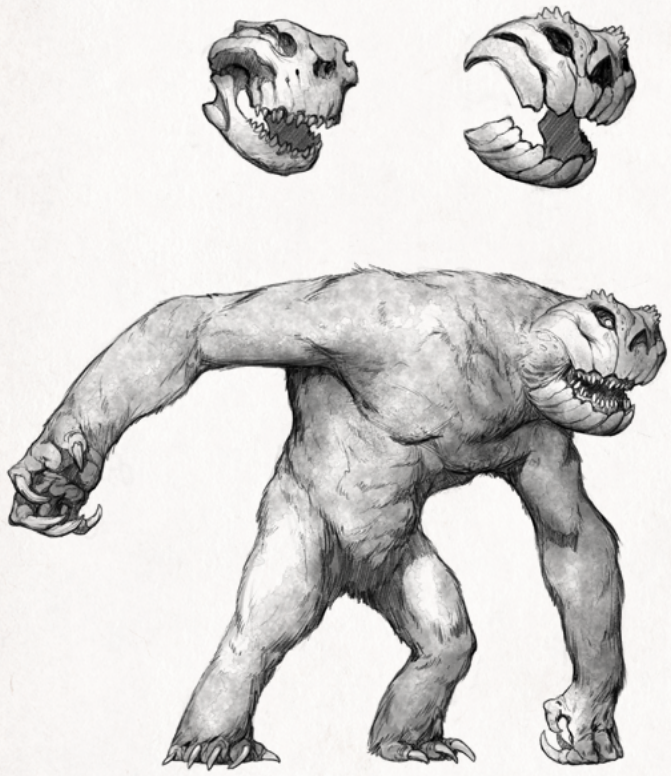
Special Abilities for All Jack o'Bears

All jack o'bears have the following special ability. It's kind of a slap in the face of would-be heroes, until it turns out that the heroes need to be slapped to survive.

Flee you fools: Normally using the flee option (core *13th Age*, page 166) saves the player characters from a battle at the cost of a campaign loss. But jack o'bears are so intrinsically weird and off-kilter that fleeing from jack o'bears should only incur a minor campaign loss, something about half as bad as you'd ordinarily inflict for a full campaign loss.



The rules for fleeing are already generous, so there's no reason to cut the players any slack. Play without the flee you fools *ability. You've earned this.*



Jack o'Bear

These monsters seem to be attracted to trouble. Adventurers encounter them loitering around ruins, Chaos nests, and sites of moral devastation.

Large 3rd level spoiler [CHAOS BEAST]
Initiative: +8

Unpredictable attacks: Jack o'bears try to engage at least one enemy before they attack. You won't know which attack they're using, or even who they're attacking, before they roll their attack die. A natural even roll means it uses *pumpkin head's ensnaring gaze*. A natural odd attack means it uses *big ol' bear claws*. If there isn't a valid target for the attack rolled, the jack o'bear loses out.

Big ol' bear claws +8 vs. AC (engaged conscious enemy with the fewest hit points)—22 damage
Miss: 11 damage.

C: Pumpkin head's ensnaring gaze +8 vs. MD (nearby enemy with the most hit points that the jack o'bear can see)—11 psychic damage, and the target is weakened (hard save ends, 16+). If the target is already weakened, it is instead stunned (save ends).

Corner of the eye: When a nearby enemy attacks the jack o'bear and rolls a natural 1–5, the jack o'bear can make a *pumpkin head's ensnaring gaze* attack against the enemy as a free action.

Nastier Special

Verbal tic: During a PC's turn, a weakened or stunned character babbles compulsively, spittle sometimes flicking from their lips. Their words may be profane, indecent, or blasphemous—possibly all three at once. Whatever it is, it's always something that the character would be loath to say, and possibly mortified at the utterance. For the sake of decorum, the player should paraphrase the unspeakable explications rather than speak them verbatim. These compulsive exclamations prevent the use of abilities that require clear communication or speech (GM's discretion—adjudicate without mercy).

AC 18
PD 16 **HP 100**
MD 17

Greater Jack o'Bear

Fed on dreams of the mad, this monstrosity is likely to turn up where you least expect it or want it to be. No one knows how jack o'bears find the worst time and place to arrive.

Large 8th level spoiler [CHAOS BEAST]
Initiative: +13

Unpredictable attacks: Jack o'bears try to engage at least one enemy before they attack. You won't know which attack they're using, or even who they're attacking, before they roll their attack die. A natural even roll means it uses *pumpkin head's ensnaring gaze*. A natural odd attack means it uses *big ol' bear claws*. If there isn't a valid target for the attack rolled, the jack o'bear loses out.

Big ol' bear claws +13 vs. AC (engaged conscious enemy with the fewest hit points)—80 damage
Miss: 40 damage.

C: Pumpkin head's ensnaring gaze +13 vs. MD (nearby enemy with the most hit points that the jack o'bear can see)—40 psychic damage, and target is weakened (hard save ends, 16+). If target is already weakened, it is instead stunned (save ends).

Corner of the eye: When a nearby enemy attacks the jack o'bear and rolls a natural 1–5, the jack o'bear can make a *pumpkin head's ensnaring gaze* attack against the enemy as a free action.

AC 23
PD 21 **HP 300**
MD 22

KRARSHTI

When one is hungry enough, the whole world looks like food.

Most worship of Krarsht isn't dedicated to the type of Chaos horror associated with broos and demons. For greedy humans, Krarsht is a goddess of avarice, of acquisition, of unlawful gain, and of defying what others call justice. Krarsht is a goddess of criminals, and of rot from within. She's one of the few gods to make use of the Stasis rune; her version ensures that nothing useful or good happens! Most Krarsht worshipers will never see one of the goddess' 'holy' beasts, the all-consuming krashtkids.

Krarsht is too busy trying to devour the cosmos to give most of her worshipers much magical power. Compared to the Thanatar cultists, for example, Krarshti assassins and priests pretty much get by with their own weapon skills and a trace of divine magic.

If Krarsht's criminal worshipers received anything like real power, they'd have a harder time staying hidden. A form of evil-business luck is the main magic that Krarsht supplies to most worshipers. It's extremely difficult to detect, even for Storm Bulls with nostrils flared.

We'll present a couple stat blocks for typical Krarsht-worshipers, but the more interesting monsters to throw against adventurers are from the nastier edge of the Krarsht-ecology, the monsters and priests dedicated to devouring myths and magic. The krarshtkids are loaded with magical power and they get worse as they grow. If you're looking for a random Chaos threat to throw into a heroquest, krarshtkids are a splendid option. The worse the Chaos threat facing the world, the deeper the krarshtkids eat, and showing up where they don't belong in the Hero Plane is a great way of unraveling the world.

Eternal tunnels: The *13th Age* core rules explain unlikely underground complexes via living dungeons. Glorantha explains them through the relentless appetite of the minions of the Great Eater. Krarshtkids never stop eating. Often as not, they're eating tunnel-shaped lines through the Earth. When Chaos villains have extensive underground complexes, odds are they inherited them from Krarsht. You don't know whether the krarshtkids are gone until you've searched the whole place. They usually make themselves known by dropping from vertical tunnels hidden in the ceiling.

Assassins: The monster list on page 234 has suggestions for using some existing *13th Age* monsters as Krarsht worshipers, including thugs at 4th level, the blade of Krarsht at 5th level, jaw of Krarsht at 6th level and fang of Krarsht at 8th level. We translated these Krarshti assassins from the cambion assassin entries in the *13th Age Bestiary* and it works well enough that we're not presenting more assassins here. For another spin on a possible Krarshti assassin, the Lunar assassin's ability to appear from nowhere in the middle of the battle (page 313) could also be reskinned as a Krarshti.

KRARSHT: THE HUNGRY ONE

This creature's true name is still unknown. She is also known as the Waiting Mouth, the Hungry One, and the Devouring Mother. She invaded Glorantha with the Devil and fed on the refuse of the universe. When driven underground, she chewed great holes in the world.

Throughout Time, she has never held a surface kingdom. Instead, she tunnels through society as she tunnels through the earth. The cult serves as a clandestine network, a society of assassins, and a secret organization for the power-hungry. Even her own worshipers rarely know what they serve, and most never meet one of the awful tunnel-monsters which dig Krarsht's traps and mazes.

Her temples have statues of a many-tentacled creature, like an octopus. It has multiple fanged mouths as well. In some troll rituals a foe is dressed like her for sacrifice, decorated with wire ropes for arms.

Hapless Criminal

Use stats like this for any petty smuggler, kidnapper, gang member, enforcer, or schmuck who has mistakenly started playing in the deep end.

Weakling 2nd level troop [CHAOS HUMANOID]
Initiative: +4 + level

Club or shortsword +7 vs. AC—5 damage
Natural odd hit or miss: The target takes 3 ongoing psychic damage as something eats away at their spirit.

R: Sling +5 vs. AC (one nearby or far away enemy)—4 damage

Please, oh Devouring Mother, oh please save me: Once per battle when the hapless criminal is staggered, it can pray as a quick action. Roll a d20. On a natural 20, Krarsht appears to hear her worshiper's prayer and teleports them away from whoever is threatening them. It's not clear if anyone saved by such a prayer reappears.

Return gift: In the extraordinary event that the *Please, oh Devouring Mother* ability works, Krarsht replaces the hapless criminal with a Chaos creature—probably a very badass Chaos creature, since why bother otherwise?

AC 17
PD 14
MD 12

HP 20



Krarshtkid

Storm Bull cut Krarsht up so badly during the Gods War that her parts never really came back together. But all the little parts learned to keep eating, so now the world has krashtkids chewing through everything they can reach. Honestly, they prefer eating clay, loam, sand, limestone, and ☐ Earth. But people are fine for a snack.

Large 4th level wrecker [CHAOS BEAST]
Initiative: +8, or +12 in home tunnels

Massive jaws +10 vs. AC—20 damage, or 35 damage if the target is stuck or weakened
Natural even hit: The krarshtkid can make a *paralyzing poison* attack against the target as a free action.

[Special trigger] **Paralyzing poison +10 vs. PD**—The target is weakened (save ends).

C: Acidic whipping tongue +10 vs. PD (one nearby enemy)—5 damage, and 5 ongoing acid damage

Punishing tongue: As an interrupt action when a nearby enemy misses the krarshtkid with a natural odd attack roll, it can use *acidic whipping tongue* against that enemy. (This is normally how the krarshtkid uses the attack, since it's not normally worth it to use a standard action that way.)

AC 19
PD 17 **HP 130**
MD 14

Tongue of Krarsht

Unlike the Thanatari, priests of Krarsht stay in hiding and avoid offensive operations. So good news: if you're looking for a Krarsht temple and you're fighting this Chaos priest, you found it!

Elite 6th level caster [CHAOS HUMANOID]
Initiative: +9

Loathsome tongue +11 vs. AC (one nearby enemy or one enemy engaged with the tongue)—15 damage, and 10 ongoing acid damage
Natural odd hit or miss: 10 acid damage.

R: Poisonous mind +11 vs. MD (one nearby or far away enemy)—20 psychic damage, and the target is weakened (save ends)

Acid sweat: When an enemy makes a melee attack against the tongue of krarsht and gets a natural even roll, that enemy takes 10 ongoing acid damage.

Chaos terrain advantage: While fighting in a Chaos temple or in tunnels eaten out by krarshtkids, this creature gains a bonus to saves equal to the escalation die.

Chaos summoner: While fighting in a Chaos temple or in tunnels eaten out by krarshtkids, the tongue of Krarsht can use a quick action once each turn to attempt to summon a monster of Krarsht. Roll a d20 and add the escalation die if Chaos has stolen it this round. Once it summons a creature, it can no longer use this ability.

20+: Place a full-strength 7th level krarshtide spirit next to the summoner. It takes its turn after the tongue of Krarsht and will fight to the death regardless of its summoner's fate.

16–19: Place a 4th level krarshtkid with half normal hit points (65 instead of 130) next to the summoner. Its attacks deal half damage. It takes its turn after the tongue of Krarsht and will fight to the death regardless of its summoner's fate.

1–15: No effect.

Nastier Specials

Primal Chaos resurgent: Each time Chaos steals the escalation die, the tongue of Krarsht can summon an additional creature this battle.

AC 23
PD 16 **HP 110**
MD 20

Elder Krarshtkid

Pratzim is apparently another word for 'digestive fluid.' No one is sure what language the word comes from.

Large 7th level wrecker [CHAOS BEAST]
Initiative: +11, or +15 in home tunnels

Massive jaws +13 vs. AC—42 damage, or 70 damage if the target is stuck or weakened
Natural even hit: The elder krarshtkid can make a *paralyzing poison* attack against the target as a free action.

[Special trigger] **Paralyzing poison +13 vs. PD**—The target is weakened (save ends).

C: Acidic whipping tongue +13 vs. PD (one nearby enemy)—5 damage, and 10 ongoing acid damage

C: Pratzim spit +13 vs. PD (up to 3 nearby enemies in a group)—40 damage, and the target is stuck (save ends)
Limited use: Only while Chaos has stolen the escalation die.

Punishing tongue: As an interrupt action when a nearby enemy misses the krarshtkid with a natural odd attack roll, it can use *acidic whipping tongue* against that enemy. (This is normally how the elder krarshtkid uses the attack, since it's not normally worth it to use a standard action that way.)

AC 22
PD 20 **HP 260**
MD 17

Krarshtide

Hungry spirits spawned as champions of ⏢ Stasis and the final meal for traitors. Not the traitors' meal.

7th level spoiler [CHAOS SPIRIT]
Initiative: +13

Spirit maw +12 vs. PD—20 damage
Natural even hit while Chaos has stolen the escalation die: The krarshtide can make a *spirit meal* attack against the target as a free action.

[Special trigger] **Spirit meal +12 vs. MD**—The next time the target would gain an incremental advance or gain a level, it doesn't. Postpone the incremental advance or level gain by one session (or increment), so that the character gets the advance or level gain one reward later than the rest of the PCs.

Spirit body: For each attack against this spirit, a PC uses their best mental ability score (Intelligence, Wisdom, or Charisma) instead of the ability score they normally use for attacks. Use the same mental ability score to determine damage for that attack.

AC 23
PD 17 **HP 100**
MD 21



Krarshtmaw

They're gnawing into parts of the Hero Plane that Chaos hasn't touched since the Great Darkness.

Large 10th level wrecker [CHAOS BEAST]
Initiative: +14, or +18 in home tunnels

Massive jaws +16 vs. AC—85 damage, or 145 damage if the target is stuck or weakened
Natural even hit: The krarshtmaw can make a *paralyzing poison* attack against the target as a free action.

[Special trigger] **Paralyzing poison +16 vs. PD**—The target is weakened (save ends).

C: Acidic whipping tongue +16 vs. PD (one nearby enemy)—5 damage, and 15 ongoing acid damage

C: Pratzim spit +16 vs. PD (up to 3 nearby enemies in a group)—80 damage, and the target is stuck and hampered (save ends)
Limited use: Only while Chaos has stolen the escalation die.

Punishing tongue: As an interrupt action when a nearby enemy misses the krarshtmaw with a natural odd attack roll, it can use *acidic whipping tongue* against that enemy. (This is normally how the krarshtmaw uses the attack, since it's not normally worth it to use a standard action that way.)

AC	**25**	
PD	23	**HP 520**
MD	20	

Final Tongue of Krarsht

You'd like to believe that there could only be a single high priestess of Krarsht. Pray harder.

Double-strength 11th level caster [CHAOS HUMANOID]
Initiative: +14

Loathsome tongue +17 vs. AC (up to 2 engaged, nearby, or far away enemies)—50 damage, and 20 ongoing acid damage
Natural odd miss: 20 acid damage.

R: Poisonous mind +17 vs. PD (up to 2 nearby or far away enemies)—50 psychic damage, and the target is weakened (save ends)

Acid sweat: When an enemy makes a melee attack against the tongue of krarsht and gets a natural even roll, that enemy takes 20 ongoing acid damage.

Chaos terrain advantage: While fighting in a Chaos temple or in tunnels eaten out by krarshtkids, this creature gains a bonus to saves equal to the escalation die.

Chaos summoner: While fighting in a Chaos temple or in tunnels eaten out by krarshtkids, the final tongue of Krarsht can use a quick action once each turn to attempt to summon a monster of Krarsht. Roll a d20 and add the escalation die if Chaos has stolen it this round. The final tongue of Krarsht can summon one creature per battle, plus one for every time Chaos steals the escalation die this battle.

18+: Place a full-strength 10th level krarshmaw next to the summoner. It takes its turn after the tongue of Krarsht and will fight to the death regardless of its summoner's fate.

11+: Place a 10th level krarshmaw with half normal hit points (260 instead of 520) next to the summoner. Its attacks deal half damage. It takes its turn after the tongue of Krarsht and will fight to the death regardless of its summoner's fate.

1–10: No effect.

AC	**28**	
PD	21	**HP 420**
MD	25	

NANGREL

Nangrels are why Orlanthi hate dogs.

Orlanthi are cat people. To be precise, Orlanthi are alynx people who hate dogs, partly because of the Chaos demon Narangros who nearly slew Yinkin the alynx god before Orlanth rescued his friend. Naragros is more commonly known as Bad Dog, since most people aren't comfortable calling demons by name.

Instead of unleashing a new pack of dog-monsters, we're translating gnolls from the existing *13th Age* books into Chaos humanoids descended from Narangros. These creatures of Bad Dog can appear as simple marauders, heroquest complications, or as hunting packs for greater demons.

Use the gnoll stats as published on page 228–229 of the core rulebook as your starting point. Add the *bestial spite* ability that appears in the new nangrel stat block below to reflect nangrels' mythic advantages against other Beast form creatures.

For all nangrels

Bestial spite: Creatures that have the ▼ Beast rune are vulnerable to attacks by nangrels.

Nangrel Boss

Every nangrel pack has one who is bigger, stronger, and more bloodthirsty than the rest. Sometimes two, but one is already too much.

7th level leader [CHAOS HUMANOID]
Initiative: +12

Horrid flail +12 vs. AC—22 damage
Natural roll is above target's Dexterity: The target is stuck (save ends). Until the target saves, or until the nangrel boss moves away from the target, the boss can't use its *horrid flail* attack, but it can use *slavering jaws* and its nangrel allies gain a +2 attack bonus against the target.

[Special trigger] **Slavering jaws +16 vs. AC (one enemy stuck by *horrid flail*)**—20 damage

Hound of Narangros: The first time Chaos steals the escalation die, choose one of the two abilities below for the nangrel boss until the end of the battle.
Increased ferocity: When the nangrel misses with an attack, the target takes 7 damage.
Spoiling: Creatures hit by the nangrel boss' *slavering jaws* attack only get half the healing effect the next time they heal using a recovery.

Infused with Chaos: While Chaos has stolen the escalation die, the boss can roll 2d20 for each attack and take the best result.

AC 22
PD 20
MD 16

HP 105

Nangrel Packscum

A curse of curs.

7th level mook [CHAOS HUMANOID]
Initiative: +10

Barbed spear +12 vs. AC—15 damage
Natural 16+: The target is stuck until the end of its next turn.

R: Longbow +11 vs. AC—15 damage

Chaos thieves: For every three packscum in the battle, when the PCs roll to see if Chaos steals the escalation die, subtract one from the roll.

AC 21
PD 19
MD 15

HP 25 (mook)

Mook: Kill one nangrel packscum mook for every 25 damage you deal to the mob.



Nangrel Warrior Scout

They're not stealthy hunters. Stealth isn't necessary when your prey is too terrified to see straight.

7th level troop [CHAOS HUMANOID]
Initiative: +10

Fouled blade +12 vs. AC—22 damage
Natural even hit when the escalation die is benefiting Chaos: The nangrel makes a *slavering jaws* attack against the target as a free action.

[Special trigger] **Slavering jaws +12 vs. AC (one enemy hit by *fouled blade*)**—10 damage

R: Longbow +12 vs. AC—24 damage

Unnatural speed: Twice per battle (once per round), the warrior scout can take an extra move action during its turn.

AC 22
PD 19
MD 15

HP 100

Nangrel Packfiend

Where packfiends howl, demons lead.
10th level mook [CHAOS HUMANOID]
Initiative: +14

Flails and spears +15 vs. AC—32 damage
Natural 16+: Each additional nangrel attack this turn gains a +3 damage bonus.

R: Longbow +14 vs. AC—32 damage

Chaos thieves: For every three packfiends in the battle, when the PCs roll to see if Chaos steals the escalation die, subtract one from the roll.

AC 24
PD 22
MD 18

HP 50 (mook)

Mook: Kill one nangrel packfiend mook for every 50 damage you deal to the mob.

Nastier Special for all Nangrels

Chaotic howl: While there are two or more nangrels in a battle, the first nangrel to act in a round when Chaos has stolen the escalation die can use a quick action to howl. Each nearby enemy takes psychic damage equal to the escalation die (5th level: double the escalation die; 8th level: triple the escalation die).

NANGRELS AS HEROQUEST SURPRISES

Nangrels aren't subtle. If nangrels have clawed their way into a heroquest they should not be part of, there are going to be obvious clues even in the stations not yet affected by Chaos, including things like the following:

- The sound of howling dogs in the distance.
- Steaming nangrel shit in places that should be clean.
- Blood marks where prey has been dragged across the path.

SCORPION MAN

Horrible, hungry, venomous, and willing to work for uncertain pay.

Scorpion men adore Bagog, the great scorpion queen. They fondly anticipate being devoured by her after death, hopefully to be transformed into something glorious. With that in mind, they work to give Bagog the best possible meal when she receives their corpse. Unfortunately for the world, that means scorpion men aim to eat as many sentient beings as possible.

The good news is that Bagogi (another word for the scorpion man 'children' of the great scorpion goddess) consumption isn't a *perfect* means of knowledge-theft like the Thanatari cultists' head-stealing (see page 277). The terrible news is that humans and other beings consumed under the 'right' ritual conditions get reborn as scorpion men entirely devoted to Chaos. Bagogi rebirth isn't all that common, but it's how the great scorpion queens like Gagix Two-Barb ensure their power.

Devoured runes: Most scorpion men don't have enough supernatural power to make full use of the magic they devour, but shamans, magicians, and exceptional warriors who have devoured powerful enemies hold on to a portion of their enemy's power.

Some of the scorpion men statted out below specify that they have one or more devoured runes. You can give a devoured rune to any scorpion man as a nastier special. If you'd rather stick to Chaos-randomness, give any scorpion man a 25% chance of having a devoured rune.

Devoured runes reveal themselves via telltale flickers of magical power. You can generally tell when a scorpion man has a devoured rune and you might even be able to tell which one. You can always tell when it's a rune you possess—confronting a Bagogi who has devoured one of your own runes is a sick, disgusting feeling, like your skin is sweating digestive acid. It also screws you up a bit: Bagogi have +2 attack against player characters who possess a rune the Bagogi has devoured.

Some Bagogi amuse themselves by adorning themselves with trophies and remains that mock those they have devoured. This may correspond to devoured rune powers, but not necessarily.

Wider usage: The devoured runes table below can also work for other Chaos creatures you want to have associated with a stolen rune power. The powers aren't designed towards a particular power level. Most powers are on the simple side but a couple are nuts.



Devoured Rune Table (roll d20)

1: Air (The first time that Chaos steals the escalation die, this scorpion man gets an extra standard action that round)

2: Beast (+2 attack bonus while staggered)

3: Chaos (Add +1 to the chance that Chaos steals the escalation die; i.e., instead of stealing the escalation die on a 1–5, Chaos steals the die on a 1–6)

4: Darkness (+2 defenses while staggered)

5: Death (+2 attack bonus against staggered enemies)

6: Disorder (Enemies that roll a 1 or 2 when attacking this creature take 5 ongoing psychic damage; champion tier: 10 damage; epic tier: 15 damage.)

7: Dragonewt (Once per battle when Chaos steals the escalation die, this creature can choose to give the escalation die back (!) in order to steal an ability/power/spell from a player character. Generally the scorpion man can't use that power immediately. It needs to escape the battle to digest it properly. The power returns to its owner when the scorpion man is slain.)

8: Earth (Once per battle, the scorpion man declares it will take half damage from an attack that is about to be rolled against it.)

9: Fire/Sky (Once per battle, one of the Bagogi's attacks that hits also deals 5 ongoing fire damage per tier.)

10: Harmony (The first enemy that hits this creature with an attack while Chaos has stolen the escalation die deals full damage but suffers half the damage themselves.)

11: Illusion (When the Bagogi drops to 0 hit points, it rolls a hard save. If the save succeeds, the creature actually escaped some time earlier, and will return later as a recurring villain, albeit not with the Illusion rune devoured. Probably.)

12: Life (Once per battle when some Chaos creature would be dropped to 0 hp, it only drops to 1 hp.)

13: Man (We're all humans together, yes? Well, no, but Chaos thinks so. Chaos doesn't steal the escalation die this battle. Instead it shares it equally with the PCs. Unfortunately the chance that Chaos shares the escalation die becomes 50/50, a roll of 1-10 on a d20.)

14: Moon (The first time each Chaos creature rolls a natural 20 with an attack this battle, that creature gains a *nastier special*, or the Chaotic equivalent.)

15: Movement (Once per battle, as a quick action, let 1d3 allies take a move action as a free action.)

16: Plant (So long as this creature is not staggered, it heals 10% of its max hit points at the start of its turn.)

17: Spirit (Until this creature is staggered, PCs attacking it must use their highest mental ability score as the attack score, as if the creature were a spirit)

18: Stasis (Once per battle, when an enemy succeeds with a save other than a death save, use this power to say that the save failed instead.)

19: Truth (Attacks against this creature cannot be rerolled)

20: Water (Add the escalation die to this creature's saves)

Group Ability for All Scorpion Men

Instead of reprinting the following paragraphs in every scorpion man stat block, we're putting it here on top. It's true for all the scorpion men that follow, except for the scorpion men mooks that appear at 9th level.

Group ability: For every three scorpion men in the battle (round up, ignore mooks), one of them can use *scuttling legs* as a free action once during the battle.

Scuttling legs (group ability): For such big creatures, scorpion man warriors duck and weave adroitly. Turn a natural odd hit against a scorpion man's AC or PD (but not a crit) into a miss.

Scorpion Man Warrior

In battle, the only human-like emotion visible on their faces is a grim sort of eagerness.

Large 2nd level wrecker [CHAOS HUMANOID]
Initiative: +3

Scavenged axe +7 vs. AC—10 damage
First hit or each natural 16+: The target takes 10 ongoing poison damage.

R: Makeshift sling +7 vs. AC (one nearby or far away enemy)—8 damage

Nastier Specials

Stinging frenzy: The first time each battle the scorpion man is staggered, it lashes out in all directions with its stinger until it strikes a foe or misses them all.
Frenzied sting +7 vs. PD (each enemy engaged with it until it hits once or misses all)—5 poison damage, and 5 ongoing poison damage

AC	**19**	
PD	16	**HP 65**
MD	12	





Scorpion Man Bruiser

The longer they live, the bigger they eat.

Large 5th level wrecker [CHAOS HUMANOID]
Initiative: +6

Sword or club +10 vs. AC—25 damage
First hit or each natural 16+: The target takes 25 ongoing poison damage.

R: Makeshift sling +10 vs. AC (one nearby or far away enemy)—18 damage

Nastier Specials

Stinging frenzy: The first time each battle the scorpion man is staggered, it lashes out in all directions with its stinger until it strikes a foe or misses them all.
Frenzied sting +10 vs. PD (each enemy engaged with it until it hits once or misses all)—10 damage, and 10 ongoing poison damage

AC	**22**	
PD	19	**HP 130**
MD	16	

Scorpion Man Shaman

Chaos is fearsomely good at eating, and everything it touches turns to shit. Even spirits.

Large 5th level caster [CHAOS HUMANOID]
Initiative: +8

Totem spear +9 vs. AC—20 damage
Each natural 16+: The target takes 20 ongoing poison damage.

R: Angry spirits +10 vs. MD (up to 2 nearby or far away enemies)—20 psychic damage and 10 special ongoing psychic damage; when you fail the save with a natural odd roll the damage jumps to one of your random nearby allies if you have any

Devoured Rune: Roll or choose a devoured rune.

AC	**21**	
PD	17	**HP 120**
MD	19	

Bagogi Minion

A chittering horde.

Large 9th level mook [CHAOS HUMANOID]
Initiative: +12

Jagged claw-like weapon +14 vs. AC—40 damage
Natural 16+: The target takes 20 ongoing poison damage.
Miss: 20 damage.

R: Makeshift sling +14 vs. AC (one nearby or far away enemy)—20 damage

Nastier Specials

Final stinger: When the Bagogi minion drops to 0 hit points, deal 5 ongoing poison damage to one enemy it was engaged with.

AC	**26**	
PD	23	**HP 72 (mook)**
MD	20	

Mook: Kill one Bagogi minion mook for every 72 damage you deal to the mob.

SPIRIT OF REPRISAL

You could call what's happened to these spirits a loss of perspective. But only if you were an overly analytical Lhankor Mhy sage indifferent to the world's pain.

The world is full of spirits. When the world functions properly, spirits of reprisal may painfully remind the gods' worshipers when they have fallen short of their gods' virtues, or in some extreme cases, when they have betrayed the god to their enemies. For example, Orlanth's yavorlings are small lightning bolts that appear out of nowhere to shock worshipers for minor infractions. Harulings are something like swarms of gnats, and hedkorings (aka "Flint Slingers") may plague those who've stolen from Orlanth, Ernalda, or any of the Lightbringers.

But the world isn't functioning properly. Not all spirits of reprisal have been twisted by Chaos, but reprisal spirits associated with Orlanth seem to have been hard hit, perhaps because Orlanth and Ernalda were temporarily slain by the Lunars during what people refer to as Windstop.

It's not important whether your campaign refers to those catastrophic events. (After all, Ernalda and Orlanth got free of Lunar hell and returned to the world.) One way or another, spirits meant to punish normally devoted worshipers of the Orlanthi's great gods have been twisted by Chaos into spirits that hunt would-be heroes. These damaged spirits of reprisal are most dangerous to worshipers of the gods they once served. Hopefully the heroes who face them have made friends with allies who don't share all their runes.

Lightning Slinger

Features of several former agents of reprisal blend and shift in this spirit. Best not to think about it much.

2nd level archer [CHAOS SPIRIT]
Initiative: +8

Contact shock +5 vs. PD—6 lightning damage
Natural 16+: The lightning slinger pops free from each enemy engaged with it and can move as a free action.

R: Lightning sling +7 vs. PD—8 lightning damage
Miss against a creature that possesses an Air rune: 4 damage.

Air reprisal: The lightning slinger gains a +3 bonus to all defenses against attacks by creatures that possess the Air rune.

Conditional flight: If there is at least one Orlanth devotee fighting the lightning slinger, the lightning slinger can fly as long as it isn't staggered. When staggered, it lands. No Orlanth devotee? Then the lightning slinger can't fly at all.

AC 17
PD 14 **HP 30**
MD 11

Twisted Lightning Slinger

It no longer cares that you're not guilty of the sins it intends to punish. The world is guilty for causing it pain.

5th level archer [CHAOS SPIRIT]
Initiative: +11

Contact shock +8 vs. PD—12 lightning damage
Natural 16+: The twisted lightning slinger pops free from each enemy engaged with it and can move as a free action.

R: Lightning sling +10 vs. PD—18 lightning damage
Miss against a creature that possesses an Air rune: 8 damage.

Air reprisal: The twisted lightning slinger gains a +3 bonus to all defenses against attacks by creatures that possess the Air rune.

Conditional flight: If there is at least one Orlanth devotee fighting the lightning slinger, the lightning slinger can fly as long as it isn't staggered. When staggered, it lands. No Orlanth devotee? Then the lightning slinger can't fly at all.

AC 20
PD 17 **HP 60**
MD 14



Bronze Bat Spirit

In hindsight, it may not be a surprise that many of the bat-winged banumbrolings and ohorakorings were susceptible to Chaos.

Weakling 6th level wrecker [CHAOS SPIRIT]
Initiative: +11

Tiny bronze fists +11 vs. AC (2 attacks)—7 damage
Hit with both attacks: The bronze bat spirit pops free from each enemy engaged with it and can move as a free action.

Air slayer: The bronze bat spirit deals double damage to creatures that possess the Air rune.

Flight: They fly middling well.

AC 21
PD 20 **HP 44**
MD 16

THANATARI

Across the world, secretive cultists seek out precious knowledge, which they steal, control, or destroy. They serve Thanatar, the Severed God.

The Than branch of the cult hunts heads and creates undead warriors.

The Atyar branch of the cult devours the knowledge found inside ancient tomes, forbidden grimoires, and sacred scrolls.

The Thanatar branch of the cult takes the heads that the Thani harvest and turns them into unholy sources of knowledge and power. These heads are in turn distributed among deserving priests and initiates.

All three branches pray and scheme so that their severed god can reunite himself and plunge the world again into ● Darkness and ᛦ Chaos.

Structure: Our handling of this three-part group of enemies starts with a bit of mythic history and continues with mechanics for the stolen heads that give the cult its special touch of horror. Starting on page 281 we tackle monster stats for several acolytes, initiates, and priests. Since many other monster stats we've published could be enlisted as pieces of the Thanatari cult hierarchy, we've added a Thanatari Opponents By Level table on page 285. Finally, Jonathan has a suggested story arc for a campaign that wants to focus on Thanatar. It won't fit into all campaigns, since it has a very particular view of how to make the player characters feel special about confronting this enormous evil.

Thanatar, the Severed God

†●Yᛦ

Originally, Thanatar was the Chaos god Tien, a son of Wakboth, the Devil. A son of Storm Bull decapitated him, turning him into two stunted gods: Than, Chaotic god of ● Darkness and † Death; and Atyar, Chaotic god of Y Truth. The two gods were separated and ignorant of each other until mortal worshipers brought them together. Instead of truly reuniting, however, the two parts became Thanatar, the Severed God.

Than and Atyar still exist as independent entities, with Thanatar as a third, independent deity. All worshipers know that if the two parts could truly be reunited, Tien would be reborn and his faithful would reap horrific rewards.

For more on Thanatar, see page 126 in *The Glorantha Sourcebook*.

Stolen Heads Background & Rules

Thanatari excel at stealth and assassination, but they are not the best combatants in a fair fight. Rather than fight fair, Thanatari usually use severed heads that provide them with special powers.

THANTARI ROLES

The cult comprises three factions, each effectively devoted to a different god.

Yᛦ Atyar is the god of stolen knowledge, for whom learning is theft. He appears as a horned skull, the severed head of Tien. His priests are called Horns.

†●ᛦ Than is god of decapitation. He appears as a headless figure in a cloak, the body of Tien. His priests are called Hands.

†●Yᛦ Thanatar is the severed god. He appears as a cloaked figure with a horned skull for a head, but the skull is not attached, and the god is not truly united. His priests master both aspects of the severed god and are called Breaths.

Wild-eyed cultists are insanely devoted to the cult. **Doom seeker initiates** serve the priests of all three factions and may be more or less associated with particular runes. Experienced and capable initiates earn **doom master** status. **All cultists** seek to truly reunite Atyar and Than, restoring Tien to his devilish power and bringing the world to a close.

Attuning heads: The Thanatari have to create a spiritual connection with a head to use it in combat. A given Thanatari can only attune between one and three heads, with more powerful heads requiring more effort than weaker ones. Coincidentally, each Thanatari can attune exactly as many heads as you want them to have attuned! As GM, you can make fights with specific Thanatari easy or extremely tough depending on how many stolen heads you give the Thanatari, even adjusting on the fly if needed.

Most of the stolen heads we've listed below can be used at any tier. A couple are meant only for champion tier or above. Ordinarily, we'd say something like "go ahead and surprise the PCs with an overpowered head in a round when Chaos has stolen the escalation die," but the stolen head powers are already calibrated to fit with the elite priests, so choosing heads from a higher tier would make a battle extremely nasty.

Note that the Thanatari priests statted up in the next section don't include epic-tier versions. But as the chart on page 285 suggests, it's simple enough to add three levels to the priests and keep using them in higher tiers.

Stolen knowledge: The Y Truth rune entries at the start of each stolen head write-up describe the type of secrets the Thanatari may have ripped from the head. Heads may well know other things, but we've listed things that might be most relevant to game play. The severing process isn't easy on heads, and many of their memories and secrets could be broken up.



Other runes: The runes listed in front of specific abilities reflect the original source of this stolen magic. It might not have any actual impact on the game, but it could affect the story.

Hidden heads: With their ● Darkness powers and their assassin training, Thanatari are generally able to hide the heads that they carry around with them. They can pass through crowds without anyone noticing the heads they're carrying under cloaks or in packs. If you end up letting PCs make skill checks to notice a particularly ambitious case of head-smuggling, you should require a hard skill check, and quite possibly a ridiculously hard check.

Victory: When the characters defeat Thanatari with heads, the orphaned heads seem somehow vulnerable and precious, as if one really ought to cradle them and look deep into their eyes. That's actually a bad idea, however, and it's an even worse idea trying to use standard spells or skills to interrogate heads after their Thanatari masters have fallen. PCs (and NPCS) who have to learn this hard the way either collapse in puking revulsion or conduct bizarre conversations that provide no real information but do gift the GM with a *chaotic empowerment* (see page 49.)

As a possible exception to the rule that you can't talk with stolen heads, players who narrate a rune may find a way of connecting with the non-Chaotic gust of ᘜ Air or spark of ʘ Fire/Sky left over in a head. The way any such narration *should* end is with the head burning and releasing its captured soul, of course.

The Stolen Heads

Since this is a far from exhaustive list of possible heads, you should feel free adapt the powers and attacks slightly and use any other style of humanoid you think might have fallen to the Thanatari, particularly if there is a secret that will drive the plot forward when whispered into the wrong cultist's ear.

ϒ ***Truth runes:*** Most of these entries detail the type of knowledge the stolen head might impart to the Thanatari cultist carrying it. Occasionally this knowledge even provides a mechanical bonus.

Other runes: Each of the abilities or powers a head provides to its Thanatari owner has an associated rune, the type of magic the head's original 'owner' possessed. These runes are included more for story than for mechanics, but it's worth noting that the powers the Thanatari have stolen can be used without being tainted by Chaos. Part of the reason that the Thanatari are so hated is that they steal knowledge and power and use it as well or better than its creators.

Local Farmer

ϒ Truth**:** The Thanatari knows where all the locals live, what their names are, how to approach them successfully, what lies they would really like to hear, and all manner of other details that make a head-hunting assassin's job easier.

Ancient EWF Magician



ϒ Truth**:** Speak with dragonewts

⏃ Dragonewt: *At-will attack*

C: Forked words +8 vs. MD (one nearby or far away enemy)—10 psychic damage, and 5 ongoing psychic damage (champion: +11 atk, 25 damage, 10 ongoing; epic: +14 atk, 60 damage, 20 ongoing).

Natural 18+: Target another enemy with this attack.

Dara Happan Elite Soldier

ϒ Truth**:** Mastery of imperial military protocol

ʘ Fire/Sky (*Fire blade*): The Thanatari's first natural even hit each battle deals 1d8 extra fire damage. Each of the Thanatari's subsequent attacks also gets the bonus, until the Thanatari misses with an attack. (Champion: +2d8 damage; epic: +4d10 damage).

Minor Lunar Magician

ϒ Truth**:** When it is time to move on

☾ Moon**:** The first time Chaos steals the escalation die each battle, increase the escalation die by 1.

☾ Moon**:** The Thanatari gains a+3 damage bonus against creatures with the Air rune. (Champion: +10; epic: +20).

☾ Moon**:** *At-will attack*

R: Piercing ray +10 vs. PD (one nearby or faraway enemy)—16 moon damage (champion: +13 atk, 30 damage; epic: +16 atk, 50 damage)

Miss: Half damage.

Orlanthi Priest

ϒ Truth**:** Knows where to find Orlanth's hidden shrines

ᘜ Air: *At-will attack*

R: Lightning spark +9 vs. PD (one random nearby enemy)—20 lightning damage (champion: +12 atk, 35 damage; epic: +15 atk, 60 damage)

Second Age Western Wizard (Champion-tier)

ϒ Truth**:** Knows terrible things everyone else tries to forget about the First and Second Age

△ Law (*Mind over Mass*): The Thanatari telekinetically lifts one nearby non-living object of up to 200 pounds with its mind, while maintaining line of sight.

. △ Law: *At-will attack* for champion-tier Thanatari

R: Drain life +12 vs. MD (1d6 nearby creatures, including dying PCs)—12 damage, and the Thanatari gains 3 temporary hit points (epic: +15 atk, 30 damage, 7 temp hp)

Some Goddamn Trickster



ᛉ Truth: You gotta keep this one's mouth sewed up or it just keeps talking

ᛝ Disorder: *At-will attack*

R: Screaming boggles +9 vs. MD (1d3 nearby enemies)—15 psychic damage, and when the target rolls a d20, it rolls an extra d20 and takes the worst result (save ends) (champion: +12 atk, 30 damage; epic: +15 atk, 50 damage)

Miss: The Thanatari takes damage equal to its level.

Storm Shaman

ᛉ Truth: Knows locations of spirit sites and passwords for bypassing spirit guardians

ᛜ Air: The Thanatari gains a +4 bonus to Mental Defense.

ᛜ Air: *Limited use attack:* 1/battle

C: Lightning spirit +10 vs. PD (one nearby enemy)—20 lightning damage

Natural even hit or miss: One of the target's nearby allies takes 5 lightning damage.

Miss: 10 lightning damage.

Tribal Champion or Executioner

ᛉ Truth: The Thanatari gains a +5 bonus to damage with each natural odd melee attack that hits, thanks to a fine appreciation of target zones (champion: +20 damage; epic: +30 damage).

Wind Lord from 200 Years Ago



ᛉ Truth: Secrets of battle Air magic; the Thanatari has +1 defenses against PCs who possess the Air rune.

ᛜ Air: The Thanatari gains flight for two rounds; it's usually used to make a clever escape.

ᛜ Air: *At-will melee attack*

Laughing cut +10 vs. AC—10 damage, and another nearby enemy takes 20 damage (champion: +13 atk, 15 & 30 damage; epic: +16 atk, 44 & 88 damage).

Troll Shaman

ᛉ Truth: Knows darkness spirits, including where to find them, how to entreat them to aid you, and how to feed them (much the same thing).

ᛟ Spirit: The Thanatari's undead allies add the escalation die to their attacks and damage, even if Chaos hasn't stolen the escalation die.

● Darkness: *Limited use attack:* 1/battle

C: Mind bite +12 vs. MD (one nearby enemy)—25 damage, and the target is stuck and takes 5 ongoing damage (save ends both) (champion: +15 atk, 50 damage, 10 ongoing; epic: +18 atk, 110 damage, 15 ongoing)

Nastier Specials for Thanatari

Each of the Thanatari cultists that follow is associated with one or more runes shown at the start of the cultist's stat block alongside a free-form ability or two. In addition to the nastier specials described with each cultist, you can use the following nastier specials for cultists that possess the corresponding rune. For example, death energy makes a great nastier special for the doom seeker initiate who possesses the ᛏ rune, but not for the Acolyte of Atyar, who only has the ᛉ rune. Specials that list more than one require all the runes, and tend to be possessed by the higher-level cultists who are closer to reunifying their severed god.

ᛏ *Death energy:* When the cultist drops to 0 hp, it continues to fight normally until it has –20 hp or fewer (champion: –40 hp; epic: –80 hp). While at negative hit points, the cultist gains a +4 attack bonus. At the end of each turn while the cultist is at negative hit points, it takes 10 damage (champion: 20 damage; epic: 40 damage).

ᛏ *Death force:* The cultist grants allies the *defy death* ability; see the next entry for the rules for the ability, but in the case of death force, so long as the cultist is alive its *allies* have the ability!

ᛏ *Defy death:* When the cultist drops to 0 hp, it continues to fight. It has renewed vigor and gains a +2 attack bonus. Each time it takes damage, it must roll a save; on a failure it dies. (Yes, the ability could belong only to the cultist.)

ᛉ *Discern weakness:* While the escalation die is 3+, the acolyte gains a +2 bonus to attacks. Or +4 if Chaos is strong.

ᛉ❦ *Dominate battle:* While the cultist is at full hit points, Chaos steals the escalation die at the start of a round with a roll of 1–15 instead of the usual 1–5.

ᛏ❦ *Drink death:* When a nearby enemy fails a death save, the cultist heals 20 hit points.

Y *Fearsome precision:* Each enemy in the battle with an MD of 15 or less is vulnerable to the cultist's attacks (champion: MD 19; epic: MD 23). It knows how to hit your soft spots.

† *Grave wounds:* The vicious wounds the cultist delivers hinder its victims. The target takes 5 damage (champion: 12 damage; epic: 30 damage) each time it makes an opportunity attack or a non-basic attack (save ends).

Y *Perfect maneuver:* Once per battle as a free action when a non-critical attack hits the cultist, the cultist can try to make the attack miss instead. The attacker rolls a save; on a failure, the attack misses. On a success, the cultist doesn't expend this power. This power works when the cultist just happens to know exactly the right maneuver to thwart an attack, one useful tactic among the countless secrets that the cultist has acquired over time. The thwarting maneuver might be a fancy step to the right to dodge an axe, or it might be a whispered magical phrase to shut down a spell.

Y *Psychic claws:* The cultist can make a *rake mind* attack.
C: Rake mind +8 vs. MD—5 psychic damage, and the target can't make attacks (save ends). This attack is less an act of psychic theft and more a case of impromptu vandalism.
Miss: This ability isn't expended.
Limited use: 1/battle.

●† *Shadowy counterstrike:* Once per battle when a nearby attacker hits the cultist with a natural odd attack roll, it's a miss instead. In addition, the cultist can then make an attack against the attacker as a free action, melee or ranged.

Y *Withering glare:* Sand can wear down mountains, but this ability hurts worse. Once per round as a quick action, the nearby enemy closest to the cultist takes 3 psychic damage.

Doom Seeker Initiate

These initiates skulk in the shadows, figuratively or literally. Although relatively weak in toe-to-toe combat, they excel at stealth, thievery, and assassination. Each also carries a head that grants them one or more unpredictable powers. Initiates serve all three branches of the cult: Than, Atyar, and Thanatar.

● *Free-form ability—Shadowy:* Doom seekers pass through society with little notice. They lurk or creep unseen in the shadows and readily lose pursuers if there's any darkness to escape into, and witnesses have a hard time describing them in detail. In any kind of partial shadow, they can palm objects, pass secret messages, spy on others, and generally accomplish sneaky tasks. It's hard (DC 20) to get the better of a doom seeker that is trying to be shadowy.

† *Free-form ability—Steal head:* Given half a chance, a seemingly unarmed initiate can quickly pull out a hidden garrote, loop it around the neck of an unsuspecting victim, and strangle them to death. With a little more work, the initiate can sever the head and pack it off to be ensorcelled by a priest. While next to a helpless or dead hero, an initiate can set up the garrote as a standard action, and then at the start of the initiate's next turn, the initiate takes the head as a move action. Your players might never forgive you the first time you do it, but it's probably worth it.

3rd level troop [CHAOS HUMANOID]
Initiative: +5

Short, well-balanced sword +8 vs. AC—9 damage
Natural 16+: The target can't make opportunity attacks until the end of the initiate's turn.

R: Thrown knife +8 vs. AC—6 damage
Natural 16+: The initiate can make another *thrown knife* attack as a move action this turn.

Stolen head: A previously stolen head the initiate carries might provide any sort of benefit; see above.

Nastier Specials

† *Inevitable blood:* When an initiate misses with a *short, well-balanced sword* attack, the crit range for the melee attacks of each initiate in the battle increases by 1 for the rest of the battle (cumulative). Once an initiate scores a crit with a *short, well-balanced sword* attack, the crit range for all initiates resets to normal. The initiates' blades seem to glitter with darkness.

Bigger, badder stolen head: This one is worse Than you would expect.

AC 17
PD 15
MD 17

HP 40

Head stealing is the sort of punishing effect that Rob won't normally let me get away with. But in Glorantha, I can argue that Chaos needs to be particularly punishing, so enjoy!

Acolyte of Atyar

These Chaos priests love knowledge, and they want it all to themselves. They worship Atyar, a severed, skeletal bestial head. Atyar grants them all the knowledge they can steal for themselves.



Y *Free-form ability—Anticipate:* These wicked schemers always seem to be one step ahead of their pursuers. It's as if the disembodied, Chaotic head of a slain devil is telepathically whispering hints to the acolyte, or something. Catching up with the acolyte is hard (DC 20), even ridiculously hard (DC 25) if the heroes have no strategy for dealing with the acolyte's hints. "Anticipate" is also what the players will do, as a hated acolyte slips from their grasp, and they all look forward to the eventual reckoning.

YM *Free-form ability—Devour knowledge:* The acolyte can devour the knowledge found in magic grimoires, mythic scrolls, undecipherable hieroglyphics, or just about any source. Devouring the knowledge requires a lengthy ritual. The knowledge is transferred to the acolyte, and the source of knowledge becomes indecipherable. For example, a grimoire's magical diagrams become childish scribbles, and a scroll's hand-scribed letters become hopelessly jumbled. Even letters carved into stone turn to nonsense. Powerful acolytes can devour knowledge on the Hero Plane, where they can actually cause knowledge to be lost on the Mortal Plane.

Elite 3rd level caster [CHAOS HUMANOID]
Initiative: +5

Staff of unholy provenance +7 vs. AC—12 damage
Natural even hit or miss: The acolyte foresees the target's next move and can pop free from it.

R: Lethal foresight +8 vs. MD (each nearby enemy)—5 psychic damage from contact with the Chaos priest's mind, and the target is weakened and vulnerable (save ends both). Enemies seem able to predict each move you make.
Miss: The target is weakened until the start of the acolyte's next turn.
Limited use: 1/battle.

Confound power: When an enemy misses the acolyte with an attack, that enemy can't use that power again until they take a quick rest as they temporarily forget how to use it.

Magic-blasting head: The head of a magician is what makes an acolyte of Atyar a caster, and this acolyte has one. The second age western wizard's head is a good example.

Steal power: Once per battle when an enemy misses the acolyte with an attack, the acolyte can use that attack during its next turn. It can target only one enemy with the power even if it would normally target multiple creatures, and that foe can't be the one whose power was stolen.

Nastier Specials

M *Greedy mind:* When an enemy targets the acolyte with an attack against MD, that enemy must roll a save. On a failure, it's dazed until the start of its next turn. Matching wits with an acolyte of Atyar usually leaves you at a loss.

Y *Prepared bolt hole:* When the acolyte wants to flee, it "happens" to be near a convenient bolt hole, escape hatch, getaway horse, swinging vine, sturdy door with a sturdy bar, or other convenient means of escape. It's as if the acolyte saw it coming. If the PCs take particular precautions to prevent escape, the acolyte has to succeed on a save to escape (difficulty at GM discretion).

Worse stolen heads: You know, nastier than usual. As if stolen heads aren't nasty enough.

AC 17
PD 13
MD 19

HP 65



Acolyte of Than

The acolyte of Than knows that everything dies, himself included. He accepts that he and all beings will face the obliteration of Death. He just wants to be last.

● *Free-form ability—Fade away:* The acolyte can fade back into the shadows, empty as † Death and ● Darkness. Cornering or tracking the acolyte is almost impossible (DC 25) unless the characters have taken effective measures to catch or follow the villain, in which case it's merely hard (DC 20). If at least some of the stories about them are true, acolytes of Than can escape from seemingly undefeatable traps. Perhaps they slip away through the unseen cracks where reality is breaking apart.

†Chaos *Free-form ability—Compel the dead:* With the right rituals and the right sacrifices, the acolyte can turn living people into headless skeletons, headless zombies, and zombie cultists. The rituals are elaborate, often including the sacrifice of animals. The chief sacrifice is always the victim that becomes undead. In practice, this means the acolyte of Than is almost always going to be accompanied by undead minions, unless it's on a covert mission requiring finesse. In a battle in which an acolyte of Than is accompanied by undead, add another zombie or skeleton to the battle whenever Chaos steals the escalation die. The newly arrived undead could be a straggler, reinforcements, or a revivification of a previously dropped combatant.

Elite 4th level caster [CHAOS HUMANOID]
Initiative: +7

Blood-tempered short sword +9 vs. AC—10 damage
Natural 16+: The target takes 10 ongoing damage (no save, ends when the victim heals any damage).

R: Slice spirit +9 vs. MD (each nearby enemy)—10 psychic damage, and if the target has four or fewer recoveries left, it takes 5 ongoing psychic damage
Limited use: 1/battle.

Magic-blasting head: The head of a magician is what makes an acolyte of Than a caster, and this acolyte has one. The minor Lunar magician head is a good example, or the Orlanthi priest head.

●†Chaos *Unholy body:* While the escalation die is 3+, when an enemy targets the acolyte with an attack, that enemy must roll a save. On a failure, the enemy is dazed (save ends), including for that attack. The acolyte embodies a Chaotic void of Death and Darkness, and it draws in the life energy of those who confront it.

Nastier Specials

●† *Shadow strike:* It's like a rogue's Shadow Walk talent (core rulebook, page 128), but with a more violent name.

Worse stolen heads: Or better, depending on your perspective.

AC	**19**	
PD	16	**HP 70**
MD	18	

Acolyte of Thanatar

Thanatar tells us that an unholy culmination is at hand. That which was torn apart has been reunited. That which was always to be separate has been forced together. The acolytes of Thanatar hold in their minds the stolen knowledge of sages and fiends. The contradictory knowledge that they receive from these different minds inevitably drives them mad, which is where their true power comes from.

Y *Free-form ability—Demented insight:* The acolyte analyzes the world from multiple perspectives, each stolen from someone else. Their subconscious is crammed with miscellaneous memories and associations from many victims. Acolytes use these insights to see through ploys and stratagems, to size up others, to understand obscure magic, and generally to get ahead. It's ridiculously hard (DC 25) to get one over on them, although coming up with a plan that strikes the GM as well-thought-out makes it merely hard (DC 20).

Y† *Free-form ability—Create magic heads:* Given a severed head, the acolyte can turn it into an undead head that grants certain knowledge to a Thanatari who attunes their spirit to it. The best heads are those harvested when creating headless undead.

Free-form ability—If you wish, choose another of the free-form abilities possessed by the lower level cultists: Compel the dead, devour knowledge, fade away, shadowy, or steal head.

Elite 5th level caster [CHAOS HUMANOID]
Initiative: +10

Sacrificial dagger +10 vs. AC—15 damage, and the target can't take any actions until the start of its next turn (such as opportunity attacks on the acolyte as it scuttles away); getting stabbed feels like you have died
Natural even miss: 3 damage, and the target can't take any actions until the start of its next turn.

R: Sudden forgetfulness +10 vs. MD (up to 4 nearby enemies)—6 psychic damage, and the target is hampered (save ends).
Natural even miss: The target is hampered until the start of the acolyte's next turn.
Limited use: The acolyte must spend a standard action "gathering power" for this spell; then they can cast it with their next standard action.

Magic-blasting head: The head of a magician is what makes an acolyte of Thanatar a caster, and this acolyte has one. The second age western wizard head, for example.

Stolen life: When a nearby non-mook ally drops to 0 hp, the acolyte can roll a normal save. On a success, the acolyte heals 30 hp and expends this ability.

Nastier Specials

Hated recurrence: Of all the battles that the party has had with Thanatari so far, what special abilities did they hate and fear the most? The acolyte of Thanatar just so happens to have some of those abilities. Which Thanatari abilities would you love to unleash on your players? The acolyte of Thanatar just happens to have some of those, too.

†Y *Unbelievable strike:* The many secrets that the acolyte knows allow it to make surprise martial or magical strikes. Once per battle as a free action, the acolyte can turn one of its natural even misses into a critical hit.

Worse stolen heads: Some heads are so powerful that they can cast spells on their own, without using any of the acolyte's actions.

AC	**21**	
PD	17	**HP 80**
MD	19	

Thanatari Opponents by Level

Full stats for several new Thanatari priests and cultists appear in the preceding pages. In addition, here's a guide to adapting existing *13th Age* monsters to Thanatar's purposes. Listed page numbers are for the core rulebook.

Level	Thanatari Monster	Existing Monster Stat (pg #)
1st	Battered Headless Skeleton *Thanatari priests press fallen enemies into unholy service after they're decapitated. These victims have been in a number of hard battles, and it shows.*	Decrepit Skeleton (p. 246)
1st	Headless Archer *Weaker skeletons are given enchanted bows that grant the skeletons skill with it, even without eyes.*	Skeleton Archer (p. 246)
1st	Wild-Eyed Cultists *Depraved men and women who have fallen under the sway of an acolyte or priest. They long to become zombies.*	Human Thug (p. 235)
2nd	Headless Warrior *Stronger skeletons are armed for close combat, although sometimes it seems like the enchanted spear is doing the fighting.*	Skeleton Warrior (p. 246)
2nd	Zombie Cultist *By becoming zombies (heads intact), cultists achieve a sort of immortality and glory, or at least the total cessation of pain.*	Human Zombie (p. 251)
3rd	Doom Seeker Initiate *They have pledged their souls to Thanatar, and in exchange he has given them powers to use in his service.*	New creature. See above.
3rd+	Acolyte of Atyar *They devour knowledge and twist it for their own ends.* (This creature is elite, halfway between normal and double-strength.)	New creature. See above.
4th+	Acolyte of Than *These students of Death and Darkness compel the dead to serve them, creating headless undead from victims and intact undead from volunteers.* (This creature is also elite.)	New creature. See above.
4th	Temple Guardian *An acolyte continues to protect their temple in this perverted form of "afterlife."*	Wight (p. 249)
4th	Headless Harrier *Created from the corpses of mighty foes and reanimated in a ghastly ritual, these undead are the scariest headless skeletons that the party has ever seen. So far.*	Blackamber Skeletal Legionnaire (p. 246)
5th	Headless Ghost *This powerful spirit is created out of betrayal. The priest who creates the headless ghost does so after decapitating an initiate, so either the initiate was a traitor or they're the one being betrayed.*	Wraith (p. 250) Has SPIRIT type, and *spirit body* ability in place of *ghostly*
5th+	Acolyte of Thanatar *Few supplicants are evil enough to commune with both Than and Atyar. Those that do become acolytes of Thanatar.* (An elite.)	New creature. See above.
5th	Zombie Initiate *Faster, stronger, and tougher than a regular zombie.*	Human Zombie +3 levels (p. 251)
6th+	Horn of Atyar *Sometimes when they devour knowledge, it disappears from the minds and books where it was stored.*	Acolyte of Atyar +3 levels

Level	Thanatari Monster	Existing Monster Stat (pg #)
6th	Doom Master *Their service to Thanatar has been successful and loyal, which is why they haven't been turned into zombies.*	Doom Seeker +3 levels
7th+	Hand of Than *They create more powerful undead and hatch more insane schemes.*	Acolyte of Than +3 levels
7th	Superior Temple Guardian *Priests live on in this form, retaining little humanity other than bloodthirstiness.*	Wight +3 levels. (p. 249) Sometimes double-strength. Consider doubling hit points and damage again to create a double-strength, 7th level monster.
7th	Headless Destroyer *Okay, now this is the scariest headless skeleton.*	Blackamber Skeletal Legionnaire +3 levels. (p. 246) Consider doubling hit points and damage again to create a double-strength, 7th level monster.
8th+	Breath of Thanatar *A full priest of the two-part god.*	Acolyte of Thanatar +3 levels. If the players have been winning too much, triple the hit points and damage rather than merely doubling them. Also give the Breath of Thanatar a couple more free-form abilities chosen from the list of abilities the lower level cultists possess: *Compel the dead, devour knowledge, fade away, shadowy,* or *steal head.*
8th	Great Headless Ghost *A priest or doom master provides the spirit for this cursed guardian, the perpetrator or victim of betrayal.*	Wraith +3 levels (p. 250) Has SPIRIT type, and *spirit body* ability in place of *ghostly*)

Thanatari Campaign Arc

The Thanatari are gruesome, twisted, and cunning. They just might make off with a character's head. They're perfect as the recurring villains in a campaign arc. Their ability to steal knowledge gives the GM an easy excuse to throw in all sorts of plot hooks, or to give these villains the exact information they need to thwart the players. Scary and hard to catch, that's a bad combination, especially when they ambush you in a vital heroquest. Here are Jonathan's notes on using Thanatari as a campaign arc.

The Cult in Dragon Pass

Dragon Pass has knowledge that the high priest of Thanatar needs. Cult leaders and their followers have come from Nochet looking for it. In the confusion of war and catastrophe, the cultists have taken many heads and sacrificed all too many innocents to their dark god. The cultists also recruited locals from across Dragon Pass, some of them desperate to survive, others eager for power. Some cultists live among decent people and keep their allegiance secret. Others have abandoned society for life on the outskirts as outlaws and blasphemers.

Overall, the cult has been reduced in size by the turmoil and violence that mark the start of the Hero Wars. The cultists who are left, however, have inherited all the cult's resources and are using them in a mad scheme to restore their fallen god to power as Tien, the son of Wakboth and heir to his legacy.

The high priest of the cult, Yergen from Esrolia, has made plans to undertake a daring heroquest in which he returns to Hell as his god before he was decapitated by a son of Storm Bull. There he plans to defeat his god's mortal enemy, embody the undefeated god, and live on as Tien, the son of Wakboth in all his power.

How likely is a champion-tier high priest to succeed when they conduct a massive ritual to embody a Chaos god? More likely, they will just receive a massive influx of Chaotic power, vaulting them to epic tier or beyond. Even more likely, they will tear a rip in reality, and Chaos will gush through, flooding part of the Hero Plane and unleashing havoc on the mortal plane. None of these outcomes are desirable.

Cultists from far and wide have heard Yergen's call and come to his cause. They have unsealed ancient vaults that held powerful magical heads, unleashing magic that the cult has been accumulating and hoarding for ages. The Thanatari are holding nothing back.

Adventurer to Champion Arc

The party first tussles with the Thanatari around 2nd level, when facing an acolyte of Atyar is formidable. Maybe the PCs intercept Atyari who are trying to capture a valuable tome. Every level or two, the PCs have another Thanatari encounter, enough to sample all the flavors. They encounter the expendable front lines, such as undead guardians and crazed cultists, but have a harder time finding the masterminds behind the attempt to embody the god.

Eventually, the PCs learn of diabolical Thanatari schemes. They have to protect scholarly compendia in Jonstown from a hungry Horn of Atyar. A Hand of Than has used stolen troll knowledge to conquer a troll refuge, and the characters have to burn the Thanatari out before the Hand can unleash a horde of Darkness demons.

Finally, when the party is 6th or 7th level, the high priest, a Breath of Thanatar, attempts a momentous ritual, possibly on the Hero Plane itself. The heroes have to put down the ritual as well as deal with any Chaotic monstrosities that the ritual has released. If the PCs succeed, they smash the cult. In this Glorantha, the 8th level Breath of Thanatar isn't just the toughest Thanatari on the table; that cultist is the top Thanatari in the world. With the catastrophic failure of the high priest's rituals, Thanatari magic weakens, and all across the land the remaining cultists are sure to be found out and destroyed. It's a good champion-tier victory before the heroes face Gagix Two-Barb, or whatever else you have planned for epic tier.

WALKTAPUS

Once upon a time, the Beast rune, Man rune, and Chaos rune spent some time together and created something new: a Man rune body with a sentient Chaos octopus-demon for a head. And the new thing has never gone away.

Nastier Specials for all walktapi

Inhalation: The walktapus recharges its poison gas spray when Chaos steals the escalation die.



Walktapus

If you're screaming out of your mind at the sight of this thing, at least you won't have much longer to live.

Large 6th level spoiler [CHAOS ABERRATION]
Initiative: +10

Tearing tentacle +11 vs. AC (4 attacks)—10 damage
Natural even hit or miss: The walktapus makes a whipping tentacle attack as a free action against a random nearby enemy that isn't engaged with it.

[Special trigger] **Whipping tentacle +11 vs. PD**—7 damage

C: Poison gas spray +13 vs. Special (each enemy engaged with the walktapus), and +9 vs. Special (each nearby non-Chaotic creature)—The effect and the defense the attack targets is determined by the *Chaos poison* (see below) it can use that battle.
Limited use: 1/battle.

Chaos poisons: Before each battle, roll a d4 to determine which *poison gas spray* attack the walktapus can use that battle.

1: **Acid gas vs. PD**—15 acid damage, and 10 ongoing acid damage.

2: **Poison gas vs. PD**—20 poison damage.
Miss: 10 poison damage.

3: **Black gas; no attack roll**—Engaged enemies take 15 poison damage and are weakened (save ends); nearby enemies take 10 poison damage and are dazed (save ends).

4: **Chaos vapors vs. PD**—30 poison damage, but stop rolling attacks when you have hit four targets.

Ridiculous Chaos regeneration: At the start of each of its turns, even after dropping to 0 hp or below (yes, track the negative points), this creature regenerates Xd8 hit points, where X = the number of nearby enemies who are NOT engaged with the walktapus! This ability is negated and the walktapus dies if it drops to 0 hp or below due to a limited attack or to a normal attack accompanied by a usually illegal narrative use of a PC's attuned rune. (Yes, this is one time you can use a rune to affect battle.)

Too many arms: Enemies attempting to disengage from the walktapus roll 2d20 and use the lower result.

AC	**22**	
PD	16	**HP 160**
MD	22	

Elder Walktapus

The Earth has to be deeply wounded to offer shelter to this type of abomination. Unfortunately Snakepipe Hollow, the Footprint, and a dozen other places with no names are that deeply wounded.

Large 9th level spoiler [CHAOS ABERRATION]
Initiative: +13

Tearing tentacle +14 vs. AC (4 attacks)—25 damage
Natural even hit or miss: The walktapus makes a whipping tentacle attack as a free action against a random nearby enemy that isn't engaged with it.

[Special trigger] **Whipping tentacle +14 vs. PD—**16 damage

C: Poison gas spray +16 vs. Special (each enemy engaged with the walktapus), and +12 vs. Special (each nearby non-Chaotic creature)—The effect and the defense the attack targets is determined by the *Chaos poison* (see below) it can use that battle.
Limited use: 1/battle.

Chaos poisons: Before each battle, roll a d6 to determine which *poison gas spray* attack the walktapus can use that battle.

1: **Acid gas vs. PD—**40 acid damage, and 15 ongoing acid damage.

2: **Poison gas vs. PD—**55 poison damage.
Miss: 27 poison damage.

3: **Black gas; no attack roll**—Engaged enemies take 35 poison damage and are weakened (save ends); nearby enemies take 20 poison damage and are dazed (save ends).

4: **Chaos vapors vs. PD—**75 poison damage, but stop rolling attacks when you have hit four targets.

5: **Hallucinogenic gas vs. MD—**10 psychic damage, and the target uses its next standard action to harm itself (a basic melee attack against itself). Self-inflicted harm could also encompass two affected targets making basic attacks against each other, or the target moves into dangerous terrain such as falling down an open shaft, at the GM's prerogative.

6: **Sleep gas vs. PD—**The target is unconscious (save ends).

Ridiculous Chaos regeneration: At the start of each of its turns, even after dropping to 0 hp or below (yes, track the negative points), this creature regenerates Xd12 hit points, where X = the number of nearby enemies who are NOT engaged with the walktapus!. This ability is negated and the walktapus dies if it drops to 0 hp or below due to a limited attack or to a normal attack accompanied by a usually-illegal narrative use of a PC's attuned rune. (Yes, this is one time you can use a rune to affect battle.)

Too many arms: Enemies attempting to disengage from the walktapus roll 2d20 and use the lower result.

AC	**25**	
PD	19	**HP 320**
MD	25	

Chaos Champion Walktapus

These were supposed to have all been killed in the Godswar. Maybe they were, and this one is coming at you out of a heroquest.

Large 12th level spoiler [CHAOS ABERRATION]
Initiative: +16

Tearing tentacle +17 vs. AC (4 attacks)—45 damage
Natural even hit or miss: The walktapus makes a whipping tentacle attack as a free action against a random nearby enemy that isn't engaged with it.

[Special trigger] **Whipping tentacle +17 vs. PD**—30 damage

C: Poison gas spray +19 vs. Special (each enemy engaged with the walktapus), and +15 vs. Special (each nearby non-Chaotic creature)—The effect and the defense the attack targets is determined by the *Chaos poison* (see below) it can use that battle.
Limited use: 1/battle.

Chaos poisons: Before each battle, roll a d6 to determine which *poison gas spray* attack the walktapus can use that battle.

1: **Acid gas vs. PD**—70 acid damage, 25 ongoing acid damage, and each time the target fails the save, one of their random items is dissolved. (Note, a magic item can resist the acid if you succeed on a normal save for it; Gloranthan heroes are lucky in that they don't rely on magic items, imported into the Dragon Empire this gas is awful.)

2: **Poison gas vs. PD**—100 poison damage.
Miss: 50 poison damage.

3: **Black gas; no attack roll**—Engaged enemies take 45 poison damage and are weakened (hard save ends, 16+); nearby enemies take 25 poison damage and are dazed (hard save ends, 16+).

4: **Chaos vapors vs. PD**—75 poison damage and the target expends one limited power or spell, but stop rolling attacks when you have hit four targets.

5: **Hallucinogenic gas vs. MD**—30 psychic damage, and the target is confused (easy save ends, 6+)

6: **Toxic gas vs. PD**—The target is unconscious (save ends). For each failed save, the target undergoes a slight physical transformation as its nerves deaden or warp and it takes a cumulative –1 penalty to attacks, defenses, and physical skill checks. This penalty lasts until the next full heal-up, or until the creature receives some sort of powerful healing (GM's discretion).

Ridiculous Chaos regeneration: At the start of each of its turns, even after dropping to 0 hp or below (yes, track the negative points), this creature regenerates Xd20 hit points, where X = the number of nearby enemies who are NOT engaged with the walktapus!. This ability is negated and the walktapus dies if it drops to 0 hp or below due to a limited attack or to a normal attack accompanied by a usually-illegal narrative use of a PC's attuned rune. (Yes, this is one time you can use a rune to affect battle.)

Too many arms: Enemies attempting to disengage from the walktapus roll 2d20 and use the lower result.

AC 28
PD 22
MD 28

HP 670



● DARKNESS



Unlike some of the other elemental rune groupings, the two styles of Darkness enemies we're introducing in this volume aren't likely to cooperate much.

The first group is an infamous troop of Dragon Pass mercenaries, brought to the book by the generosity of a high level Kickstarter backer. May the Black Horse Troop charge into your player characters' nightmares!

The rest of the Darkness creatures have more in common: trolls of various sorts, Darkness spirits allied with the trolls, corpses reanimated with primeval magic, and big bugs and spiders favored among trolls as guard creatures.

BLACK HORSE TROOP

Truth: The Black Horse Troop is a mercenary company operating out of Muse Roost in the west of Dragon Pass.

Here's another true statement: a Trident nuclear submarine is a ship that can sail on or below the water.

So, yes, the Black Horse Troop is a mercenary company . . . controlled by Sir Ethilrist, an actual Hero who descended into Hell and came back controlling hundreds of horse-shaped ● Darkness demons, a great Doom Hound that carries its own apocalypse, and other dubious friends.

Outsiders focus on the mounted human warriors of the Black Horse Troop. Ethilrist himself does control the ⅄ Man rune, but it's not the men and women riding the 'horses' that are the real threat. It's the demon-horses. In mechanical *13th Age* terms, they're probably not demons, they're ● Darkness elementals, but that's a thin line. Given their eagerness to slay and devour in an apocalyptic wave, well, you can redraw the line and treat them as true demons if you wish. Most other Gloranthans think of them as demons, but we're generally saving the 'demon' type for ▼ Chaos.

Squad Level Combat

We're not interested in summoning the full-apocalypse version of the Black Horse Troop. As a true Hero, Sir Ethilrist is beyond the scope of our current mechanics. Similarly, we're not interested in presenting the aspect of the Black Horse Troop that's capable of going fang-to-lance with the most powerful armies of the Hero War.

The greater Troop: We don't usually make a point of talking about what we *aren't* presenting, but the Black Horse Troop is such a familiar part of Dragon Pass lore that we feel obligated to mention a few of the challenges that would make fighting the full-power Black Horse Troop much nastier:

- **High-level riders:** Many of the riders are more or less expendable, like the riders statted up below. But there are long-time veterans, sergeants, and lieutenants who have been with the Black Horse Troop for some time and who aren't just accessories for the demon-horses. They're not in this write-up.
- **Nastier demon-horses:** Seems likely.
- **Better orchestrated powers:** We're suggesting that you roll randomly for the abilities of the demon-horses. In a true battle, with time to prepare, there wouldn't be anything random about the Troop's capabilities.
- **Regimental magic:** You bet your last hit point that that the Black Horse Troop has powerful group magic that can pump everyone way above champion-tier when they're engaged in serious warfare.
- **Lord Ethilrist:** The commander is an actual capital H-Hero. That's up above epic tier, so we're not going there yet. See page 75 for a bit of Ethilrist's own prose, and page 207 of the *Glorantha Sourcebook* for details on his Heroics.

What we've got: We're presenting something like a squad. Maybe it's a squadron of reconnaissance troops. Maybe these guys are messengers—must be an interesting message! Or maybe they're skirmishers sent to deliver a lethally pointed message. Or maybe they've been cut off from the main body of the Black Horse Troop by off-stage cataclysms.

Whatever the story, they're extremely tough champion-tier opponents. In fact . . .

They're always nasty: We list each horse and rider combination as a 7th level troop. This is a lie. We want you to build battles with the Black Horse Troop as if they were large 7th level monsters, but they're actually tougher. The black demon-horses alone are powerful large 7th level monsters; the riders are a nasty bonus on top. Until you stagger them they're about as tough as a huge or triple-strength 7th level monster. Stagger them early and you cut them down to fighting like a large monster.

So every fight with the Black Horse Troop is a very nasty fight. We could just have told you "make fights with the Black Horse Troop harder," but this approach shows the quality of the



mercy that can be had from the demon-horses and their master. We haven't provided nastier specials for the Troop at this squad level—they are already their own *always-on* nastier special.

For simplicity's sake we've designated the demon-horses of the Black Horse Troop as troops, but depending on their special abilities and the special abilities of their riders, they could fill a number of other roles. A battle with the Black Horse Troop won't be a fight against a squad of homogenous troops.

Explaining the mechanics: At present, we're focused on the demon-horses that really matter and hand-waving at less-significant riders. We're abstracting the combination of demon-horse and rider as a single creature with one set of hit points and a single set of three actions on its turn: standard, move, quick. Bonuses to a demon-horse's attacks also apply to the spells or trooper's lance attacks made thanks to the *active rider* ability, but as you'll see the *active rider* attack only requires a quick action. When the demon-horse is reduced to 0 hit points, consider both demon and rider *hors de combat*.

If your game needs a rider to dismount and fight for some reason, we've got a dismounted rider stat block for you beneath the main stat block. It's a short example of a commonplace rider. It's not meant to be used as part of building battles; it's not even listed in the big Building Battles table at the start of this chapter.

If your story demands a demon-horse with no rider, cut the demon-horse's hit points a bit and (obviously) ignore the *active rider* ability.

Abilities for All Black Demon-Horses

Each demon-horse has different abilities, powers, or spells, depending on its rider and on its own nature. We're going to handle the customization of each demon-horse before the stat block begins instead of handling it inside the stats.

Active rider: Before combat, choose or roll to determine the demon-horse's rider. While the demon-horse is not staggered, the rider can use its *trooper's lance* attack once per turn as a quick action, or use another attack or spell specific to the rider as a quick action instead. While the black demon-horse is staggered, the rider does not get an attack. (That doesn't mean the rider is dead; if the demon-horse heals and is no longer staggered, the rider can begin attacking and casting spells again.) Choose a rider spell listed below, or roll a d6 on the table below.

1: *No spells or specials:* This rider can use the *trooper's lance* attack, but that's about it.

2: *Veteran:* While not staggered, add +2 to the demon-horse's PD and MD.

3–5: [twice per battle] **R: Sorcerous blast +12 vs. PD (one nearby or far away enemy)**—25 damage, or 40 damage if target is flying.

6: *Rally leader:* When the rider's *trooper's lance* attack hits with a natural even attack roll, a nearby staggered black demon-horse can heal 30 hit points OR a nearby non-staggered demon-horse can pop free from all enemies (the ability does not affect the demon-horse that rolled the attack).

Demon-horse ability: Each demon-horse has a special ability that adds to the Troop's effectiveness in combat. Before a battle, choose an ability for each of the demon-horses or roll a d20 on the table below.

1: *Trampler:* Once per turn when an enemy intercepts the demon-horse attacks the interceptor as a free action (both *fangs and hooves* rolls!), and then continues its movement toward its original target without taking an opportunity attack from the interceptor.

2–3: *Pulverizer:* This demon-horse and its rider gain a +4 attack bonus against non-staggered enemies.

4–5: *Finisher:* This demon-horse and its rider gain a +4 attack bonus against staggered enemies.

6: *Aggressor:* Once per battle as a quick action when the escalation die is 1+, this demon-horse increases the escalation die by 1. All members of the Black Horse Troop gain the *escalator* ability, adding the escalation die to their attacks, until a member of the Black Horse Troop next drops to 0 hit points.

7–8: *Grounder:* Enemies who wish to fly in a battle with this demon-horse must roll a normal save each turn. If the save fails, they can't fly this turn, though they can choose whether or not they wish to move rather than losing their move action. (Multiple demon-horses with this ability? Multiple saves.)

9: *Haunter:* When this demon-horse drops to 0 hit points, decrease the escalation die by 1, to a minimum of 0.

10: *Hero Wars slayer:* When the escalation die is odd, this demon-horse takes half damage from natural odd attacks. When the escalation die is even, this demon-horse takes half damage from natural even attacks. Sounds bad? Yes. But it only applies to attacks made by creatures and heroes who have the ᘜ Air or ᘐ Moon rune.

11–12: *Spell eater:* When a spell misses this demon-horse, it takes no miss damage and heals 5d6 hit points.

13–14: *Dark matters:* The first natural odd attack roll against this demon-horse each battle misses.

15–16: *Eater:* While engaged with this demon-horse, a creature only gains half the normal hit points from healing effects.

17–18: *Teleporter:* After each of its turns, this demon-horse can roll a hard save (16+). If the save succeeds, the demon-horse OR one of its nearby allies can teleport somewhere nearby it can see as a free action.

19: *Hell champion:* Natural even attack rolls by the demon-horse add the escalation die as a bonus.

20: *Terrible demon:* Roll until you get two other abilities for this demon-horse, ignoring abilities you've already rolled.

Black Demon-Horse

Large 7th level troop [ELEMENTAL]
Initiative: +14

Fangs and hooves +12 vs. AC (2 attacks)—30 damage
Natural even hit: Subtract 1 from the target's AC until the end of the battle (cumulative, max –5).
Miss: 15 damage.

Trooper's lance +12 vs. AC—20 damage, or 30 damage if the demon-horse moved and this attack targets a creature the demon-horse was not engaged with at the start of its turn.
Limited use: 1/round, as a quick action while not staggered.

Demon-horse abilities: You chose or rolled for a demon-horse ability and an active rider ability using the table above, didn't you? If not, do it now.

AC 23
PD 20
MD 21
HP 300

Dismounted Trooper

6th level troop [HUMANOID]
Initiative: +10

Trooper's lance +11 vs. AC—20 damage

AC 21
PD 20
MD 16
HP 90

Building Battles with the Black Horse Troop

If you're sticking close to the Gloranthan canon, it's most likely that a Black Horse Troop squad would be working for itself rather than cooperating with any other faction. We say that partly because the sheer nastiness of the black demon-horses works against cooperation with most other beings. The demon-horses are obligated to serve Sir Ethilrist, and by extension his ᛟ Man rune underlings. But that level of forgiveness-for-existing doesn't extend to any other creatures that we know of, not even other ● Darkness creatures, so who dares ride beside the Troop?

In the world's canonical storyline, Sir Ethilrist worked for the Lunars for thirty years as part of the deal that gave him his land. As soon as the deal was over, the Black Horse Troop savaged the Lunars and razed Dunstop (GSB, page 26).

Perhaps that didn't happen in your world, or maybe it did happen but the Troop still has personal connections with Lunar officers that result in temporary alignments? Augmenting the Black Horse Troop with Lunar magic can create some nasty combos, if that's any incentive to your plotting.

Note that as far we know, the Black Horse Troop won't work for obviously Chaotic employers. Or perhaps that should read "entirely Chaotic employers," given that the Lunars may or may not be obviously Chaotic.

BUGS AND SPIDERS

Trolls breed, train, exploit, and eat giant bugs and spiders much the way that humans treat cattle, horses, hawks, and other warm-blooded creatures. The 13th Age *core rulebook and other sources have stats for many such creatures. The grappler beetle described here is a special creature bred for guard duty. The wolf spider is a hunter-killer.*

● Wolf Spider

The troll name for the spider means something like 'nasty hunter.' Considering the source, that's high praise.

3rd level wrecker [BEAST]
Initiative: +9

Bite +8 vs. AC—8 damage, and 5 ongoing poison damage
Natural 18+: The poison save is now hard (16+).
Miss: 3 damage.

AC	**18**	
PD	17	**HP 48**
MD	14	

● Grappler Beetle

These clattering beetles have curved spikes around their bodies and especially around their heads. They are territorial and aggressive but loyal to those who feed them.

5th level blocker [BEAST]
Initiative: +7

Stab and gore +9 vs. AC—15 damage
Natural even hit or miss: The target can't attack any creature other than the grappler beetle until they are no longer engaged with it, or until the grappler beetle attacks a different target.
Natural even hit: If this was an opportunity attack, the target is stuck until the end of this turn.
Miss: 5 damage.

Flight: Given some time and a good deal of space, a grappler beetle can stretch out membranous wings from under its "carapace" (wing-like shields called elytra) and fly. It can't go straight or fast, but it can get from place to place.

Nastier Special

Rending mandibles: The beetle can use *rending mandibles* against any creature that it 'grappled' with a natural even hit or miss using its *stab and gore* attack during the previous turn.
Rending mandibles +12 vs. AC—25 damage
Miss: 10 damage.

AC	**22**	
PD	19	**HP 70**
MD	13	

DEHORI

Dehori (dee-HOR-eee) are Darkness spirits, corresponding to spirits of other elements, such as Air and Earth. They float about like pitch-black mists, sometimes coalescing into body-like forms. Some are the spirits of past mortals, such as long-dead trolls. Others exist independently as forces of Darkness. Regardless of their nature, they are every bit as creepy and dangerous as you'd expect Darkness spirits to be.





● Hungry Dehori

Like Darkness itself, the hunger of this spirit is unfathomable.

4th level wrecker [SPIRIT]
Initiative: +11

Spirit gnaw +9 vs. PD—10 damage
Natural 16+: The hungry dehori heals 15 hp.
Miss: The next time a hungry dehori hits this battle, it deals +5 damage (cumulative), as the hunger grows. At the GM's discretion, any ally of the dehori could use this bonus, provided that it's hungry enough.

C: Shadow flit +9 vs. MD (the nearby enemy with the highest MD)—Remove the hungry dehori from play. It can't be targeted or target another creature while out of play. The next time a hungry dehori hits this battle, it deals +5 damage (cumulative). At the start of its next turn, return the hungry dehori to play anywhere on the battlefield.
Limited use: 1/round, as a quick action when the hungry dehori started its turn in play.

Flight: It's not the quickest flier.

Nastier Special
Isolation: A creature engaged with the hungry dehori can't be the target of its allies' effects.

AC 18 PD 18 MD 14 **HP 50**

● Terrible One

You thought the other dehori were terrible. No, this one is. Its outline is unclear, but its spirit teeth rend with perfect clarity. When given half a chance, the terrible one wails and gnashes its teeth.

7th level spoiler [SPIRIT]
Initiative: +10

Ripping spirit teeth +12 vs. PD—20 damage
Natural 16+: The target is weakened and feels insignificant in the face of vast, uncaring darkness (save ends).
Miss: 5 damage.

Terrible grasp: Each enemy that starts its turn engaged with the terrible one is hampered until it is no longer engaged with the terrible one. An enemy can also shake off the hampered effect until the start of its next turn by using a quick action and taking 10 damage.

Flight: The terrible one flies as well as the next ● Darkness spirit.

Nastier Special
Terrible regret: When an enemy engaged with the terrible one misses it with an attack, that enemy takes 5 damage. When an enemy not engaged with the terrible one misses it with an attack, the terrible one can pop free from each enemy engaged with it and move to engage the attacker as a free action. That enemy takes 5 damage. Enemies can't take opportunity attacks or intercept the terrible one when it moves this way.

Death wail: When it drops to 0 hp, the terrible one heals to 40 hp as its form becomes less coherent and it begins to wail. It can't attack or move, and it loses 10 hp at the end of each of its turns, as well as any damage the PCs can deal to it as it wails. As long as the terrible one is alive and wailing, whenever an enemy starts its turn or heals using a recovery, it takes 5 damage.

AC 21 PD 21 MD 17 **HP 100**

TROLL

Most trolls are dark trolls, as are player character trolls; see page 45 for the player character versions. There are several other types of troll we didn't say as much about in the character creation chapter. Here are capsule summaries of troll types we've provided monster stats for.

Dark trolls: Dark trolls are the most common sort of troll (not counting trollkin), and they're what humans have in mind when they say "troll." Compared to the legendary mistress race trolls, they are physically and spiritually meager. As for their willingness to devour humans and other sentient people, they are unapologetic. They call themselves *uzko*, distinct from the community of all trolls, the *uz*.

Cave trolls: During the Great Darkness, Chaos corrupted much of life, and cave trolls are degenerate trolls whose ancestors were stricken in this way before Time began. With a mentality barely above that of beasts, cave trolls roam the wilderness near troll areas, singly or in family groups. Dark trolls sometimes keep them as pets or guard animals. They hate daylight and fear fire. Trolls know them as *romal*.

Great trolls: Hundreds of years ago in the Second Age, Cragspider the Firewitch created the great trolls. Cragspider, a demigoddess who controls not only ● Darkness but also ⊙ Fire, is the most powerful troll known in Glorantha, but even she was unable to break the Curse of Kin that causes dark trolls to spawn mostly trollkin. Great trolls are as close as she got. They are larger than dark trolls, dumber, all male, usually slaves, and often bodyguards. Known as uzdo in troll society.

Trollkin: Trollkin are wretched freaks, the result of an ancient curse that causes most dark trolls to bear litters of these stunted creatures as children instead of proper trolls. At best, trollkin are property. At worst, they're used as food or the ball in troll ball games. Trolls refer to these unfortunates as *enlo*.



● Starving Trollkin Wretch

1st level mook [HUMANOID]
Initiative: +6

Sharp rocks and sharper teeth +7 vs. AC—3 damage
Natural 1: The target of the attack can destroy the trollkin as a free action. The poor wretch has stumbled and made itself so defenseless that a competent adventurer can dispatch it without breaking stride.

R: Sling with slingstones +10 vs. AC—1 damage
Natural 16+: The target takes 3 damage instead of 1 due to a surprisingly accurate shot.

Face eater: Dark trolls have kept these little creeps hungry so that they are easier to control and more enthusiastic about battle. As result, they consider an unconscious creature to be lunch, and they like to start with body parts that don't have bones in them, not always the face. When a trollkin drops a creature to 0 hp or below, or when a trollkin starts its turn next to an unconscious creature, the trollkin will spend the next round doing something horrible to that creature's face or other body part, provided it's still unconscious at the start of the trollkin's next turn. Good friends won't let that happen.

AC 15
PD 17
MD 11

HP 8 (mook)

Mook: Kill one starving trollkin wretch mook for every 8 damage you deal to the mob.

● Battle-Ready Trollkin

Trollkin are incapable of organizing themselves, but they take surprisingly well to being bullied about by dark trolls and others.

2nd level mook [HUMANOID]
Initiative: +7

Stoneheaded club +7 vs. AC—5 damage
Miss: 1 damage for each other ● Darkness creature engaged with the target (max 5).

R: Sling with lead shot +10 vs. AC—3 damage

AC 17
PD 17
MD 12

HP 10 (mook)

Mook: Kill one battle-ready trollkin mook for every 10 damage you deal to the mob.

● Dark Troll Warrior

Males can distinguish themselves in troll culture as warriors, and they fearlessly serve the troll matriarchs. What seems like valor in a dark troll warrior is more likely a combination of heedlessness and hunger.

3rd level troop [HUMANOID]
Initiative: +4

Ponderous lead club +8 vs. AC—8 damage, and if the target is staggered, it's also weakened until the start of the troll warrior's next turn.
First attack each battle or any natural 18+: The troll can make a *vicious bite* attack as a free action.

[Special trigger] **Vicious bite +6 vs. PD**—2 damage, and the target is dazed (–4 attacks) until the end of its next turn.

R: Sling with lead shot +8 vs. AC—6 damage
Natural 16+: The target is dazed (–4 attacks) for until the end of its next turn unless its PD is 15+.

AC 18
PD 19
MD 13

HP 56



Cave Troll

With their misshapen forms, vacant facial expressions, and clumsy gait, cave trolls would be pathetic if they weren't so murderous.

Large 4th level troop [HUMANOID]
Initiative: +6

Unwieldy club +9 vs. AC—24 damage
Miss: The cave troll can make a *scabby claw* attack as a free action.

Scabby claw +9 vs. AC—12 damage
Miss: The cave troll and the target each take 4 damage.

Chaotic regeneration: At the start of each of its turns, unless it has dropped to 0 hit points, the cave troll heals 10 hp. It doesn't regenerate if it is in daylight or if it has taken fire damage since its last turn. This regeneration is a twisted gift of Chaos. Each time the troll regenerates, the regenerated flesh is more distorted than before.

Nastier Specials

Greater regeneration: If the troll isn't staggered, its Chaotic regeneration heals 25 hp instead of 10.

Overbearing blow: A smaller creature hit by *unwieldy club* is also weakened (save ends).

AC 19 PD 19 MD 10 **HP 110**

Troll Spirit Priestess

Female dark trolls rule their societies, and the mightiest of them learn to command the forces of Darkness and Spirit. In better days, the priests of Kyger Litor pursued their purposes far from civilizations and were not known to lead raids against human settlements. These days are not better days.

Elite 5th level caster [HUMANOID]
Initiative: +8

Staff of spirits +9 vs. AC—18 damage
Natural even hit or miss: The target takes a –4 penalty to attacks against spirit mistresses until it attacks an enemy other than a spirit mistress.

R: Ancient spirit strike +10 vs. PD—24 cold damage
Natural 11+ against first target: The mistress can target a different enemy with *ancient spirit strike.*

C: Hungry spirits +10 vs. PD (each enemy engaged with the mistress)—24 damage, or 30 damage if the mistress is engaged with 3 or more enemies
Limited use: 1/battle.

Cover of darkness: Once per battle as an interrupt action when an enemy hits with an attack against the mistress or one of its allies, that enemy must reroll the attack. If it misses, that enemy takes 10 damage.

Nastier Special

Blood-frenzy spirits: The first time a spirit mistress is staggered each battle, it can make a *hungry spirits* attack as an interrupt action. While the mistress is staggered, when an enemy deals it damage, the mistress can use *hungry spirits* again.

AC 20 PD 17 MD 19 **HP 100**

Great Troll Bodyguard

Bodyguards are well armored and usually have weapons that are expertly constructed by non-troll smiths.

Large 6th level blocker [HUMANOID]
Initiative: +10

Spiked club +11 vs. AC—35 damage
Natural 16+: The bodyguard's allies engaged with the target can pop free from it.
Miss: 5 damage.

R: Barbed javelin +10 vs. AC—25 damage

Great strides: Even if engaged, the great troll bodyguard can attempt to intercept as an interrupt action. If it succeeds on a disengage check, it can move to intercept the foe.

Reprisal: When an enemy engaged with the bodyguard hits one of its non-bodyguard allies, the bodyguard can make an attack against that enemy as a free action.

Nastier Special

Mighty smashing swing: If the bodyguard's first *spiked club* attack each turn staggers an enemy or drops an enemy to 0 hp, it can make a second *spiked club* attack as a quick action later that turn against a different enemy.

AC 24 PD 20 MD 15 **HP 170**

UNDEAD (● DARKNESS)

The powers of ● Darkness sometimes reanimate the bodies of the dead, especially skeletons and zombies. While undead are often associated with ♛ Chaos, these undead are not.

● Dark Troll Zombie





Zorak Zoran, the troll war god of Disorder and Death, raises dead trolls as powerful undead warriors. Unlike Chaotic undead, the spirits aren't trapped in these creatures. The souls have moved on.

3rd level troop [CONSTRUCT]
Initiative: +1

Unfeeling claws +7 vs. AC—14 damage
Natural even hit: Both the zombie and its target take 1d6 damage from the sheer force of the attack.
Natural even miss: The zombie takes 1d6 damage.

Mob tactics: When an enemy engaged with the dark troll zombie makes a melee attack that doesn't target the zombie and misses with at least one attack roll, that enemy takes 3 damage.

Head shot: A critical hit destroys the zombie outright.

Nastier Specials

Overpowering mass: When the dark troll zombie rolls a natural 16+ with *unfeeling claws*, the target is also dazed (save ends).

Unquiet grave: The first time a dark troll zombie drops to 0 hp, it rolls a normal save. If it succeeds, it doesn't drop and keeps fighting until it takes at least 1 damage.

AC	**17**	
PD	17	**HP 60**
MD	11	

☓ DISORDER

GIANT

Giants aren't often Chaotic. But where giants walk, things fall apart.

Gloranthan giants aren't much like the giants in *13th Age* and other F20 worlds. In most F20 games, giants are big people with monstrous tendencies. They're organized in their own social groups that tend to mirror human societies, partly because F20 games tend to borrow frost and fire giant imagery from depictions of Norse myth. At the top, cloud giants wear togas and look down on mortals while storm giants ride thunderclouds. At the bottom, stone giants throw boulders as the biggest delinquents of the mountains and hill giants may come across as little more than pumped-up ogres.

Speaking in Dragon Empire terms, true Gloranthan giants are more like Koru behemoths than hill giants! True giants are Man-rune forces of nature, moving south and west out of the Rockwood Mountains to stomp unfortunate areas of Dragon Pass flat . . . or possibly just to amble about before looping back into the impossibly harsh northern mountains. We know the names of a few of these true giants (see Gonn Orta on page 208 of the *Glorantha Sourcebook*), but most are strange and alien to human society. There are hints that the giants the humans and heroes have met are brutes compared to the magical creatures that don't bother coming into the human world. Neither humans nor humans' gods have much to do with the true giants.

One day we may bring true giants stomping down from the Rockwoods. Not today. For today, we're going to talk about how to rephrase existing giants of the core *13th Age* books to make sense in Glorantha and provide something of the flavor of Gloranthan giants. These *13th Age* conversions won't end up as true giants. They might be hopeless runts, or mutants, or weaklings who can't cut it in the high mountains and slip down into the smaller lands. (In strictly canonical Glorantha, it doesn't make perfect sense to call these creatures young giants, because young giants are still the stuff of myth and legend.)

Giant-by-Giant Conversions

Cloud giant stats don't work in Glorantha as stats for giants, but they would work fine as stats for mighty Lunar warrior spirits. Change the monster type to SPIRIT and change the lightning damage dealt by the cloud giant magician's *zzzzzottttt!* attack (*13 True Ways*, page 165) to moon damage. Use the rules for Lunar creatures on page 309, not the rules for giants that follow.

Fire giant stats are odd. They seem more like stats for some form of ♉ Chaos warrior than for a Gloranthan-style giant. They don't feel right as part of the biggest pantheons of ☉ Fire/Sky gods, but if you're playing to the north of Dragon Pass, we could see them as holy warriors of Shargash, but not Lodril, which feels more like azer-country. We put them in the Monster List as forge demons.

Frost giant stats work. There are definitely cold-oriented giants in the great mountains and frost giant abilities work well in 13G.

Hill giant stats work fine as stats for puny rough giants slumming it among the smalls. The hill giant nastier special, *big bully* (core 13A page 225) is perfect for Gloranthan giants.

Stone giant stats also work well.

Storm giant stats don't feel right for Glorantha when used for giants. But they make perfect sense as mighty spirit warriors from Orlanth's halls or in the service of some other powerful god of Air. Change the monster type to SPIRIT and use the mechanics as is.

Gloranthan Giant Features

Use the following guidelines and mechanics to help giants fit into Glorantha's take on the fantastic.

Asocial: Gloranthan giants tend to operate alone or with a friend. The largest group you might encounter would be about as big as an adventuring party. They don't organize themselves in clans, tribes, or armies.

As heroquest problems: There are plenty of myths that involve fights with powerful ancient beings, and many of them could be giants, including types of giants we earlier said weren't quite right for Glorantha. Who can say what strange beings existed during the Gods War? Using giants as the opposition in a heroquest may mean that it's not a fight to the death. Driving the giants off could be enough, and giants who have you down may not bother finishing you off.

But groups that are beat by giants on the Hero Plane, and even some groups that beat the giants but don't beat them as quickly and convincingly as they might have, may suffer from ☓ Disorder problems in which the heroquest's supposed point gets lost in a haze of other unnecessary battles and complications. GMs who want a mechanic for this possibility can ask each PC that drops to 0 hit points or below during a fight with giants on a heroquest to roll an easy save. If the save fails, add another ☓ Disorder complication to a future scene in the heroquest.

As you can see from the notes on giants as warrior spirits, you could also us the stats for most any of the giants as stats for ancient warrior spirits encountered during heroquests.

Mortal, but only semi-mortal: Most of the humanoid races were created by more powerful gods and dragons experimenting with the ᛦ Man rune. Giants have the rune, but they may not have been so obviously created by gods, and they don't die as easily as other creatures shaped by ᛦ.

You defeat giants by driving them off, not by slaying them. When a giant drops to 0 hit points, it's not slain. Instead it gains hit points equal to its full normal hit points and adds the escalation die to all its attacks until the end of the battle. If that sounds terrible, don't fear: the giant has no interest in continuing to fight. It attempts to leave the battle. It only attacks creatures that take actions to prevent it from leaving. If you want to fight the giant again, you can, but all it wants to do is leave.

In the giant's mind, it's been beaten. It doesn't want to have to confront whoever beat it again, and if it can stay out of that creature's way, it will. If forced, it will fight again. But there's a chance that it will change sides next time to be allied with the creature who beat it, or take some even more unpredictable action.

Odd abilities: Giants are weirdoes. They weren't powerful enough to be gods, but they're a lot closer to ancient primordial powers than humans and other mortals. With that in mind, an individual giant might have any manner of strange physical trait. You wouldn't expect a Dragon Empire hill giant to be able to detach its arms and send them clubbing enemies far away from where the giant is stomping people, but Gloranthan giants aren't hill giants, and that makes just as much sense as our hill giant rock-throwing.

The most likely source of strange giant abilities is ᛟ Disorder. Here are five abilities that demonstrate the type of effect giants have on their surroundings. You could choose randomly whenever you want a fight against giants to interact with ᛟ Disorder, or you could use the abilities we're fondest of more often. The list starts with the ability we're only using once in a while and builds up to an effect we like quite a bit. Feel free to make up others.

Meatheads

Swap the PD and MD of all creatures in this battle.

Bored Now

When a creature hits with an attack, it deals half damage with its next attack that targets a creature it hit the previous round. Everyone needs to move around and try new things/targets.



Confuse-us

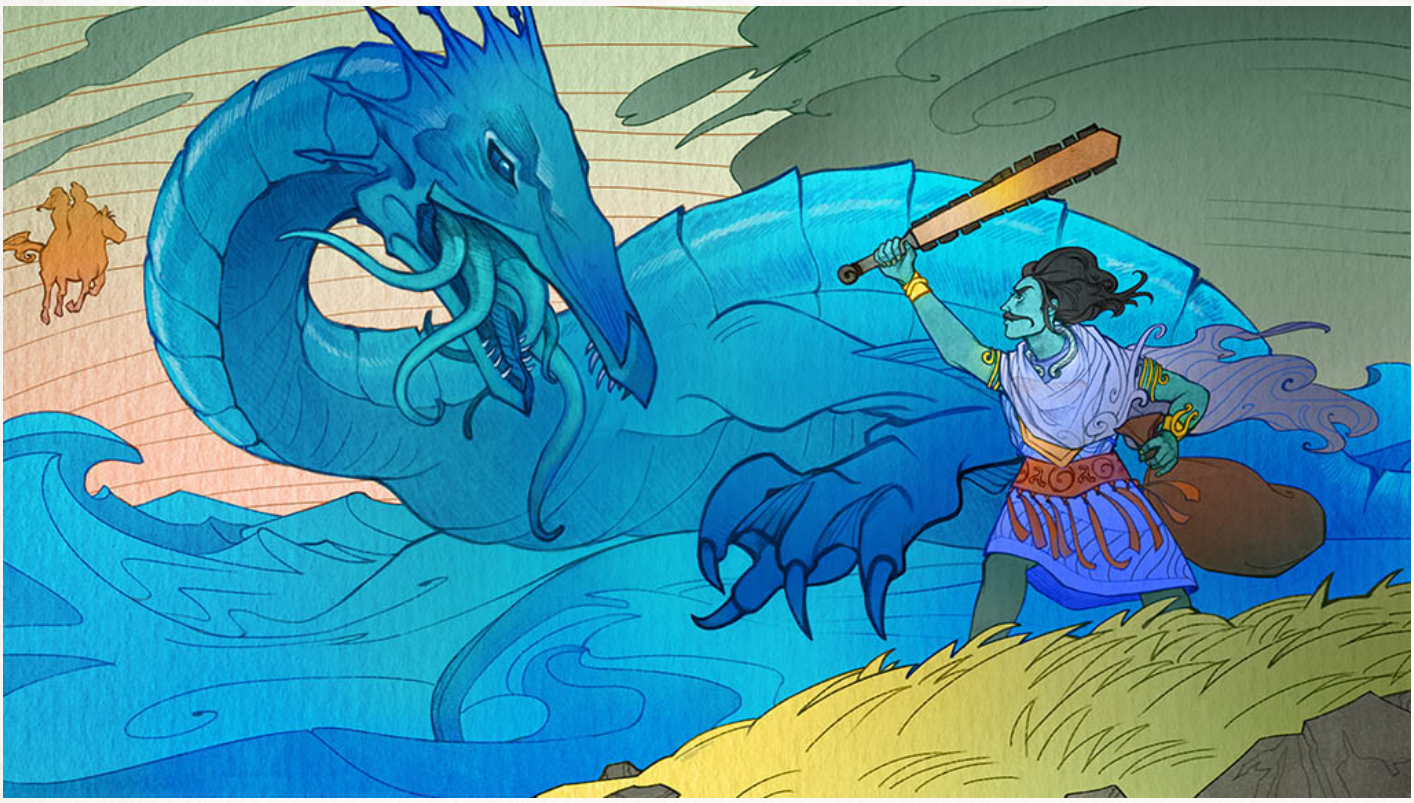
Giants aren't immune to getting confused. But a character who uses a power or spell to confuse a giant must roll a hard save (16+). If the save fails, they suffer the same confusion effect they used on the giant!

Rely on No One

When a creature rolls a natural 1 with an attack, it rerolls that attack vs. an ally, if an ally could be a possible target! Yes, this also applies to giants. But sometimes they don't have allies. . . .

Stutter & Stumble

At the start of each round, reroll the initiative of the two or three creatures with the highest initiative. Might be the giants. Might be their enemies.



⚹ DRAGONEWT

The ⚹ Dragonewt rune is associated with the enigmatic, semi-humanoid race of dragonewts. These immortal, reincarnating mystics have cities around Dragon Pass, but they mind their business, and you should mind yours. Their exotic culture, mentality, life cycle, and magic are beyond the scope of this book.

Also beyond our scope and associated with the ⚹ Dragonewt rune are True Dragons. They're a step or two down from the godlike Dragons of the God Plane but still several steps above what mortals can comprehend. They can be miles long, and their capacity for destruction is legendary, so it's good news that sleeping is their normal state on the Mortal Plane. Even so, their unchecked dreams can kill you and everyone nearby. See page 69 of the *Glorantha Sourcebook* for more.

That said, adventurers have been known to encounter dragons with a lower-case "d". They are rare and powerful but on a scale that mortals can comprehend. If someone says they've seen a dragon, they've seen one of these. Scholars call them dream dragons because they are the physical manifestations of the dreams of True Dragons. Usually they act out certain unconscious urges that a waking True Dragon would keep in check, such as greed, blood lust, vanity, and a capricious destructive bent. Luckily they show no interest in cooperating with each other or with other monstrous forces. They come out of nowhere fully formed, and if killed they "fade" over the course of decades rather than rotting.

As dream beings, dragons can look like just about anything. They're almost always winged, usually with four legs, but often with none. In addition to fangs and possibly claws, they may have weapons on their tails or wings. Unlike the color-coded dragons reflected in *13th Age*, they can be any color or combination of colors. Their breath weapons are usually fire but can be anything.

For stats, use any Huge dragon of epic level from any book. As an exception, champion-tier dragons are possible. Feel free to mix and match breath weapons and special abilities. You can also up-gun a Large dragon to Huge stats by increasing its hit points and damage by 50%. Change its looks as you like.

□ EARTH

EARTHBEAST

Like boars with massive shoulders, and made of packed, rocky soil. Large splinters of rock serve as tusks—or something.

□ Earthbeast

They occur naturally in rocky terrain and unnaturally wherever the Earth has been disturbed.

Large 1st level troop [ELEMENTAL]
Initiative: +1

Lumbering wallop +4 vs. AC—7 damage

Rear and smash +8 vs. AC (one creature that the earthbeast started its turn next to)—14 damage
Natural 19 or less: The earthbeast loses its next move action.

Stony look: While lying still on stony ground, the earthbeast is surprisingly hard to detect. Creatures take a –10 penalty to skill checks to notice it while it's unmoving in such terrain.

AC 20
PD 16
MD 10

HP 45

□ Gnarly Earthbeast

They went entirely wild while Ernalda was dead and they're not interested in being tamed.

Large 4th level troop [ELEMENTAL]
Initiative: +4

Lumbering wallop +7 vs. AC—18 damage

Rear and smash +11 vs. AC (one creature that the earthbeast started its turn next to)—36 damage
Natural 19 or less: The earthbeast loses its next move action.

Stony look: While lying still on stony ground, the earthbeast is surprisingly hard to detect. Creatures take a –10 penalty to skill checks to notice it while it's unmoving in such terrain.

Nastier Specials
Soul of a brick wall: When an enemy makes a PD or MD attack against the earthbeast and misses, that enemy is dazed (save ends).

AC 23
PD 19
MD 13

HP 90



□ Greater Earthbeast

Not all Ernalda's children pay attention to their mother. Some just have to be put down.

Large 7th level troop [ELEMENTAL]
Initiative: +7

Lumbering wallop +10 vs. AC—38 damage

Rear and smash +14 vs. AC (one creature that earthbeast started its turn next to)—76 damage
Natural 19 or less: The earthbeast loses its next move action.

Stony look: While lying still on stony ground, the earthbeast is surprisingly hard to detect. Creatures take a –10 penalty to skill checks to notice it while it's unmoving in such terrain.

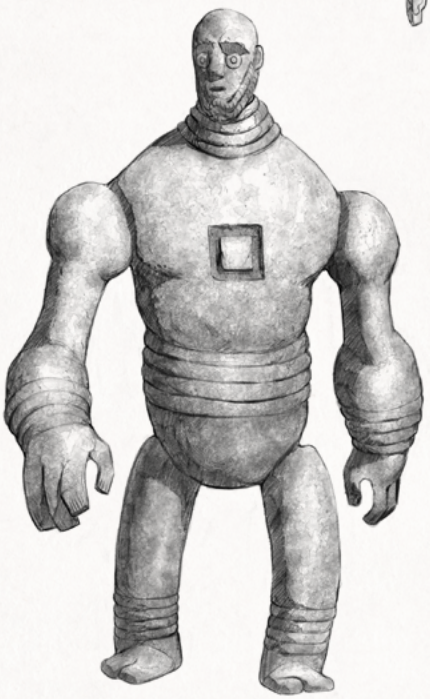
Nastier Specials
Soul of a brick wall: When an enemy makes a PD or MD attack against the earthbeast and misses, that enemy is dazed (save ends).

AC 26
PD 22
MD 16

HP 180

JOLANTI





People call them stone or iron men, but two arms and two legs is all they have in common with anyone who's not made of living stone. Everyone other than dwarves, in other words.

We aren't going to do much with the dwarves, the Mostali, in this first foray into 13G. As one of Glorantha's elder races and creatures made of living minerals and metals, there's a lot going on with the Mostali. But even though we're mainly ignoring them, they have some creations that could be easily handled by a simple conversion from core *13th Age*.

Jolanti are humanoid constructs that work for the dwarves. The golems on page 231 and 232 of the core *13th Age* book work splendidly as jolanti. So do the golems on pages 100 and 101 of the *13th Age Bestiary*. We've added these golems to the Monster List with the simplest possible translations of the names. They might not be names the Mostali themselves recognize.

Jolanti encountered near the surface could be:

- On a strange mission for the dwarves.
- Insane.
- Broken in some fundamental way, perhaps discarded or cast out or escaped before they could be recycled.
- All of the above.

Even broken or insane jolanti aren't likely to have anything to do with ᛤ Chaos or ᛝ Disorder creatures, but they might be embroiled in the strange organic lives of beings associated with most of the other runes.

∴ ILLUSION

PUPPETEER TROUPE

"Fighting the Puppeteer Troupe? Why would you do that? Just watch the show. Oh? They're coming after you? They're the ones who want to fight? Wait, you say they're coming after me*? . . . where'd she go?"*

The Puppeteer Troupe is a conveniently innocuous name for a powerful mystic cult with insights into the Illusionary nature of existence. They're largely known by their performances throughout Dragon Pass, which take place unpredictably, often in places like the Smoking Ruins, Falling Ruins, and Skull Ruins. Not spots safe for normal people interested in puppetry! But of course the Puppeteer Troupe doesn't include normal performers, and they don't always use puppets, suggesting that it's the audience who may truly be wearing the strings.

Both the House of Sartar and the Red Emperor are patrons of the Troupe. Those with true designs on power recognize the 'minstrels' as the strongest ∴ Illusion cult in this section of Glorantha.

But the patronage of the great and mighty isn't something the Troupe seems to *require*. It appears likely that the Puppeteer Troupe's performances continued unaffected during the centuries after the Dragonkill when there were no humans in Dragon Pass. The Illusion was preset, and real, and humans who later joined the Troupe were merely signing into something bigger, not creating the show.

As you'll see on page 20 of the *Glorantha Sourcebook*, Greg and Jeff have wonderful visions of the types of performances the Puppeteer Troupe put on.

For our purposes, we're fond of the idea that you just don't know what the Puppeteer Troupe is going to look like, and perform like, from one appearance to the next. Jugglers? Baul-style mystic dancers? Shadow puppeteers? It all seems possible to us, particularly since it's all about the ∴ Illusion.

Therefore the Puppeteer Troupe game mechanics that follow are a singular implementation that stays somewhat abstract, opening specific imagery to you and your current vision.



While working on this set of Puppeteer Troupe mechanics I found two other potentially valid implementations of the group. If the vision that follows doesn't quite match what you want, check into next Fire Season's performance at the Smoking Ruins. . . .

Fighting the Troupe

The Puppeteers don't want to kill you. If they're fighting you, they want you to do something for them. It's probably not something you're inclined to do, so they didn't just ask! Even worse, they may want you to *learn* something, and it's almost certainly something you don't want to learn . . . until you do.

We assume that most player characters aren't going to search out the Puppeteer Troupe and start a fight. If they do, great. If not, the Puppeteer Troupe could come looking for the PCs when the PCs are in ruins or on the road, preferably while they are in the middle of some extremely important mission that should be not be interrupted. Since the Puppeteers have lavish illusionary (and actual?) resources, they might also avoid being so crass as to run the PCs down. They might just set up a tent where they know the PCs will be passing and prep the scene with irresistible hooks. Come on to the show; oh look, you *are* the show!

The patronage of the great and mighty occasionally involves performing missions for the great and mighty. So when the Puppeteer Troupe find the PCs for an impromptu performance, it may not be the Illusion cult's purposes that are paramount; someone the PCs are annoying may have commissioned the show.

The Puppeteers don't treat this battle as a fight. They act like it's a performance. While PCs are fighting with all the usual blood and thunder, members of the Puppeteer Troupe dance and joke and operate puppets. If that's disarming, huzzah!

Your victory, dear PCs: If you manage to drop all the Puppeteers to 0 hit points before the escalation die reaches 5, congratulations! Despite what it might look like, you probably didn't kill anyone, the puppeteers are likely to vanish almost as swiftly as they fall. Were any of them real? Did you pull out a last-gasp victory against an Illusion? Forget about looting bodies. But you won. And that's better than losing.

Beating the Puppeteer Troupe is a big deal, actually. And although we said 'no looting bodies,' you do learn something from the experience. Quite a bit actually! At least one PC should acquire an ∴ Illusion heroquest gift of the GM's choice on the spot. For the next two full heal-ups, the GM can choose a PC who seems like they might have learned something, and let that PC roll a normal save. Success? Then that PC also acquires an ∴ Illusion heroquest gift. Lessons trickle in . . .

Your loss, oh mighty PCs: If the PCs all drop, or if they flee, or if the escalation die reaches 5, then the PCs lost. The scene changes. The PCs are going about their business exactly as they were before they fought the Puppeteer Troupe. No wounds. All the powers they expended? Hit points lost? Recoveries spent? They've still got them. It's like the fight never happened. Certainly it doesn't count as one of the four fights in the usual day of adventuring. It must have all been an ∴ Illusion.

Except that anyone who gained powers or heroquest gifts during the fight really did gain them. And the PCs aren't exactly the same as they were before the fight. They're on a quest! Yes, they have a very special mission! It's not something they would have ever thought of doing before. Said out loud, it might sound quite strange and foolish, possibly even foolhardy or slightly nonsensical, though not in direct violation of most of the things the player characters hold dear. Well, some of the things they hold dear perhaps.

Are they in the same place they were before? What do you mean before? Before what? They're on a quest! They have been on this quest awhile of course, and wherever they are now, surely it makes perfect sense and they got here the normal way. Someone absurdly perceptive or busy narrating runes may have the sense that *something* is amiss, but they won't be able to pin it down. It must just have been a strange dream.

For what it's worth, these quests almost never involve heroquesting. It's likely that contact with the Hero Plane undoes a bit of the ∴ Illusion keeping the PCs on track, but that's not something the PCs themselves can engineer while on the quest. They want to perform the quest. Actually, that's a roleplaying trope you should push to the limit: which PCs really want to accomplish the quest and which heroes drag their feet spiritually but have no choice but to keep on keeping on, even while complaining bitterly.

We imagine that those who have completed a Puppeteer Troupe quest may not want to talk about it ever again. Did. Not. Happen.

Information loops: Note that the PCs don't know that they're going to get their hit points back, along with any daily powers, if they lose. Well, unless the players read this. In which case they can roleplay not knowing, like usual. Or maybe there's a good reason they should know . . . Anyway, before the battle, ask each PC how many hit points and recoveries they have. Daily powers you can track after, if necessary.

PLAYER STRATEGIES FOR THE TROUPE

Wait, what's this players' sidebar doing here just below stuff the players aren't supposed to read? Failure of design. Roleplay! Anyway, if you have a trickster in the party, you may have gotten used to tricks like *Follow me!* and *No her! No me!* that mess with the escalation die. Against the Puppeteer Troupe, who had Eurmal as a founding member, you're advised to avoid such tricks. When that escalation die hits 5+, you lose, even if the die didn't get there the old fashioned one-pip-at-a-time way.

For reasons that will become obvious when you read the details of the Lunar Cycle's effect on the escalation die (page 309), you'd also better try to avoid confronting the Puppeteer Troupe and creatures of the ☾ Moon simultaneously! If you show up at a performance and there's a contingent of Lunars in attendance, everybody is going to want to make nice.

What Is this Quest of which You Speak?

A gift to you, GM, to use as you like. The Puppeteer Troupe isn't on anyone's side in the Hero Wars. Certainly not on ᛤ Chaos' side. And it's not particularly favorable to the Sartarites or the Lunar Empire or Harrek or the Esrolians or anyone else. So the mission could be about anything that's going to amuse you. It should take at least a day of adventuring. More if the whole situation amuses everyone. Here are a couple examples that amuse us:

Track the Red Donkey of the Indigo Hills—There is a red donkey running around in the hills just north of the Indigo Mountains. It's exactly as elusive as a wild donkey would need to be to survive in land haunted by trolls. Beyond the basic problems hunting down the red donkey, did we mention trolls? We have no idea what happens to the donkey if the PCs manage to find it; it might or might not be Lunar, I mean, it's just a donkey, right? If the quest fails, and the PCs give up after a solid day of effort, then you can pretend at first that this is the end of it. And then in the middle of a later adventure, the PCs all of a sudden find themselves tracking down something red that's much worse than a donkey.

Find the Chief Lunar Officer of the Province—Smash a pie into their face. No other harm permitted to the officer. And now you flee! Or maybe you're really smart and you get in and get out too quickly to be nailed.

Take this Chaos-leaking Coffin in a Wagon to Dunstop—Don't destroy the coffin. Don't open it. Fight off the people who want to do any of those things, whoever they are. When you get to Dunstop you can do whatever you want with the coffin. For sure.

And this is why some true Heroes go the other direction when they see the blue and yellow and red caps of the Puppeteer Troupe on their horizon.

GAMEMASTER

Don't forget to look at these mechanics from the other side. What if the nonsensical actions of a powerful Lunar magician or a usually reliable Orlanthi ally have been caused by an encounter with the Puppeteer Troupe that led to an unexpected mission? That Lunar magician may not just *appear* to be doing the PCs' work for them; they may actually be helping the PCs, more or less willingly, so far as the magician knows, as the Puppeteers juggle intentions and dreams like a set of sharp balls.



Amusing Confusion

There's a new condition hiding in the puppeteer attacks below.

Amusing confusion: Many puppeteer attacks can cause confusion. But not all confusion is created equal: some of the puppeteers cause amusing confusion.

When a creature becomes amusingly confused, treat it exactly as if it was confused (no opportunity attacks or uses of limited powers), but it doesn't necessarily attack an ally on its next turn. Instead, roll a d6 at the start of its turn to learn what it will do that turn.

1: Oh, how common. The creature acts like it's suffering from normal confusion and uses an at-will or basic attack against a nearby ally.

2: Choose one: The creature skips all its actions this turn, muttering or chanting or otherwise talking to spirits no one else can see; OR it takes its actions normally this turn, and afterward a) is no longer amusingly confused; and b) becomes confused (hard save ends, 16+).

3: The creature swaps places with the ally who least wants to swap places, and then takes no actions that turn, except for being able to talk. Apologize, perhaps.

4: The creature dances, capers, sings, and generally carries on like a member of the Troupe, moving in a random direction this turn, and doing nothing more. Protected by Illusion magic, it can't be damaged by opportunity attacks as it moves. Feel free to describe unlikely comical effects as the PC becomes a temporary member of the Troupe, dancing slapstick and away.

5: The creature teleports into the strangest and most embarrassing nearby or perhaps far away but highly visible location the Puppeteer can come up with. Then it takes no actions that turn. The Puppeteers usually aren't trying to kill people, so this effect isn't meant to throw people off cliffs. If impromptu damage is warranted, that's an exception.

6: Randomly choose one of the creature's runes. The GM gets to tell a story, narrating that rune to explain the illusions that the Puppeteer is spinning in its head. It starts with the creature taking no actions this turn, but if there's a complication, then the effects spill out and affect the entire group. (It's true that players can't narrate a rune during combat. Puppeteers may be players, but they're not your kind of player.) Oh, and GM: If the player is the type to tell wonderful stories at their own expense, by all means, let them do it—it gives them something to do during their turn. If the player manages that well, let them fight in spirit once later in the round!

More Advice Before We Start

The point of the mechanics that follow is you start a battle against the Puppeteer Troupe fighting a number of Puppeteers. They're weak, at first, and not all that hard to take out. But each one you take out might make the remaining Puppeteers a little stronger (see *survivor bonus* in the monster stats.) And they tend to get additional abilities as more of them are taken out (see *one sharable ability* in the monster stats), until you're fighting one or two Puppeteers who know all the tricks. Maybe they're the Master Puppeteers who were really real. Or maybe they're just better Illusions.

As a change from our usual monster formatting, we've placed the full list of abilities that only belong to a single Puppeteer at the start of the fight underneath the abilities and basic stats for the individual Puppeteers.

There are more sharable abilities than you'll need, hopefully, and that means that you can choose the ones that amuse you and also arrange things differently if the PCs tangle with the Troupe again.

Ability advice: Don't use all the sharable attack abilities (*touch of familiarity*, *group dance*, *you go away*) in the same battle because there's a limit to the number of different attacks that can be harnessed each round anyway. Use a mix of attacks, other sharable abilities, and the passive abilities.

If you use *tricky teleport* (and really, you should, it's fun!), the Puppeteer with that ability is likely to be the last to fall. If not, and that ability gets shared, the rest of the Puppeteers will prove tough to pin down.

GAMEMASTER

The Puppeteer Troupe makes some offers that are hard to refuse. Make sure you explain this properly the players, because one wonderful thing about ∴ Illusion gifts is that other characters need not be certain a PC has one unless they want it to be obvious! The other player characters can't tell that one of their comrades maybe sort of just a little bit betrayed them to get a better deal. Except maybe the trickster. The trickster can tell, but who is going to listen to the trickster?

Building Battles

When you fight the Puppeteer Troupe, a "fair" battle pits the PCs against one more Puppeteer than there are PCs. Use the normal building battles table but count the PCs as one adventurer more than they really are.

Of course there's no reason a fight against the Puppeteer Troupe should be fair. You could always add another Puppeteer or two if you want to push your players to the limit: this is one battle where the defeat isn't fatal, or even *necessarily* worth a campaign loss.

As a rule, the Puppeteer Troupe doesn't need to involve other creatures in their battles. But hey, it could be fun! They could have fooled most anyone into fighting alongside them. No Chaos allowed, however . . . unless the plots you're hatching have something terrible to do with Chaos suborning Illusion.

Separate initiative: It's much more fun to roll initiative separately for each Puppeteer. Don't have them all act on the same initiative count, even if the dice randomly fall that way. And if you're playing with miniatures, choose the most colorful fanciful miniatures you've got, or feel free to swap them in and out!

GAMEMASTER

You may find yourself fudging die rolls once or twice while running the Puppeteers in the cause of maximum game fun. That's okay. The Puppeteers don't want to be played straight anyway.

∴ Puppeteer Troupe

6th level caster [HUMANOID]
Initiative: +13

C: Disarming banter +11 vs. MD (one nearby or far away enemy)—12 psychic damage
Natural 16+: The target is amusingly confused until the end of its next turn.

Group ability: 2/battle, once initially, and once when there are less than three Puppeteers remaining.

C: An offer you shouldn't refuse +11 vs. MD (one nearby enemy)—The target chooses one: 20 psychic damage, and the target must immediately roll a save—on a failure, it's stunned until the end of its next turn; OR The target is stunned until the end of its next turn, but after the battle, the target rolls a d20. (1–10: The target gains an adventurer-tier Illusion gift of the GM's choice; 11+: The target gains a champion-tier Illusion gift of the GM's choice! (epic: +16 attack, 70 psychic damage)

Survivor bonus: Each other Puppeteer in the battle immediately heals 25 hit points whenever a Puppeteer falls. This healing won't save a Puppeteer who has already dropped to 0 hit points, but it may save one who is also targeted by the same attack. A Puppeteer can't heal more than its maximum hit points. (epic: 75 hit points)

One special Puppeteer ability: Each Puppeteer has a *different* special ability chosen from the lists of sharable and passive abilities below.

Sharable abilities: While that Puppeteer is in the battle, only it has the ability. **But when that Puppeteer drops to 0 hit points, each remaining Puppeteer may gain the special sharable ability of the fallen Puppeteer!** (Boldface used for emphasis!)

Roll a normal save (11+) when a Puppeteer drops to 0 hit points. If the save succeeds, all remaining Puppeteers gain the fallen Puppeteer's sharable ability. If the save fails, the ability is not passed along.

Passive abilities: The passive abilities each have an effect on the battle overall. Generally the passive abilities apply even if the Puppeteer that originally had the ability has been "slain," so passive abilities don't require a save to be passed along like the sharable abilities. If you wish, narrated runes might adjust the odds in the PCs' favor by at least disposing of the effects of fallen Puppeteers' passive abilities.

AC 20
PD 19
MD 19

HP 50

∴ Epic Puppeteer Troupe

Special-strength 11th level caster [HUMANOID]
Initiative: +18

C: Disarming banter +16 vs. MD (one nearby or far away enemy)—40 psychic damage
Natural 16+: The target is amusingly confused until the end of its next turn.

Group ability: 2/battle, once initially, and once when there are less than three Puppeteers remaining.

R: An offer you shouldn't refuse +16 vs. MD (one nearby enemy)—The target chooses one: 70 psychic damage, and the target must immediately roll a save—on a failure, it's stunned until the end of its next turn; OR The target is stunned until the end of its next turn, but after the battle, the target rolls a d20. (1–10: The target gains an adventurer-tier Illusion gift of the GM's choice; 11+: The target gains an epic-tier Illusion gift of the GM's choice!

Survivor bonus: Each other Puppeteer in the battle immediately heals 75 hit points whenever a Puppeteer falls. This healing won't save a Puppeteer who has already dropped to 0 hit points, but it may save one who is also targeted by the same attack. A Puppeteer can't heal more than its maximum hit points.

One special Puppeteer ability: As the 6th level version above.

AC 26
PD 25
MD 25

HP 150



Sharable Abilities

Touch of familiarity +11 vs. PD—15 psychic damage, and the target deals half damage with all its attacks as it struggles with the sense that it seems to be fighting against truly excellent friends, surely this is just a mock battle, why of course it is, we're putting on a show, so I had best pull the punches (hard save ends, 16+). (The damage reduction effect from *touch of familiarity* doesn't stack, half damage only, only one save.) (epic: +16 attack; 50 psychic damage)

R: Group dance +8 vs. MD (1d3 nearby enemies)—16 psychic damage, and the target is hampered (easy save ends, 6+) (epic: +13 attack, 56 psychic damage)
Miss: 8 psychic damage. (epic: 28 damage)

R: You go away +11 vs. MD (one nearby or far away enemy)—22 psychic damage, and the target pops free from each enemy engaged with it and moves to a nearby location the Puppeteer feels like sending it as a free action (epic: +16 attack, 70 psychic damage)
Miss: 5 psychic damage. (epic: 12 damage)

Identity theft: When a PC drops this Puppeteer to 0 hit points, the PC rolls a save. If the save fails, the PC loses their personal rune (their third rune, the one they chose rather than inherited from their god), and it is replaced by a rune of the GM's choice (∴ Illusion, perhaps?) or a random rune from the Random Rune table (page 50; reroll if the same rune comes up). If you roll ᛤ Chaos, Chaos just got empowered, but roll again until you get something else. Character personality shifts probably ensue. Illusion is showing the PC that things are not always as they seem. A PC who wants their old self back can probably get it the next time they find a member of the Puppeteer Troupe. Simply by asking, actually; the hard part is tracking the Troupe down again. After one PC has been affected by *identity theft*, the save becomes easy (6+) until the end of the battle.

Quick quick doubletime: When the Puppeteer makes an attack as a standard action, it can roll a hard save (16+). If the save succeeds, that attack only required a quick action.

Tricky teleport: When an enemy moves to engage the Puppeteer, the Puppeteer can roll a save as an interrupt action. If it succeeds, it teleports anywhere nearby. (It's an easy save if the Puppeteer's level is higher than the enemy, a normal save if it is the same level, and a hard save if the enemy's level is higher than the Puppeteer.)

Passive Abilities

Hah! It is to Laugh!: Until the end of the battle, each Puppeteer gains a bonus to all defenses equal to the number of fallen Puppeteers. The number increases as more Puppeteers drop.

Illusionary escalation: Until the end of the battle, each other Puppeteer shares the escalation die with the PCs. But wait, there's more: whenever a PC attempts to use a power that requires the escalation die to be at a specific number, they must roll a save. If the save fails, so does the PC's attempt to use that power. Sometimes that cancels an action, but usually it only cancels a benefit.

For example, the wind lord's *laughing sword* has an effect that triggers when the escalation die is 2+; failing the save would cancel that extra die of damage from that power, because that effect hinged on the escalation die's value.

As another example, the Orlanthi warrior and troll warrior try to roll under the escalation die at the start of many of their turns, but those powers aren't affected because they don't trigger on a specific number.

No thank you, evil! What are you trying to do, kill someone? The first time a critical hit is rolled against *each* Puppeteer, reroll the attack.

That must have hurt: When a PC misses with a natural 1–5 on an attack roll, the attack deals half damage to one of their nearby allies. Tell a story to help it make sense. The attack doesn't have to deal any conditions or other bad effects upon your ally, but the Puppeteers will be more appreciative of your performance if you decide that it does.

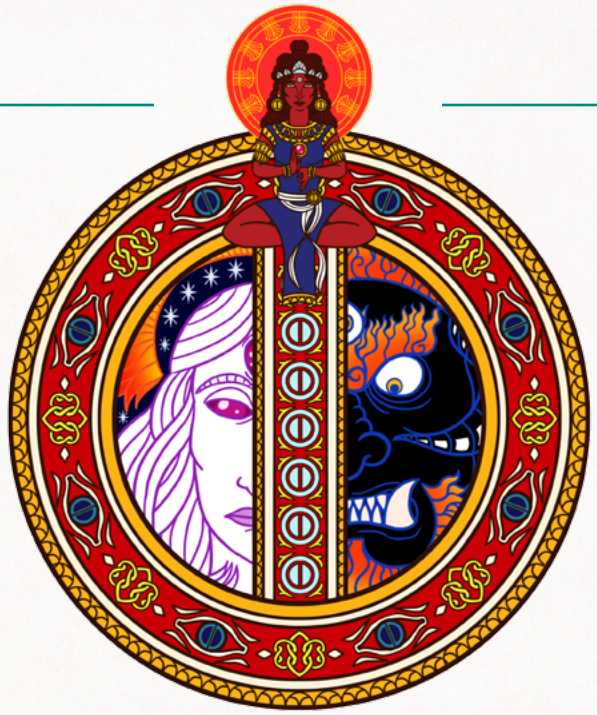
Nastier Specials

Seriously? You want nastier?: This whole setup is a nasty special. To be even nastier, make up new abilities and increase the size of the Troupe! Or give the starting Puppeteers slightly more hit points.

ON IDENTITY THEFT

The *identify theft* ability isn't just a way of screwing with player characters. Well, okay, it is, but there's more going on than it appears. The Puppeteer Troupe puts on amazing puppet shows with puppets who are imbued with all manner of magical power. Yes, Heroes (and villains) who have some portion of their identity stolen while dealing with the Puppeteers empower one or more special puppets used in future performances. You probably don't want to tell affected PCs that right away. It's more fun for them to figure it out later. Perhaps they even have some sort of empathic link with their puppet, and therefore get more and more wrapped up in the Troupe's Illusion. Not all players and campaigns will enjoy that style of twist, but some will.

☾ MOON



In some versions of Glorantha roleplaying experiences, and in some 13G campaigns, the followers of the Red Goddess are the main enemy. We're soft-pedaling the Lunar threat, partly because our default setting suggests that the forces of the Orlanthi are facing the Empire as equals instead of as conquerors, and partly because our default setting suggests that ᛤ Chaos is the world's most pressing problem.

Like most of our Gloranthan source material, we refer to creatures associated with ☾ Moon via the Red Goddess as Lunars. There may be a few other Moon-associated creatures in the game's future that aren't precisely associated with the Red Goddess, but they'll share Lunar escalation cycle mechanics that appear below, so let's not get hung up on terminology.

Most Lunars are not fully Chaotic. The few who are, like the Crimson Bat, make every other Lunar guilty.

We'll do more with the Lunars in the game's lifecycle. For now they are antagonists, sophisticated monsters, and enemies who might not be quite as terrible as their sometime Chaos allies.

LUNAR ESCALATION CYCLE

Fighting the ☾ Moon isn't like fighting anyone else.

When you start a battle against Lunar enemies, roll a d20. On a 1–10, the escalation die starts off the table, like usual. On an 11–20, the escalation die starts at 1.

For the first few rounds of battle against the Lunars, the escalation die advances by 2! Then when the die would advance beyond its maximum (usually 6 is the max, but the commander and some other classes can change that), the die instead drops back by 2, and continues down to the bottom of the cycle, but never to 0.

Here are the two possible Lunar cycles.

Starting at 0 . . .	*Starting at 1 . . .*
Round 1: no escalation die	Round 1: escalation 1
Round 2: escalation 2	Round 2: escalation 3
Round 3: escalation 4	Round 3: escalation 5
Round 4: escalation 6	Round 4: escalation 3
Round 5: escalation 4	Round 5: escalation 1
Round 6: escalation 2	Round 6: escalation 3
Round 7: escalation 4	Round 7: escalation 5
Round 8: escalation 6	Round 8: escalation 3
. . . and so on.	. . . and so on.

Sharing the escalation die: At the start of each round, after the escalation die has cycled, the GM or the trickster rolls a d6. If the roll is equal to or less than the new escalation die, Lunar enemies share the escalation die with the PCs this round. Yes, that means that when the escalation die is 6, the Lunars are absolutely going to share the die with you, but at least you know the cycle is going to reset to 4 next round.

Non-Lunars who happen to be fighting on the same side as Lunars don't get to share the escalation die.

Fighting Lunars and Chaos at the same time: Despite Orlanthi claims, most Lunars aren't outright Chaotic (yes, the Crimson Bat is an exception!). In battles when the PCs are facing both Lunars and Chaos, the die advances Lunar style. If Chaos manages to steal the die, it's stealing only from the PCs—if the Lunars managed to share the die that round they're now sharing it with Chaos.

Too many tricksters: Just as with the roll for Chaos stealing the escalation die, if you have two or more tricksters in the party, they each roll for Lunar sharing and use the lower result.

Defeating all Lunars: If all Lunar enemies are knocked out of the fight but the battle still continues, leave the Lunar cycle behind and use the regular escalation die mechanics. Similarly, if Lunar foes enter a battle in-progress, start using the Lunar cycle the moment they arrive, progressing from even to even or odd to odd instead of +1. Move up unless you've already reached the highest possible odd or even result on the escalation die.

Unusual escalation die effects: There are a few effects in the game that reroll or reset the escalation die. Those effects work normally. They're likely to put the escalation die into a new cycle, but keep using the Lunar cycle as long as there are Lunar enemies in the battle.

There are also a few PC attacks, spells, and powers that care about whether the escalation die is odd or even. If you've got those powers, fighting the Lunars is either your lucky day or your dark night.

Tracking the Days

I'd love the Lunar escalation cycle to vary with the phase of the Moon. One possibility is that on Black and Dying days, the Lunars don't get to use the escalation die at all. At Full Moon, the Lunars always get to use the escalation die.
—Michael Abbott

Jonathan and I feel that tracking the days of the week (and presumably also the seasons) isn't worth it, and in fact interferes with the dynamics that matter in a 13G campaign. We also prefer chances that enemy magic does or doesn't work instead of certainty, and think that our new take on the Lunar cycle is fun. But if you're a veteran Dragon Pass player like Michael, or a Glorantha fan who wants to make the larger calendar matter, the variant Michael mentioned works. As GM, you'll want to account for the PCs' desire to hit the Lunars when they're weakest and the Lunars desire to strike when they are at Full Moon power.



Moon Damage

We discussed the damage types used in 13G on page 64. For those who skipped that, moon is a new damage type, dealt principally by the magicians and spirits devoted to the Red Goddess. To repeat:

Moon: This is usually radiant red energy associated with the Red Moon. It's not necessarily Chaotic, but it's not what most of the world considers pure. Rarely, moon damage is associated with the elusive Blue Moon instead of the ubiquitous Red Moon.

Lunar Spirits

The Monster List translates many of the devils from *13 True Ways* as Lunar spirits and champions. The *devil's due* mechanics seem like a great way of presenting the damned-if-you-do-and-damned-if-you-don't choices that the Red Goddess enjoys presenting to her enemies. We didn't feel the need to use *devil's due* mechanics everywhere in our Lunar stats, but when you want to add a ☋ Moon touch to an existing monster, *devil's due* is a good option.

☋ Dara Happan Legionnaire

These rank and file soldiers are far from home, and they've survived this long by killing people like you.

2nd level mook [HUMANOID]
Initiative: +4

Heartland one-handed spear +7 vs. AC—4 damage

Coordinated stabbing +9 vs AC—12 damage
Miss: 3 damage.
Limited use: Three mooks engaged with the same target will use standard actions to activate this "triple-strength" attack. Imaginative players might well invent ways to disrupt the legionnaires' coordination and prevent them from using this attack.

R: Hurled javelin +5 vs. AC—4 damage
Limited use: 1/day for all. If no mooks in the mob are engaged, then this round each mook in this mob can make a *hurled javelin* attack as a quick action.

Solidarity: Prevent the first 8 damage to the mob each battle. Then when the second to the last mook in the mob is killed, kill the last mook, too.

Nastier Special for any Lunar Mook

Lunar health: During a round when the Lunars share the escalation die, the mook's hit points increase by 2 apiece (champion tier: 5 hp; epic tier: 10 hp). The increase goes away if the Lunars aren't sharing the escalation die.

AC 19
PD 15 **HP 8 (mook)**
MD 11

Mook: Kill one Dara Happan legionnaire mook for every 8 damage you deal to the mob.

☾ Thunder Delta Slinger

Their magic isn't strong enough to do much against truly powerful enemies, but against typical Orlanthi they're deadly skirmishers.

2nd level archer [HUMANOID]
Initiative: +8

Sickle-sword +7 vs. AC—5 damage
Natural even hit: The Thunder Delta slinger can pop free from the target.

R: Thunder Delta sling stone +7 vs. AC (one nearby or far away enemy)—7 damage
Natural even hit or miss: The target takes a –3 penalty to AC and PD (save ends).

Foulable sling: The slinger can't use its *sling stone* attack while it's engaged.

AC 17
PD 16
MD 13

HP 34

☾ Dara Happan Veteran

Empires fight their wars in other people's homes. He's about to destroy yours.

3rd level blocker [HUMANOID]
Initiative: +7

Well-worn spear +9 vs. AC—8 damage
Natural even hit: The veteran can make a *shield smash* attack as a free action.

[Special trigger] **Shield smash +7 vs. PD**—1 damage, and the target is dazed until the end of its next turn.

R: Weighted javelin +9 vs. AC—8 damage

Pinning stance: When an enemy engaged with the veteran makes a disengage check, it takes 1 damage, or 4 damage if it fails.

Crescent coming: At the start of a round when the Lunars share the escalation die, the Dara Happan Veteran heals 3 hit points.

AC 20
PD 16
MD 12

HP 40



☾ Lunar Squad Magician

The lowest-ranking Lunar magicians practice a form of cyclic magic that can't be upgraded for higher-power College of Magic work but can be quite effective in skirmish situations.

3rd level caster [HUMANOID]
Initiative: +6

Regulation scimitar +7 vs. AC—7 damage

C: Lunar vortex (special)—The closest nearby enemy takes 1d6 moon damage, and until the end of its next turn, the magician gains a bonus to all defenses equal to that roll

R: Glowlance spell +8 vs. PD (one nearby or far away enemy)—Moon damage equal to 1d6 x the escalation die

AC 18
PD 11
MD 16

HP 38



☊ Antelope Lancer

These riders are descended from Praxian nomads who settled on the Hungry Plateau to the north long ago. They were born to fight on the backs of antelopes, and they and their mounts dance around the battlefield with awe-inspiring grace. Their giant antelopes have crescent horns, and the lancers wear the same horns on their headgear.

4th level troop [HUMANOID]
Initiative: +10

Light lance +10 vs. AC—10 damage
Natural 16+: If the lancer makes a disengage check against only this target this turn, the check succeeds.
Limited use: Use only if mounted.

Groundbound scimitar +8 vs. AC—7 damage
Natural 1–5: If the lancer is not mounted, each enemy engaged with it can deal their basic melee attack miss damage to the lancer. Fighting on foot is for losers.

R: Recurved shortbow +10 vs. AC (one nearby or far away enemy)—11 damage
Natural 2–10: If the target is far away, the attack is a miss.

Antelope mount: The lancer starts the battle mounted. When the lancer is staggered, roll a d20. If Lunars have the escalation die, add it to the roll.
11+: The antelope is killed, and the lancer is no longer mounted. The lancer fights to the death rather than living in shame.
6–10: The lancer is killed, and the antelope (probably wounded as well) bounds away with awesome grace and superb self-preservation instincts.
5 or less: The lancer and antelope are both killed.

Long, bloody lance: While the antelope lancer is mounted and not engaged, when an enemy moves to engage it, the lancer can make a *light lance* attack against the foe as an interrupt action. If the attack hits, the enemy is also dazed (–4 attack) until the end of the turn.

Springing charge: While the antelope lancer is not engaged, it can use a standard action, move action, and quick action to use *springing charge* if it's mounted. First, it moves to engage an enemy. If any foe attempts to intercept it, that enemy must succeed on a hard save (16+) to do so. If the lancer provokes opportunity attacks, natural even attack rolls are misses. At the end of its move, the lancer makes a *light lance* attack for double damage on hit and 5 damage on a miss.

Nastier Specials

Self-preservation instincts: While the lancer is mounted and not engaged, when an enemy moves to engage it, the lancer can give up its next move action or standard action to move away as an interrupt action. Giving up both actions allows it to move twice. (Lunars cheat.)

Traitorous shot: When an enemy of the Moon is hit by a *recurved shortbow* attack, it also takes 5 ongoing damage. If the enemy is associated in almost any way with the beast-riding nomads of Prax, the ongoing damage is 10 instead.

AC 19
PD 19
MD 13

HP 100

☊ Granite Phalanx Hoplite

One of the ancient Stonewall regiments of the Dara Happan city states. They are veteran warriors with enough personal magic to cast ⊙ Fire/Sky attack spells when spears are not enough.

5th level troop [HUMANOID]
Initiative: +8

Longspear +11 vs. AC—16 damage
Miss: 2 damage.

Reaching longspear +10 vs. AC (the closest nearby enemy)—14 damage
Miss: 2 damage.

R: Sunlance +9 vs. PD (one nearby or far away enemy)—10 fire damage

Crescent coming: At the start of a round when the Lunars share the escalation die, the Granite Phalanx hoplite heals 6 hit points.

Melsokorth rituals: The Granite Phalanx hoplite gains a +2 attack bonus against creatures associated with or possessing the ● Darkness rune.

Prepared: When an enemy moves to engage the Granite Phalanx hoplite, the hoplite can deal 2d6 damage to it as an interrupt action.

AC 23
PD 18
MD 17

HP 60

☾ Lunar Assassin

The knives of the Empire are sometimes subtle.

5th level spoiler [HUMANOID]
Initiative: +9

Blue blade +10 vs. AC—8 damage, and 8 special ongoing moon damage (no save; this special damage only ends if the creature affected uses a standard action to shake off all the special ongoing damage)
Miss: 5 damage.

Blue Moon adept: The Lunar assassin doesn't start the battle in play. Its enemies don't even know it is present. While out of play, on its initiative the Lunar assassin rolls an easy save (6+). If it succeeds, the assassin enters play anywhere in the battle, uses a standard action (normally that means attacking an enemy it engages when it appears) with a +4 attack bonus, and ends its turn. This is a once per battle ability.

Scramble: The Lunar assassin can choose to roll an 11 whenever it rolls a disengage check. (In other words, it can get away from any one normal enemy; it takes multiple enemies or disengage penalties to force the Lunar assassin to actually roll the check.)

AC 20
PD 17
MD 17

HP 70



PLAYERS

It's possible that the smart move for a PC is to wait until they've been hit twice or more by a blue blade. The standard action shakes off all the special ongoing moon damage at once, so one action is a lot more efficient than using two or three actions at different times in the battle. Yes, waiting to shake the moon off, as you fry more every hit, takes some nerve.

Comet Seer

Hypothetically, a prophet should only be able to see the true future. But when the Comet Seer is your enemy, your future always seems overly pierced and cratered.

6th level caster [HUMANOID]
Initiative: +9

Seer's staff +11 vs. AC—10 damage
Natural even hit: The Comet Seer can make a *pronouncement of doom* attack against the target as a free action.

R: Lunar sparks +11 vs. PD (1d3 nearby enemies)—5 moon damage
Natural 14+: The Comet Seer can make a *pronouncement of doom* attack against the target as a free action.

[Special trigger] **C: Pronouncement of doom +11 vs. MD (one nearby enemy)**—6 psychic damage, and one of the target's next two or three battles will include an additional enemy or enemies that count as one extra monster of the target's tier, making the battle more difficult. (This effect is cumulative for up to three extra monsters per target, though not all enemies necessarily arrive in the same battle.)

I have foreseen this: Once per battle when an attack would stagger the seer, it can roll an easy save (6+). If it succeeds, the hit misses instead.

Lunar wards: The seer has *resist damage 16+* until it's hit by a spell attack.

Nastier Specials

Fate conspires against you: The seer's pronouncement of doom attack has the following trigger:
Natural 11+: At the start of the target's next battle, it rolls a d3. The target can't use the escalation die until it advances beyond that roll as fate works against them. (For example, on a roll of 2, the target can't use the escalation die until it reaches 3+.)

AC	**20**	
PD	15	**HP 100**
MD	20	

GAMEMASTER

The Comet Seer is weaker than most monsters, but their visions of doom more than make up for their weakness. The second time the PCs face a Comet Seer, don't be surprised if they treat the magician as their most dangerous foe.



☾ Crimson Ghost

To the Lunars, it's a holy spirit returned from the surface of the Goddess herself. To you, it's a soul-twisting horror.

6th level spoiler [SPIRIT]
Initiative: +11

Red hands +11 vs. MD—18 psychic damage, and roll a d8. If you roll equal to or less than the escalation die, the target must replace one of its runes with the Moon rune until the Moon rune is attuned or the next time the target gains a level.
Miss: 10 ongoing psychic damage.

R: Moon beams +11 vs. PD—22 moon damage, and if the target casts a spell during its next turn, it takes 22 ongoing moon damage.
Miss: 5 moon damage.

Secrets of the Goddess: When the crimson ghost drops to 0 hp, it whispers to the enemy that defeated it, uttering one secret and supplying one random attuned rune (d20 roll on the Random Rune Table).

Spectral flier: The crimson ghost can fly and pass through solid objects but it can't end its turn inside solid objects.

AC 20
PD 17
MD 19

HP 80

PLAYERS

You may believe that the attuned rune gained by killing a crimson ghost is tainted. That's probably not true. On the other hand, if you roll a complication when you narrate the rune, it's up to the GM whether it's a normal complication for that rune or something with a bit of a ☾ afterglow. If it makes any difference to your stories, crimson ghosts probably aren't entirely destroyed when they drop to 0 hit points, instead they're banished back to the surface of the Red Moon.

☾ Spell Archer

Horses, arrows, spears, and military discipline are all associated with the ☉ Fire/Sky rune. That explains where these fire mages on horseback come from. The nomadic Grazelanders are fanatic about their horses, and the Spell Archers are the most fanatic, sworn to live and die on horseback without ever touching Earth. In the Grazelands, the Pure Horse People rule ground-bound peasants and consider themselves superior to all "groundsmen." In their stratified society, the Spell Archers are superiors among superiors. The Spell Archers and their mounts retain the tribal gear, clothing, and personal adornments of their nomadic past in Prax. Each Spell Archer wields a fetish staff that serves as a weapon in melee and a magical prop for spellcasting.

7th level caster [HUMANOID]
Initiative: +11

Fetish staff +12 vs. AC—10 damage, and 10 fire damage
Natural odd hit: The target also takes 5 ongoing fire damage and pops free from the Spell Archer as it's blown backward.

R: Flaming arrows +12 vs. PD (up to 2 nearby or far away enemies in a group)—15 fire damage
Natural 16+: The target also takes 5 ongoing fire damage.

Glory of Yu-Kargzant the Sun Horse: When an enemy gets a natural odd roll with a spell attack against the Spell Archer, that attack deals only half damage and all other effects on the Spell Archer are cancelled. The patron deity of the Pure Horse People protects those who are worthy.

Mounted for life: When the Spell Archer is staggered, it must roll an easy save (6+). If the save fails, it dies. If it succeeds, enough damage has been spread between the mount and rider that both survive. Thereafter, each hit forces the Spell Archer to roll an easy save or die, and a critical hit while it's staggered kills the Spell Archer. The mage and the mount survive together or die together.

AC 22
PD 17
MD 20

HP 180

Blue Moon School Magician

She's wrapped in Darkness and in fuzzy blue auras. She's either a small troll or a large human. Or something else entirely, the cues all contradict each other.

Double-strength 8th level caster [HUMANOID]
Initiative: +13

Gentle touch +13 vs. PD—20 damage, and 20 ongoing moon damage; the first failed save teleports to the target to the Blue Moon Plateau

R: Staccato blue beams +13 vs. MD (one nearby or far away enemy)—40 moon damage, and the target is teleported to the Blue Moon Plateau
First natural 16+ each turn: The magician can make a *staccato blue beams* attack against a different target as a free action.

Blue moon walk: Once per battle, the Blue Moon School magician can teleport to the Blue Moon Plateau arena as a move action. Unlike trolls using *dark walk*, it can use this ability even when engaged. The magician regains the ability the first time it becomes staggered. At the end of a turn in which the Blue Moon School Magician started on the Blue Moon Plateau, it returns to the battle nearby its original location.

Disappearances: When an enemy uses a power like *shadow walk* or *dark walk* to remove themselves from play, instead it travels to the Blue Moon Plateau.

Blue Moon Plateau: Creatures teleported or moved to the Blue Moon Plateau find themselves in a battle with an invisible demon in a mystical arena somewhere in the secret supernatural geography of the Blue Moon Plateau. The battle occurs at night, regardless of what time it is where the PCs are. The Plateau is rough hill land. The demon starts nearby.

Defeating this demon is not the point. The demon is there to wear you down and tear you up so that the magician doesn't have to. There's strange troll magic at work here, so after a battle with a Blue Moon School magician, no one remembers fighting on the Plateau or battling the demon. Full Heroes know that something has happened. No one is sure what.

A character who starts their turn on the Blue Moon Plateau rolls a save at the end of their turn. If they succeed, they teleport back to the battle they were originally in, appearing randomly nearby the location they left.

In essence, there will be two separate battles, assuming at least one PC is taken to the Blue Moon Plateau. A character who falls while fighting the Blue Moon Demon keeps rolling saves to see if they teleport back to the main battle, but they might just die on the Plateau when the demon keeps attacking (remember coup de grace).

There's one demon on the Plateau for every Blue Moon School Magician in a fight.

Nastier Specials

Blue Moon Temple: The side battle is on a sacred zone, laced with rock fallen from the Blue Moon. Anyone who has the Moon rune still rolls a save to escape back to the world, but those who lack the Moon rune must roll a hard save (16+) unless they narrate a rune. (One rune narration could help multiple characters multiple times. We mention that because this nastier special is harsh.)

AC 24
PD 18 **HP 230**
MD 22

Blue Moon Demon

What? You've been teleported. Where are you? Dark. Something moving in the blue light? Invisible. Oh no, now you rememb–

Large 8th level blocker [DEMON]
Initiative: +12 (variable; see *biding its time*)

Shredding teeth +13 vs. AC—15 damage, and 5 ongoing damage
Natural 16+: The target takes a –4 penalty to saving throws until it is no longer engaged with the Blue Moon demon.

Biding its time: The Blue Moon demon enters the initiative order immediately after the first character who gets teleported to the Blue Moon Plateau, and maintains that place in the initiative count as long as at least one enemy is on the Plateau with it. If all enemies have left the Plateau when the Blue Moon demon's initiative comes up, it resets to biding its time, and will re-enter initiative and take a turn after the next enemy appears on the Plateau.

Invisible: While on the Blue Moon Plateau, the demon is invisible. Whenever it is attacked, flip a coin. Tails means the attack misses, has no effect on the demon, and doesn't even deal miss damage, though other effects on a miss or a natural roll might occur.

Bonus monster: The Blue Moon demon doesn't factor into the building battles process. Its contribution to a fight is factored into the Blue Moon School Magician's double-strength status.

Demonic but not Chaotic: A few demons were never Chaotic and never will be.

AC 22
PD 22 **HP 110**
MD 19





◐ Tenured Comet Seer

The Lunar College of Magic isn't about learning. It's about teaching the world that the Goddess is here to stay, and here to rule.

9th level caster [HUMANOID]
Initiative: +13

High seer's staff +14 vs. AC (up to 2 nearby enemies)—20 damage
Natural even hit: The Comet Seer can make a *pronouncement of doom* attack against the target as a free action.

R: Lunar sparks +14 vs. PD (1d3 nearby enemies)—15 moon damage
Natural 14+: The Comet Seer can make a *pronouncement of doom* attack against the target as a free action.

[Special trigger] **C: Pronouncement of doom +14 vs. MD (one nearby enemy)**—12 psychic damage, and one of the target's next two or three battles will include an additional enemy or enemies that count as one extra monster of the target's tier, making the battle more difficult. (This effect is cumulative for up to three extra monsters per target, though not all enemies necessarily arrive in the same battle.)

I have foreseen this: Once per battle when an attack hits and would stagger the seer, it can roll an easy save (6+). If it succeeds, the hit misses instead.

Lunar wards: The seer has *resist damage 16+* until it's hit by a spell attack.

Nastier Specials

Fate conspires against you: The seer's pronouncement of doom attack has the following trigger:
Natural 11+: At the start of the target's next battle, it rolls a d3. The target can't use the escalation die until it advances beyond that roll as fate works against it. (For example, on a roll of 2, the target can't use the escalation die until it reaches 3+.)

AC	**23**	
PD	18	**HP 200**
MD	23	

◐ Crater Maker

The Red Moon hangs between Earth and Sky, visible from all across the Earth's surface. All Lunars worship her and rely on her power, but these magicians go one step further. They draw down chunks of the Moon herself and hurl them as meteorites against their foes. They demonstrate their formidable power by their elaborate ceremonial robes, ponderous regalia, and mighty incantations. Also by leaving smoking craters where their enemies used to be.

11th level caster [HUMANOID]
Initiative: +15

Moonstaff +12 vs. PD—30 damage
Natural even hit or miss: Until the end of the battle, *glowing meteorite* attacks gain a +4 bonus against the target.

R: Call meteorite (no targets)—Until the end of the battle, make a *glowing meteorite* attack at the start of each round, even if the Crater Maker dies. Also make an attack at the end of the battle. Each time a Crater Maker casts this spell, the number of *glowing meteorite* attacks per round increases.
Limited use: Must be outdoors, at least somewhat.

[Special trigger] **R: Glowing meteorite +14 vs. PD (one nearby or far away enemy that has not been hit by a meteorite this round)**—30 damage
Natural even hit: If there are no Crater Makers alive in the battle, this hit is a miss.
Miss: 5 damage.
Special: These attacks occur automatically. They are not made or even targeted by the Crater Maker.

R: Lunar blast +16 vs. PD (one nearby or far away enemy)—30 damage
Special: In case the Crater Maker is ambushed indoors, they can hurl fragments of the Red Moon from their staff.

Lunar defiance: When an enemy engaged with the Crater Maker rolls a natural odd hit against it, the hit is a miss instead, and the enemy pops free from the Crater Maker.

Nastier Specials

Long-range bombardment: If the Crater Maker can see a battle with their allies in it, even from a mile away in a tower, they can call down their meteorites. If there's no Crater Maker actually in the battle, then natural even hits are misses. For purposes of balancing battles, consider the long-range Crater Maker to be a fraction of a monster, or just don't worry about the balance for one or two of them.

Moon strike: When at least one Crater Maker has cast *call meteorite* this battle, then the first enemy to engage each Crater Maker is attacked by a *glowing meteorite* as an interrupt action.

AC	**24**	
PD	23	**HP 300**
MD	25	

WATER

We're not much concerned with Water spirits and monsters in this volume, mostly because we aren't doing much with the sea. But there are various river gods who've played significant roles in Gloranthan stories worth remembering . . . and the newtlings we're providing stats for have had almost nothing to do with those moments!

NEWTLING

Just normal egg-laying amphibian humanoids who somehow survive in a dangerous world.

Newtlings are lucky the great powers generally fight over land, not the spaces beneath the water. Of course, with Chaos rampaging in an unraveling world, newtlings' riverine lives may be threatened like never before. Maybe one of the communities the PCs end up helping will be a newtling gaggle. Maybe some day the newtlings will return the favor by helping the PCs find a giant cradle. Or maybe the newtlings really shouldn't have gotten in the PCs' way.

Special river friends: Any PC with the Water rune who is about to fight a battle against newtlings can use their standard action during the first round to try and magically call on the newtlings as rune siblings. It's a DC 15 skill check, and doing something like narrating a rune would almost certainly succeed. If the check succeeds, the newtlings will fall all over themselves attempting to be friendly and helpful, and may provide some form of serious help if the GM is so inclined. If the skill check fails, the newtlings are ticked off and fight nastier.



Newtling Juvenile

Newtlings like flowing water. Things get stuck in swamps and newtlings gotta flow.

Weakling 1st level troop [HUMANOID]
Initiative: +7

Trident +4 vs. AC—4 damage

R: Thrown fish spear +4 vs. AC—4 damage
Miss: 1d3 damage.
Limited use: 1/battle.

Amphibious, but mostly wet: The newtling juvenile gains a +2 bonus to its attacks and all defenses if it is swimming or at least 66% underwater.

River flows: When a newtling succeeds on a save, each newtling in a battle gains a cumulative +1 bonus to all saves until the end of the battle (maximum +7).

AC 15
PD 15 **HP 21**
MD 9

Newtling Grownup

As close to a warrior as they get. Dangerous in the water, not much use on dry land.

Weakling 2nd level spoiler [HUMANOID]
Initiative: +7

Trident +5 vs. AC—7 damage
Miss: 1d4 damage.

C: Thrown net +5 vs. PD—4 damage, and the target is stuck and hampered (save ends)
Limited use: 1/battle.

Amphibious, but mostly wet: The newtling grownup gains a +2 bonus to its attacks and all defenses if it is swimming or at least 66% underwater.

River flows: When a newtling succeeds on a save, each newtling in a battle gains a cumulative +1 bonus to all saves until the end of the battle (maximum +7).

AC 17
PD 16 **HP 28**
MD 11



CHAPTER 6: CAMPAIGN WORLD

Compared to other more focused chapters, Chapter 6 is a grab bag of material to set up your 13G campaign as you like. Most of the chapter is directed toward GMs, but the first section covers aspirational feats and is for players taking the long view of their characters' careers. The remaining sections are about the world and the campaign style, so they're mostly for the GM but could be useful for an inquisitive player.

Aspirational Feats: The aspirational feats are a blend of deep-geek Gloranthan lore and functional *13th Age* firepower. They come in two types: ancestor feats and Sartar Magic Union feats. They don't belong in the character creation section because they show up later in your character's career, but you might want to plan for them from the start, depending on your character's backgrounds and One Unique Thing.

Chaos Rising: The default campaign features Chaos breaking out all over, a world thrown into peril, and heroic adventurers struggling to preserve what is left of the world or just maybe set things right.

Geography by Rune: Highlights about features found on the campaign map, with hints as to how to give them new twists for exciting play.

ASPIRATIONAL FEATS

Aspirational feats are a new type of feat that pays off with eventual power rather than immediate abilities.

You can only choose an aspirational feat when you level up—they're never available at 1st level, and you can't choose them as an incremental advance. When you take an aspirational feat, you get no reward and no effect from it during the level you chose it: the feat is a placeholder for power that may arrive the next time you level up, or it may take another level or two to acquire it, depending on the specific feat.

There are two types of aspirational feats in 13G: ancestor feats and Sartar Magical Union (SMU) feats. The same basic mechanics apply to both types of aspirational feats, so we'll cover those rules for Ancestor feats and SMU feats first. Each type of feat has different rules for what happens when you level up with them; see the specific write-ups below for the details.

Your first aspirational feat: Both ancestor feats and Sartar Magical Union feats start with a feat you can select during adventurer tier. This aspirational feat is different than other adventurer-tier feats in two important ways:

- You can't take an aspirational feat at 1st level.
- You don't get immediate gratification when you take an aspirational feat. For at least one level, and possibly longer, the feat won't do anything for you.

Activating your aspirational feat: Each time you level up after choosing your aspirational feat, roll a save. Success on the save means that the ancestor feat is now active and you can choose your first blessing. From then on, the ancestor feat is active, and you can choose its champion-tier and epic-tier feats when you qualify for them.

The save to activate an aspirational feat becomes easier as you gain levels. The first time you level up and roll the save, it's a hard save (16+). The second time you level up while possessing the feat, the save is a normal. The third time, the save is easy (6+), and the fourth time you automatically make the save. (For example, if you take an aspirational feat at 2nd level, you'll need a hard save when you gain 3rd level, a normal save at 4th, an easy save at 5th, and you'll automatically gain the feat at 6th level.)

If that seems like a lot of possibly unnecessary die-rolling to you, we agree! This die-rolling mechanic is the baseline, and dice have a way of setting up interesting stories, but for a potentially richer way of proving that you are the true heir of your ancestor's magical legacy, or a worthy member of the Sartar Magical Union, arrange a great quest or an opportunity for mighty deeds with your GM.

Look for more about your ancestor in the *Glorantha Sourcebook* or the *Guide to Glorantha* and come up with something appropriate or let the campaign's unfolding magic provide the opportunity. If you handle the quest or the mighty deeds in style, perhaps you won't need to roll a save when you level up.

ANCESTOR FEATS

The player characters are people who have what it takes to walk the road of Heroes. It wouldn't be a huge surprise if one or more of them were descended from some of the greatest Heroes in the history of Dragon Pass.

Of course many of the people of Dragon Pass can count the great Heroes as their ancestors. But there's a difference between knowing that Heort or Yinkin is one of your ancestors and being able to claim that Hero's magical legacy. Ancestor feats are about claiming the legacy and proving you deserve it.

To qualify for an ancestor feat, you must first possess the ancestor's rune. Ancestor feats are aspirational feats. You can't take an ancestor feat until you are at least 2nd level and the feat has no effect during the level you chose it. Each ancestor feat

offers adventurer-tier, champion-tier, and epic-tier options. As a rule, you can only take ancestor feats from one specific ancestor. (If your *unique* is something like, "Everybody famous and heroic was my ancestor," maybe you get to violate this rule!)

Only one mighty descendant per ancestor: There's one other reason we're making a big deal out of the process of proving yourself worthy of the ancestor—only one player character per campaign gets to have a specific mighty ancestor and that ancestor's set of ancestor feats. Since you don't get to activate the ancestor feat as easily as you get to choose the feat, it's possible that two or more player characters might compete to become the true heir in this generation of heroes.

We haven't built questions of ancestry into other aspects of the game mechanics, but Gloranthan stories often care deeply about mighty ancestry. It would make sense if backgrounds, *uniques*, and heroquesting storylines pivoted around ancestral powers.

The question of race: At first glance, you might suppose that these ancestor feats are intended for humans only. That's not precisely true. If any god can be said to be human, Yinkin certainly wasn't; perhaps he had children in other crèches. Varzar Kitor started human, but that didn't last, and troll descendants of Kitor would make sense, particularly now that some humans and some trolls are working together more than they have since the years of the Broken Council. Finding an apparently human ancestor for an apparently non-human player character sounds like what One Unique Things are for!

Unusual feat structure: Ancestor feats differ from most other feats in that they provide a choice between three options instead of mandating the order in which you gain the feats' advantages. In addition, each advantage improves as you take more feats from the ancestor, so if you choose all three feats from an ancestor, each feat will be much improved over the effect you'd gain from a single feat.

Air Ancestor: Heort

Your ancestor is Heort, the founder of the Heortling people. Heort was born in the depths of the Great Darkness. When all the world was gone and every man alone, Heort went out upon the world. At the edge of the world, he met with the Second Son, who told him the secret of the Star Heart and of I Fought We Won. Armed with these secrets, Heort went on to meet the evil of the world, and won. He established kings and laws among the surviving humans, who acclaimed him king and called themselves Heortlings after him.

Heort's Three Blessings: Heort's descendants who worship him and are worthy can gain magical blessings. You gain another blessing for each feat you spend.

Air Hero Blessing: Whirling

Once per day during a battle in which your natural initiative roll was even, roll a d6 at the start of one of your turns. If you roll less than or equal to the escalation die, you gain an extra standard action that turn.

If you roll higher than the escalation die, you can use that roll as if it was the escalation die for you that turn. In other words, you gain an attack bonus from it instead of using the escalation die, you might be able to use its higher number to trigger powers that rely on the escalation die, and so on. (The only downside is that if Chaos has stolen the escalation die, using this die as if it was the escalation die won't add to your attacks. Chaos has the die, not you.)

Yes, it's possible to roll natural odd initiative all day and never benefit from this ancestral blessing, but really, what are the odds? (One in sixteen, unless you have the Heortling cultural trait *quick to fight*.)

Two Heort blessings: You can now choose to use *whirling* in any battle; you no longer have to wait until your natural initiative roll is even.

Three Heort blessings: You can use *whirling* twice a day.

Heortling Survival Blessing

You gain a +2 bonus to death saves *and* a +2 bonus to each save you make in a battle after you've made at least one death save or last gasp save.

Two Heort blessings: The first ally who makes a death save in a battle also gains the +2 bonus that battle.

Three Heort blessings: One battle per level, the bonus is +3 instead of +2.

Heort's Four Lessons

Yes, there are three blessings and this one has four lessons. Heort's like that.

When you enter the Hero Plane on a heroquest, you gain a random power inherited from your great ancestor. Before rerolling your runes for the heroquest, roll a d4.

1. The Second Son: As long as you are not the principal quester on this heroquest, until the next full heal-up Chaos only steals the escalation die on a roll of 1–3 instead of 1–5.

2. I Fought We Won: Twice during this heroquest when you make an attack roll and see the result, you can gain a bonus to that attack roll as a free action; the bonus equals the number of different primary gods worshiped by your hero band.

3. King Heort: Twice during this heroquest when one of your allies makes an attack roll and sees the result, they can gain a +2 bonus to that roll as a free action.

4. Heort the Lawspeaker: You gain a ᛉ Truth rune. The rune is yours until it provides you with an empowered blessing.

Two Heort blessings: Roll twice. If you get the same result twice, tough luck.

Three Heort blessings: Roll until you get two different lessons.

Adventurer Feat: You gain one of Heort's three blessings.

Champion Feat: You gain a second blessing from Heort.

Epic Feat: You gain the third and final blessing from Heort.

Air Ancestor: Sartar

Your ancestor is Sartar, the creator of the Orlanthi kingdom that resists the Lunar Empire and its inherent Chaos. Sartar united the tribes, married the Feathered Horse Queen, and became King of Dragon Pass. He became a god when he immolated himself with the Flame of Sartar (see the cover of the *Glorantha Sourcebook*!). Most of his descendants were killed by the Lunars, through war or by assassins, but a few survived. Both Kallyr Starbrow and Prince Argrath are descended from Sartar. In our default 13G campaign, it may be the player characters accomplishing the type of Heroic thing Argrath accomplishes in canonical Glorantha, so perhaps one of the PCs will experiment with a piece of Sartar's mantle.

Sartar's Three Blessings: If Sartar's magical legacy has been passed on to you, you might gain access to three magical blessings.

Master of Runes

You gain a new personal rune! Instead of doubling or tripling up on a rune you already possess, it should be something new.

Two Sartar blessings: You gain another personal rune. As before, it should be new.

Three Sartar blessings: You guessed it: another personal rune. This Sartar guy was something else.

More Unique

This ancestor feat requires cooperation between you and your GM.

You get to select another One Unique Thing! That makes Two Unique Things and makes you the most unique of all.

This choice might be something that shapes the campaign. Rarely, it won't, and you're just telling your own character's story of unfolding power.

Two Sartar blessings: You gain some minor power or magical blessing related to your new *unique* (yes, a mechanical advantage). You're going to need to work this out with your GM.

Three Sartar blessings: You gain a stronger power or magical blessing connected to your new *unique*.

Sartar's Building Blessing

You have one use (in your entire career, not per day or per level) of the following magical power: Choose a rune. You attune that rune and can narrate it later that day, provided the narration is about the creation of something new, building something new, or creating unlikely alliances through friendship rather than force. The effect of narrating this rune can be substantially bigger than most rune narration effects. Any complication rolled for the rune could lead to challenges for what has been built or brought into the world, but shouldn't be outright fatal.

Unlike most rune narrations, this building blessing may look like a power being used by your character rather than an event that isn't necessarily about your personal magical power. That's certainly how it looked when Sartar did it.

Two Sartar blessings: You can now use the power once per level instead just once.

Three Sartar blessings: One of the things you build or create can be a great impossible thing, something far beyond the scope of what you'd normally accomplish by narrating a rune.

Adventurer Feat: You gain one of Heort's three blessings.

Champion Feat: You gain a second blessing from Heort.

Epic Feat: You gain the third and final blessing from Heort.

Beast Ancestor: Yinkin

You are human, but one of your most significant ancestors was Yinkin, god of alynxes, Orlanth's boon companion, and the lusty progenitor of many demigods. Unlike most of Yinkin's human descendants, you have the magical power to tap into some of his personal magic.

Yinkin's Three Blessings: Yinkin's descendants who revere him, or at least live up to his exploits, can gain magical blessings. You gain another blessing for each feat you spend. You don't have to take the blessings in the order they are presented.

Yinkin's Ferocity

As a quick action during your turn, take a –4 penalty to MD until the end of the battle, but gain *resist damage 12+* against attacks targeting your AC until the end of the battle.

Two Yinkin blessings: The MD penalty is only –2 now, and the damage resistance also applies to attacks targeting your PD.

Three Yinkin blessings: Your damage resistance now increases to *14+* against attacks targeting your AC and PD.





Free Cat

Once per day as a quick action, you can ignore a wide range of problems until the start of your next turn. The problems are obstacles, traps, and various conditions and effects that might slow you down, so the list includes:

- Being stuck
- Being stunned (and unlike nearly all other actions, you can use Free Cat when you are stunned)
- Being hampered
- Suffering opportunity attacks
- Being intercepted (just ignore the creature trying to intercept you and keep moving, if you wish)
- Being grabbed

Two Yinkin blessings: You can use the power once a battle instead of once a day.

Three Yinkin blessings: At the start of your turn when the effect would end, roll a save. If the save succeeds, the effect keeps working until the start of your next turn, when you would roll the save again.

Shadowcat Retreat

You're familiar with the rules for the player characters fleeing a combat, right? The rule that helps PCs act like cinematic heroes who can somehow survive most anything, even if it costs them a campaign loss? See page 166 in the *13th Age* core rulebook for a refresher.

In any case, Yinkin offers a better way to flee.

Once during your adventuring career, if you are conscious, you can use a quick action to say that you and the other PCs are attempting Yinkin's *shadowcat retreat*.

Roll an easy save (6+). If the save fails, tough, you're stuck in this fight, but at least you can try to use *shadowcat retreat* some other day, if you survive your current predicament (or make a heroic return!).

If the save succeeds, it works a bit like fleeing. You all escape the situation you are in, however horrible your predicament, using magic or luck to get the fallen out of the terrible spots they're in. You all move a short distance, just far enough to get away from the current problem, with the enemies unable to keep up with you for the moment. You all get to heal using a single recovery. You do not get to roll to recharge abilities or regain once per battle abilities. The escalation die decreases by 2. Then the monsters catch up with you again, everyone rolls initiative, and you're back in the thick of the battle!

You don't take a campaign loss. On the other hand, once you've used *shadowcat retreat*, you probably shouldn't be able to flee the battle again without truly terrible consequences.

Two Yinkin blessings: Each PC can also take a single standard action before the battle recommences. It can't be an attack, but healing, some sort of preparation, or rallying is fine.

Three Yinkin blessings: You can use *shadowcat retreat* twice during your character's career.

Adventurer Feat: You gain one of Yinkin's three blessings.

Champion Feat: You gain a second blessing from Yinkin.

∞ *Epic Feat:* You gain the third and final blessing from Yinkin.

● Darkness Ancestor: Varzor Kitor

Your ancestor was the founder of the Kitori, the only surviving Darkness-worshiping humans in the lands near Dragon Pass. Varzor was taught the deepest secrets of the Darkness by the Only Old One, and in turn taught other humans how to pray, make sacrifices, and learn the secrets of the Darkness. He fathered many sons, then became a woman and bore many daughters. Varzor was apotheosized after death and is called Trollmouth by outsiders.

Darkfriend

Once per level, you can narrate a ● Darkness rune that you had not attuned.

Two Varzor Kitor blessings: Like the berserker, you can replace one of the runes on your personal version of the Random Rune Table with one of your own runes. Like the berserker, your best bet is to choose ✖ Chaos. Unlike the berserker, you replace the rune with ● Darkness.

Three Varzor Kitor blessings: If you are a hell mother, gain a new use of daily summoning. If you are not a hell mother, once per day you can cast the hell mother's *summons from Hell* spell (page 158).

Survival

One battle per day, the first time you become staggered, you gain a +1 bonus to AC until the end of the battle.

Two Varzor Kitor blessings: The +1 bonus now applies to AC, PD, and MD.

Three Varzor Kitor blessings: You now gain the bonus in every battle after the first time you become staggered.

Trollish

When your natural initiative roll is 11+, you have the racial powers of the trolls, as detailed on page 47. Like a troll, you have the *dark walk* power when your natural initiative roll is odd and the *big eater* power when your natural initiative roll is even. If you like, you can take the feats for the powers, though of course they only apply when the power is in effect.

Two Varzor Kitor blessings: You now have the troll racial powers when your natural initiative roll is 6+.

Three Varzor Kitor blessings: You have the troll racial powers as if you were a troll.

Adventurer Feat: You gain one of Varzor Kitor's three blessings.

Champion Feat: You gain a second blessing from Varzor Kitor.

∞ *Epic Feat:* You gain the third and final blessing from Varzor Kitor.

□ Earth Ancestor: Sorana Tor

Your ancestress was Sorana Tor, the divine avatar of Kero Fin. She lives at the Shaker Temple and appears from time to time. She grants the right to rule Dragon Pass to the man who successfully courts her and gains her favors. When her lover becomes too weak to fulfill his duties, she sacrifices him to renew the Earth.

Earth Endures (Runic Power)

Once per day when an enemy targets you with an attack, before the attack declare you're using this power as a free action. You take only half damage from that attack, hit or miss.

Two Sorana Tor blessings: You can now use *earth endures* once per battle instead of once per day.

Three Sorana Tor blessings: You can now use *earth endures* to guard a nearby ally who is the target of an attack.

Companion of Monarchs

Choose one of your allies who seems like the leader of your group. Once per tier, that ally levels up one session in advance of the rest of the PCs! The GM still builds battles as if the entire group were the same level, one notch lower than the queen/king you have recognized.

Two Sorana Tor blessings: Now your chosen leader levels up one session early twice per tier.

Three Sorana Tor blessings: Your chosen now levels up ahead of time every level. In addition, you and your allies can no longer flee. Victory or death!

The Giving Goddess

Once per level, you can narrate an □ Earth rune that you had not attuned.

Two Sorana Tor blessings: If you are an earth priestess, you gain a +2 bonus when you roll on the Favors of the Earth Table (page 129). If you are not an earth priestess, once per day you can grant a *favor of the earth* as if you were an earth priestess. Choose a single daily blessing at the start of each day in case you roll that high.

Three Sorana Tor blessings: If the surprise □ Earth rune narration ends up having a complication, it turns out to be a complication in your favor!

Adventurer Feat: You gain one of Sorana Tor's three blessings.

Champion Feat: You gain a second blessing from Sorana Tor.

∞ *Epic Feat:* You gain the third and final blessing from Sorana Tor.

SARTAR MAGICAL UNION FEATS

The Sartar Magical Union is a confederacy of widely disparate magical cults that eventually come together to challenge the power of the Lunar Empire. In the canonical timeline, the SMU is an Orlanthi counterthrust to the Lunar's College of Magic. Organized and honed by Argrath, the Sartar Magical Union may turn the tide against the Red Goddess, assuming the stories told by the *White Bear & Red Moon* and *Dragon Pass* board games partake of ᛉ Truth.

But the mass battles of the Hero Wars and Argrath's organizational coups are not our concern. Your *13th Age Glorantha* campaigns make the PCs the heroes that count. There won't be any pivotal battles between the Lunars and the Orlanthi if the cosmos falls apart first.

Our treatment of the Sartar Magical Union focuses on how affiliation with bizarre groups and traditions can shape your character's heroic attempts to prevent the world from unraveling. The groups in question might or might not eventually come together as full-fledged members of a magical Union, but even if not they'll provide your heroes with powers to use against ᛘ Chaos and other enemies.

For a detailed accounting of the canonical groups of the Sartar Magical Union, see page 212 in the *Glorantha Sourcebook*. For an experience involving the mystical Eleven Lights, see page 434 in the Adventures chapter. For feats and powers related to the Eaglebrown Warlocks and the Snakepipe Dancers, read on.

SMU feat acquisition: Each group has one or more runes listed beside its name. To qualify for taking the aspirational adventurer-tier feat for that group, you must possess one or more of its runes. Having all of the runes isn't necessary, but someone will be sure to thank you for your zeal.

Each Sartar Magical Union feat tree begins with an adventurer-tier aspirational feat. Unlike the ancestor feats that allow you to choose their blessings in any order, the SMU feats have standard adventurer tier, champion tier, and epic tier choices. You don't need to take all the champion tier feats before moving on to the epic feats (or feats), but you do have to take at least one.

Multiple PCs is fine: Unlike ancestor feats, more than one PC can 'join' the same piece of the Sartar Magical Union. That might even be how the specific group of the SMU gets its start: the PCs may be the founders rather than the inheritors of the tradition. Feats that are an exception to this rule, like the Eaglebrown Warlock's champion-tier unique magic item feats, will say so.

Wider-conflict complications: Taking SMU feats is a step toward greater involvement in the wider conflicts of the Hero Wars.

Each SMU feat you possess increases the chance you will have a complication when you narrate a rune by 1. Normally you get a complication while narrating a rune with a roll of 1–5; if you have two SMU feats, your chance of a complication is 1–7. Complication rolls that hit those extra spots (for example, the 6 or the 7 in the case of the character with two SMU feats) should create complications that drag the PCs into the wider conflicts of the Hero Wars, beyond their standard scope as wandering adventurers. The complications don't necessarily have to involve the SMU, but they should involve something members of the SMU would care about. If you're looking for a way to rope the PCs into a mission they might not ordinarily undertake, a SMU complication is a fine way to call them to their duty confronting the Lunar Empire or Chaos in far-flung regions they hadn't planned to venture to yet.

Here's a detailed example of a rune narration involving this type of wider complication:

Emma's wind lord Eslera is an adventurer-tier Vinga devotee who has taken the aspirational feat for the Eaglebrown Warlocks but has not had it activate yet. The GM has set up a hard choice between chasing down a Thanatar cultist escaping with a relic sacred to Ernalda that the heroes were supposed to guard this season, and intercepting a scorpion man attack against a village of resettled refugees that has not had time to set up fortifications or establish any magical defenses. Emma/Eslera won the argument so the heroes did what she wanted and took out the Thanatari before he could cause more trouble, but now Eslera feels terrible about the people who are going to be eaten by Chaos at the hill settlement the PCs don't seem fast enough to protect. Emma narrates the ᚣ Movement rune she has attuned and tells a story about the Orlanth priestess they left in charge of the refugees, a retired Vingan adventurer who lost her leg and now concentrates on ritual magic. Emma says that the old priestess realized the settlement's danger and began a ritual that was meant to summon help. Because of the heroes' link with the settlement, they are that help, and the priestess' Movement magic is going to allow them to get back in time if they all close their eyes, fall in step behind her, and let her lead them on a seven-step path.

The GM thinks this all sounds like fun, and it means that the PCs will have to fight a really nasty group of Chaos raiders to save the people they care about instead of just losing those people, so sure!

And then the complication roll comes up a as a 6. Which triggers the SMU's wider-conflict complication. Thinking for a minute, the GM decides that there's something going on that the PCs aren't going to find out about until after the upcoming battle with the scorpion men, and even then they may not fully understand: the priestess shouldn't have been capable of magic this powerful. She has a magic item that allowed her to perform this ritual successfully, something she has kept hidden. Why has it been hidden until now? Because it's a Lunar magician's wand! The Orlanthi priestess just used Lunar magic to boost her powers temporarily. There are going to be complications, possibly ending in a quest to discover the secrets of the wand so that it can either be stripped of its ☾ Moon associations or destroyed without cursing everyone who touched it.



ᚷ ᛉ ᛟ Eaglebrown Warlocks

Of the three Sartar Magical Union groups discussed in this volume, the Eaglebrown Warlocks feel like the 'straight men,' all savagery and lightning and smashing the ☉ Fire/Sky and ☾ Moon enemies of Sartar. But not all is as it seems, and these magicians may be pulling a cosmic scam!

What they call Eaglebrown, their totem spirit, is actually the Thunderbird from Prax. In Prax, Thunderbird is one of the Three-Feathered Rivals, always besting Sunbird and always being driven off by Raven.

In wider Dragon Pass, with a name change and a bit of what looks like trickster magic, 'Eaglebrown' is tearing the Lunars up and no longer seems vulnerable to raven tricks. (Your party's trickster may have something to say about that!)

Membership: The adventurer- and champion-tier feats of Eaglebrown Warlocks membership works fine for any character. The epic-tier feats only apply to PCs from six classes: Storm Bull berserker, Orlanthi warrior, rebel, storm voice, trickster, and wind lord. If you think that's limiting, remember that magical societies aren't for everyone, especially not magical societies that lean toward bestial hyper-violence.

Aspirational Adventurer Feat: You gain Eaglebown, the Eaglebrown Warlocks' adventurer-tier entry feat.

Champion Feat: You gain one of the three champion-tier magic items associated with the Eaglebrown Warlocks. You can take this feat multiple times if you wish, to acquire multiple items, but you must meet the runic requirement for each item. Since the items are unique, hogging multiple items prevents your comrades from sharing the power.

Epic Feat: You gain the right to choose the Eaglebrown Warlocks epic-tier summoning power pertaining to your class. Each class has a different requirement for using the summoning spell, as shown below. In addition, you can upgrade one of the Eaglebrown Warlocks' magic items you acquired in champion tier to an epic-tier item!

Eaglebrown (Aspirational Adventurer Tier)

Requires: ᚷ Air, or ᛉ Beast, or ᛟ Movement

You gain *resist fire 12+* and *resist moon 12+*. This resistance improves to 14+ when you take at least one champion-tier Eaglebrown Warlocks feat.

In addition, at the start of each battle, you have the option to use your natural initiative roll to trigger a bonus. You can only use the Eaglebrown bonus once per day, and you can see the roll before deciding to use the bonus. High rolls aren't always better.

1–5: Your fire and moon resistance increases to 18+ until the end of the battle.

6–10: The first time you become staggered this battle, heal using a free recovery.

11–15: Roll a d4. Until the escalation die reaches 3+, you gain a bonus to each of your attacks this battle equal to the roll.

16–20: Increase the escalation die by 1.

Thunderclaw (Unique Magic Item)

Requires: ֍ Air

Chakra: Melee weapon (usually a sword, sometimes a spear, rarely an axe, never a smashing/crushing weapon)
Default bonus: +2 attack and damage using the weapon; (epic +3)
Power 1: Your crit range against Fire creatures expands by 2 (epic: 3).
Power 2: *Building thunder* (recharge 11+): When you miss an attack while using this weapon, deal 5 ongoing thunder damage to the target. The next time you miss with this weapon this battle, you deal 10 ongoing thunder damage to the target of that attack, then 15, and so on, up to a maximum of 25 ongoing thunder damage.
Quirk: Resists fleeing or giving up to anyone other than a ● Darkness foe. Against a Darkness foe, has trouble maintaining optimism.

Magnificent Wings (Unique Magic Item)

Requires: ▽ Beast

Chakra: Cloak, mantle, cape
Default bonus: +2 PD (champion); +3 PD (epic)
Power 1: You gain *flight* for one battle per day (epic: two battles). During this battle, fly as you like. At the start of each of your turns, roll an easy save (6+). If you succeed, you can fly fast and powerfully that turn. In addition, each of your nearby allies that succeeds on a normal save can fly during their next turn as well.
Power 2: *Thunderclap* (recharge 11+): When you move to engage an enemy you weren't engaged with at the start of your turn, deal 10d6 thunder damage to that enemy as you engage them.
Quirk: Stretches wings and preens and cry out, sometimes even in situations when everyone was trying to be quiet. No hiding for Eaglebrown!

Eaglebrown Mask (Unique Magic Item)

Requires: ☭ Movement
Chakra: Helmet, circlet, crown, cap
Default bonus: +2 MD (champion); +3 MD (epic)
Power 1: You can't become vulnerable.
Power 2: *Vulnerabilities denied* (interrupt action – recharge 16+): When you are hit by an attack, until the end of the battle, you gain *resist damage 16+* against that attack and all attacks that share the same name.
Quirk: Can't feel comfortable staying in the same place two nights. Needs to keep moving—doesn't stay long enough for people to figure out weaknesses.

Thunderbird Summoning Feat (Epic)

The epic feat for the Eaglebrown Warlocks enables six player character classes to summon a thunderbird spirit.

Since the classes don't share the same power structure, they each have different methods of accessing the power. In each case, the spell or power that allows summoning will be a bonus spell or power, added to the number of spells or powers that the character possesses rather than counting against their limit.

Unlike most of the summoning spells in the game, the effects that summon the thunderbird spirits aren't as simple as using a standard action whenever you like. Five of the six class-specific methods have another small cost or timing element related to that class's mechanics. The sixth method belongs to the trickster, since the trickster's relationship with the thunderbird spirit is less predictable.

The spirits summoned aren't Thunderbird itself, they're lesser spirits of the Thunderbird cult that correspond somewhat to the character of the summoner.

Raging thunderbird and great raging thunderbird: Summoned by Storm Bull berserker, Orlanthi warrior, rebel, storm voice, wind lord, and sometimes the trickster.

Raven spirit and great raven spirit: Sometimes 'accidentally' summoned by the trickster.

Berserker (Storm Bull)

You can summon a raging thunderbird by using a die-triggered special power:

Summon Raging Thunderbird

Daily

You summon a 7th level raging thunderbird as an independent summoned creature. If you are 9th level or higher, you summon a 9th level raging thunderbird instead.

Orlanthi Warrior

Once per day, you can use your inspired action to summon a raging thunderbird that will fight for you as an independent summoned creature until the end of the battle.

Rebel

You gain the following bonus 7th level power. It doesn't count against the number of powers you possess.

Thunderbird Ally

Once per day as a standard action, you can spend your momentum to summon a raging thunderbird that will fight for you as an independent summoned creature until the end of the battle.

At 9th level, you can take this power as a 9th level power and summon a 9th level raging thunderbird.

Storm Voice

You gain the following bonus 7th level spell. It doesn't count against the number of spells you possess.

Summon Thunderbird Ally

Close-quarters spell ◆ **Daily**

Special: You can only cast this spell if you have gathered storm this battle and gathered either lightning or thunder. Wind is not enough.

Effect: This spell calls up a 7th level thunderbird ally as an independent summoned creature.

9th level spell You summon a 9th level thunderbird ally instead.

Trickster

You gain the following champion-tier trickster power. It doesn't count against the number of trickster powers you possess.

Summon Big Bird

Ranged power ◆ **Daily**

Effect: Roll an easy save (6+). If the save succeeds, you summon a 7th level raging thunderbird to fight for you until the end of the battle as an independent creature, or a 9th level great raging thunderbird if you are 9th level. If the save fails, you summon a 7th level raven spirit to 'fight' for you as a very independent summoned creature, or a 9th level raven spirit if you are 9th level.

Wind Lord

You gain the following 7th level exploit as a bonus exploit. It doesn't count against the number of exploits you normally possess.

Call on Thunderbird

Close-quarters exploit ◆ **Daily**

Effect: You summon a 7th level raging thunderbird as an independent summoned creature that will fight for you until the end of the battle.

9th level exploit You summon a 9th level thunderbird ally instead.

Raging Thunderbird

Large 7th level wrecker [SPIRIT]
Initiative: +16 (but usually irrelevant)

Beak and claws +12 vs. AC—22 damage
Miss: The raging thunderbird's hits deal +4 damage until the end of the battle (cumulative).

Beak and thunder +12 vs. PD (one engaged enemy with no other engaged allies on that creature)—20 damage and 5 ongoing thunder damage
Natural even hit or miss: 1d4 random nearby enemies take 7 lightning damage.

Thunderous: When the raging thunderbird moves to engage an enemy it was not engaged with at the start of its move, deal 3d6 thunder damage to that enemy. Creatures possessing or associated with the ᘓ Air or ● Darkness runes are not affected by this damage.

Resist opportunity attacks 18+: When an opportunity attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.

Unstoppable: The first time each battle that the raging thunderbird's hit points drop to 0, you can roll a save. If the save succeeds, the raging thunderbird flashes and flickers but doesn't quite die: it heals to 20 hit points. It can neither gain hit points nor suffer more damage except via this effect. At the end of its next turn it drops to 0 hit points and is destroyed.

Flight: Flies like the crashing storm.

Independent summoned creature

Roll a d6 at the start of each of the raging thunderbird's turns:

1–3: If not engaged with the nearby enemy with the most hit points, the raging thunderbird moves to engage that enemy. It attacks that with *beak and claws* this turn.

4–5: If engaged with only one enemy, the raging thunderbird uses *beak and thunder* before moving. Otherwise, you can control the raging thunderbird's actions as you like.

6: Control the raging thunderbird's actions as you like, and it gets two standard actions this turn instead of one!

AC	**22**	
PD	21	**HP 70**
MD	18	

Raven Spirit

7th level spoiler [SPIRIT]
Initiative: +14 (but usually irrelevant)

Half-hearted peck +12 vs. AC—10 damage

Ridiculously evasive: Natural odd attacks miss the raven spirit.

Skittish: The raven spirit will only use its melee attack during its turn if it has been unable to disengage or otherwise get itself out of melee. Even when you control it as you like, it never willingly flies into engagement and attacks anyone.

Thieving rascal: After a battle in which the raven spirit has fought for you, roll a save. If the save succeeds, the raven spirit must have stolen something worthwhile from your enemies. If the save fails, the raven spirit stole something valuable from you or your allies. It could be the funniest possible thing to be stolen or you could roll randomly to distribute the chances of being stolen from equitably between you and your allies. It should be at the level of a heroquest gift or a magic item or a truly treasured possession. If the GM is benevolent and looking forward to magical comedy, you or your ally might be able to get the stolen thing back the next time the raven spirit answers your summons!

Flight: It flies awkwardly, if you believe your eyes. It's an act. If you use your spirit sight, raven flies smooth and powerful.

Independent summoned creature

Roll a d6 at the start of each of the raven spirit's turns:
On a 1–4, the GM controls raven's actions but isn't that helpful to the PCs, aside from staying somewhere near the battle. Raven gets up to mischief, but the raven spirit's magic will provide an effect that should help the PCs later that turn, as shown below in the specific results.

1: Deal 6d6 damage to each enemy that misses with an attack until the start of the raven spirit's next turn.

2: Until the start of your next turn, each enemy that uses a move action must roll a save. Enemies that fail move in a random direction instead of where they intended.

3: Until the start of your next turn, each enemy must roll a save at the start of its turn. Enemies that fail are dazed until the end of their turn.

4: Reroll the first 1d3 attacks that hit a PC before the start of the raven spirit's next turn.

5–6: The GM controls the raven spirit's actions this turn *and* should endeavor to be as helpful to the PCs as possible. Choose one of the spoiler effects in the list of possible actions above as the raven spirit's impact upon your enemies.

AC	**21**	
PD	19	**HP 60**
MD	20	

Great Raging Thunderbird

Large 9th level wrecker [SPIRIT]
Initiative: +18 (but usually irrelevant)
Beak and claws +14 vs. AC—34 damage
Miss: The raging thunderbird's hits deal +6 damage until the end of the battle (cumulative).
Beak and thunder +14 vs. PD (one engaged enemy with no other engaged allies on that creature)—35 damage and 10 ongoing thunder damage
Natural even hit or miss: 1d4 random nearby enemies take 10 lightning damage.
Thunderous: When the raging thunderbird moves to engage an enemy it was not engaged with at the start of its move, deal 5d6 thunder damage to that enemy. Creatures possessing or associated with the ᘓ Air or ● Darkness runes are not affected by this damage.
Resist opportunity attacks 18+: When an opportunity attack targets this creature, the attacker must roll a natural 18+ on the attack roll or it only deals half damage.
Unstoppable: The first time each battle that the raging thunderbird's hit points drop to 0, you can roll a save. If the save succeeds, the raging thunderbird flashes and flickers but doesn't quite die: it heals to 40 hit points. It can neither gain hit points nor suffer more damage except via this effect. At the end of its next turn it drops to 0 hit points and is destroyed.
Flight: Flies like the crashing storm.

Independent summoned creature

Roll a d6 at the start of each of the great raging thunderbird's turns:

1–3: If not engaged with the nearby enemy with the most hit points, the raging thunderbird moves to engage that enemy. It attacks that with *beak and claws* this turn.

4–5: If engaged with only one enemy, the raging thunderbird uses *beak and thunder* before moving. Otherwise, you can control the raging thunderbird's actions as you like.

6: Control the raging thunderbird's actions as you like, and it gets two standard actions this turn instead of one!

AC	**24**	
PD	23	**HP 134**
MD	20	

ᛇ Great Raven Spirit

9th level spoiler [SPIRIT]
Initiative: +16 (but usually irrelevant)

Half-hearted peck +14 vs. AC—18 damage

Ridiculously evasive: Natural odd attacks miss the raven spirit.

Skittish: The raven spirit will only use its melee attack during its turn if it has been unable to disengage or otherwise get itself out of melee. Even when you control it as you like, it never willingly flies into engagement and attacks anyone.

Thieving rascal: After a battle in which the raven spirit has fought for you, even if the raven spirit was destroyed, roll a save. If the save succeeds, the raven spirit must have stolen something worthwhile from your enemies. If the save fails, the raven spirit stole something valuable from you or your allies. It could be the funniest possible thing to be stolen or you could roll randomly to distribute the chances of being stolen from equitably between you and your allies. It should be at the level of a heroquest gift or a magic item or a truly treasured possession. If the GM is benevolent and looking forward to magical comedy, you or your ally might be able to get the stolen thing back the next time the raven spirit answers your summons!

Flight: It flies awkwardly, if you believe your eyes. It's an act. If you use your spirit sight, raven flies smooth and powerful.

Independent summoned creature

Roll a d6 at the start of each of the raven spirit's turns: On a 1–4, the GM controls raven's actions but isn't that helpful to the PCs, aside from staying somewhere near the battle. Raven gets up to mischief, but the raven spirit's magic will provide an effect that should help the PCs later that turn, as shown below in the specific results.

1: Deal 6d6 damage to each enemy that misses with an attack until the start of the raven spirit's next turn.

2: Until the start of your next turn, each enemy that uses a move action must roll a save. Enemies that fail move in a random direction instead of where they intended.

3: Until the start of your next turn, each enemy must roll a save at the start of its turn. Enemies that fail are dazed until the end of their turn.

4: Reroll the first 1d3 attacks that hit a PC before the start of the raven spirit's next turn.

5–6: The GM controls the raven spirit's actions this turn *and* should endeavor to be as helpful to the PCs as possible. Choose one of the spoiler effects in the list of possible actions above as the raven spirit's impact upon your enemies.

AC	**23**	
PD	21	**HP 110**
MD	22	

ᚠ ᛟ ᛒ Snakepipe Dancers

If the Eaglebrown Warlocks are the straight men of the SMU, the Snakepipe Dancers are the ecstatic ritualists, holy madwomen, crazy visionaries, and combat celebrants. Ultimately they're centered on a great magical artifact called the Snake Pipe that will be found in Snakepipe Hollow, but we're going to leave that artifact out of our initial equation and focus on the Dancers as representations of communion between the life-giving ᛒ Earth, the mobile ᚠ Air, and the mysteries of the dragons, as expressed via the ᛟ Dragonewt rune, which Rob thinks of as the lower-case version of True Dragon's capitalized ∞ Infinity rune.

The adventurer-tier Snakepipe Dancers feat is open to anyone. The champion-tier feat provides a new class power and is only open to members of the following six classes: earth priestess, monk, rebel, storm voice, trickster, wind lord. The epic-tier feats require a champion-tier feat beforehand, so if you're not one of those six classes, find your bliss elsewhere.

Aspirational Adventurer Feat: You gain the *we dance together* power (below).

Champion Feat: You gain one of the class-based champion-tier feats listed for the Snakepipe Dancers. These feats provide characters with a bonus spell or power. They don't occupy spell or power slots, but they're generally only available once per day.

Epic Feat: You gain one of the three runic feats for the Snakepipe Dancers. You must possess the rune required for that feat. If you wish, you can take this feat multiple times to acquire multiple epic-tier runic feats from the Snakepipe Dancers. Your second and subsequent feats can also be chosen from any other SMU group's epic feats, provided you have the required rune.

We Dance Together (Adventurer Tier Aspirational Feat)

Once per day as a quick action, choose one of your nearby allies to 'borrow' a limited-use power or spell from. Choose another nearby ally, or yourself, to receive the power! Until the end of the battle, this spell or power has been transferred!

Generally this has no effect if the limited-use power or spell has already been expended. But it can be quite effective for borrowing a power from an ally who has been taken out of the fight and giving it to someone who can make use of it.

As much as possible, the text of the original power or spell doesn't change. This may mean that you give an attack spell to an ally who has terrible stats for casting the attack spell, but that's tough.

Lucky for you, it's only fully-tough until you take a champion-tier Snakepipe Dancers feat! When you do, you can now swap one ability score used in the power or spell for a different ability score of your choice, tailoring the power or spell to work better for its temporary owner.



Earth Dragon's Voice (Champion Tier)

Class requirement: storm voice

You now have the *breath of the Earth dragon* spell (below) as a bonus spell.

Breath of the Earth Dragon

Close-quarters spell ◆ **Daily**

Breath weapon: For the rest of the battle, roll a d20 at the start of each of your turns; on a 16+, you can use *breath of the Earth dragon* that turn if you wish.

Targets: 1d3 nearby enemies in a group and 1d3 allies engaged with those enemies; *breath weapon*

Attack: Charisma + Level vs. PD

Natural Even Hit (enemy): 7d6 + Charisma damage, and the target is hampered until the end of its next turn.

Natural Odd Hit (enemy): 7d6 + Charisma damage, and the target is stuck until the end of its next turn.

Miss (enemy): Half damage.

Hit (ally): The target gains a +2 bonus to all defenses (save *continues* the effect instead of save ends).

Miss (ally): The target gains temporary hit points equal to twice your Charisma.

7th level spell	6d12 damage.
9th level spell	10d12 damage, temporary hit points for ally now equal to triple your Charisma modifier.

Feast of Plenty (Champion Tier)

Class requirement: earth priestess

Once per day as a quick action, choose an ally and roll on your Favors of the Earth table as if that ally had gained your favor. At the start of each of your turns this battle, roll a save. If the save succeeds, choose an ally you have not given a favor to via *feast of plenty* and roll on the Favor of the Earth table for that ally as well. The effect ends when each of your allies in a battle has received a favor from *feast of plenty*. The favors you normally dispense don't count against *feast of plenty*: it's a feast!

Last Is First! (Champion Tier)

Class requirement: monk

Once per day, the sequence of your attack elements reverses. Choose to use this bonus power after you roll initiative. Until the end of the battle, you start with finishing attacks, must then use a flow attack, and then an opening attack. Ignore breaks in your forms; you have to follow this sequence whenever you make an attack from the monk class.

This Is Me, Helping You (Champion Tier)

Class requirement: trickster

Once per day as a quick action, give one of your nearby allies a random trickster talent you don't presently possess yourself. Your ally has that talent until the end of the battle. They may curse you, but they should also thank you, because they can also heal using a recovery. Yayyyy! Never let them forget you helped!

A Touch of Harmony (Champion Tier)

Class requirement: rebel

Once per day after you roll initiative in a battle, choose one of your nearby allies. You gain momentum when that ally hits this battle, if you don't have it already.

With Me! (Champion Tier)

Class requirement: wind lord

Once per day as a quick action, choose an ally you are next to and take their hand. Until the end of the battle, as long as the two of you continue holding hands, you can both fly, and don't have to land. You and your ally each take a –1 penalty to attacks or AC and PD (player's choice) from having a hand occupied. Remember, some weapons require two hands, as does a shield and a weapon, but you're otherwise able to fly together as long as you dance through the ᘏ Air, fighting as dance. Being moved apart from each other, or one of you going unconscious or being stunned, ends the effect, and then you'll fall.

Dance of Life (Epic Tier)

Requires: □ Earth

Once per level while in a relatively safe environment, you can create a ritual space for a great sacred dance that will draw in gods, spirits, the spirits of the dead who dwell within those gods' halls or roam in their windy storms, and many other creatures. The dance is by definition a no-violence zone ruled by the ⧗ Life rune. You can invite your worst enemies or you can invite Jar-eel. They might come, and then you'll dance together, and talk, and no one will be able to make attack rolls of any kind, though rune narrations might be interesting.

Any creatures except ᘐ Chaos beings can participate. Even † Death rune creatures and characters possessing the † Death rune can participate, but they might not want to. It's kind of against everything most Humakti stand for. Perhaps Death rune allies need to stand outside and make sure no one tries to attack through the mortal plane. They can tell themselves they're providing a valuable service.

GMs: Players who choose this feat for their character are using a resource that might have provided combat power for an advantage that is all about enhancing the story, so help them enjoy it. This is the type of ⧗ Life-affirming event that might help the world sort itself out in the end.

Of course anyone who takes us up on the idea of inviting Jar-eel might just have acquired a new worst enemy.

Dance Yourselves There (Epic Tier)

Requires: Air

Once per day, outside of combat, you can arrange a group dance for yourself and about as many allies as you usually have in your adventuring band (max 10). The dance lasts five minutes to half an hour, or longer if you have the time. Roll an easy save (6+). If the save succeeds, when you finish the dance, you and your companions will be somewhere else, a place you specified beforehand.

It might be the other side of the world. It might be in the God Time. It might be on the back of the Crimson Bat.

Getting back to where you wanted to be beforehand is your problem.

You and your allies should have fun describing how you transition from the dance to whatever you do next, but you're seasoned ecstatic dancers so it shouldn't ordinarily be a problem. If you have a Humakti or other sword-in-the-butt character who won't dance, let them glower in the center as an *axis mundi.*

Note that if the easy save fails, you generally don't go anywhere, or at least not anywhere that *you* chose. A roll of 1 with a trickster in the party probably means that you've gone somewhere unexpected.

Dancing Dragons (Epic Tier)

Requires: Dragonewt

Once per day as a free action, you can invoke the power of the dancing dragons at the end of one of your turns. For style points, part of your turn might have looked like a dance!

At the start of your next turn, you gain a new talent, power, spell, or heroquest gift of the GM's choice. This new benefit lasts until the end of the battle unless it's a power that is expended when used or the effect has a duration.

GMs: Generally you give the PC a spell or power of the highest level they can handle from their class. But that's only a general rule, and exceptions are fun! You might grab something from a different character class, perhaps one that's not represented by the heroes. The idea is that you're getting the new power from draconic mysteries, so if you know anything about Gloranthan dragons and dragonewts, play off it if you wish. If you haven't generated an idea for the character's new power beforehand, to store behind your GM screen as part of the adventure prep, the round delay is meant to give you time to figure it out.

Never screw the player or the character with this new power; this is meant to be a bonus rather than mockery. On the other hand, it doesn't have to be the biggest bonus the character could desire. Feel free to let story events shape the new element in the character's dance. Since it's temporary, it's also okay to go a little crazy!



I secretly roll a d20 to determine how good the new power is going to be. That way not all dancing dragons *moments are equal. Since the roll is secret, I'm not on the spot to calibrate the power to the players' digit-by-digit power assessments, but I can come close. Of course, this is an epic tier feat for the Sartar Magical Union, so the scale starts at* good *and rises towards* supreme!

CHAOS RISES:

THE DEFAULT 13TH AGE GLORANTHA CAMPAIGN

What's needed for newcomers to Glorantha is a default campaign style that takes advantage of the varied characters, playable myths, and location-based adventures in this book. Like the default setting of the *13th Age* core rulebook, this default Glorantha campaign style is yours to do with as you please. We call this default campaign-style *Chaos Rises*.

The core concept is that Chaos endangers the world so ferociously that anything can happen. Glorantha features a vast array of details about the world's history, geography, cultures, calendars, etc. But with Chaos rising across the world, players don't need to be familiar with all this background, and Gamemasters don't, either. Everywhere the heroes go, there's trouble they need to put down.

In normal times, adventurer bands are usually close-knit, often kin, with strong ties of blood, oath, religion, and heritage. Today, not so much. Survivors find each other and band together over a common cause. Adventurers of different religions and even races may find themselves working side-by-side and fighting back-to-back.

VETERANS

If you're a long time Glorantha player, our default campaign may not be for you. You should be able to use 13G to run many Glorantha campaigns that take advantage of your acquired wisdom. But you may also enjoy our model of a world hit hard by the Hero Wars, and we'll be curious to find out whether the Chaos Rises approach is popular with long time fans.

A world in turmoil: The result of Chaos Rising is that chaos threatens to overwhelm both the contemporary world and the Otherworld, the mythic world of the gods. Chaos nests sprout across the map and normal warriors can't hope to deal with them. Myths that could be relied upon for protection, power, or glory grow strange and tainted unless heroes quest to restore the original balance, or at least a balance point that is free of chaos.

In this dangerous new disorder, the standard powers of the Orlanthi, Darkness, and Fire/Sky pantheons are not enough. Myths that used to provide protection and power have been invaded by Chaos. Spirits of reprisal that used to punish traitors have been twisted into weapons against all members of their former pantheon.

Myths like *I Fought We Won* (*Glorantha Sourcebook*, page 128) tell of times when all the peoples of Glorantha fought separate battles, each believing that they alone had fought the key battle against Chaos, finding out later that everyone had fought.

This is another of those times. Heroes who might be enemies in other circumstances need to learn how to fight together against enemies that resist the powers of single pantheons. Unlike *I Fought We Won*, this potential break in the Great Compromise can't be overcome by heroes fighting separately.

Orlanth has already managed this type of thing once before, on the Lightbringer quest. The current crisis demands new skills and it's lucky that Orlanth's wife, Ernalda, is awake and active instead of sleeping through the Great Darkness. Ernalda may be the key to establishing links to the other pantheons. The Earth Queen is taking an active role in this new crisis, operating alongside Orlanth with a mix of wisdom and all-embracing magic that is forging links between powers that might otherwise have difficulty working together.

Of course not all Orlanthi and Ernaldans have understood the signs. Many cling to the ways that have always worked, certain that their god's power will be enough. The same holds true for the majority of the trolls, the Praxians, and certainly for the Lunars. But when the Orlanthi say "There is always another way," Ernalda is saying "And here it is."

Hero bands made of diverse champions have come together from scattered versions of the I Fought We Won ritual. It may be that the PCs are unique, or there may be others like them scattered across the world.

Ernalda may not be the only unifier. It's also possible that a hero band came out of Kyger Litor's version of the ritual, or from one of the dragonewts' danced versions. It may even be that this is a modified Lightbringer quest as Orlanth learns how to call on new allies: the hints are there in various mythic secrets. Orlanthi hero bands, Humakti war parties, Ernaldan families, all could play a part.

However the hero bands define themselves and come together, it's certain that without them, Chaos will shatter the Great Compromise and the world.


LEE
MOYER

What Society Looks Like Now

The people of Dragon Pass once lived in kingdoms and nations. With Chaos rising, they're now more likely to live in enclaves, redoubts, clusters, and concentrations of refugees. The map on page 340 shows major population centers, most of which probably survive in some form, but there have always been smaller villages, tribal longhouses, ruins, temples, and hamlets that can't show up on the big map. Now that the Hero Wars have washed back and forth over the terrain, there's no telling what war debris, ruins, and refugee camps are left.

If the PCs don't already have a mission, they may find purpose when dealing with NPCs in or around such enclaves. Sometimes these communities are doing all right, but it's more likely that they have problems, problems that normal people may not be able to handle but that player characters on the hero path could help with.

These NPC communities aren't all necessarily human. Various other intelligent species inhabit Glorantha, and now they may be far from their homelands. A community could even consist of wayward spirits. Any given community could also include a mix of types, thrown together by necessity.

Problems Communities Need Help With

When heroes arrive at a community, sometimes even before they've properly earned its trust, the locals often petition them to help with some of their touchier or more dangerous issues. Here are examples to get you started.

- **Monsters** roam the countryside and kill our hunters. We need champions to drive them off.
- Strange **Lunar spirits** haunt an abandoned town nearby. We are pretty sure that there are provisions stored there.
- The battles fought nearby are over, but there are weird spirits and **dangerous magic** left over. It might be Lunar magic, it might be Chaos magic, or it could be Sartarite magic that has had something terrible happen to it.
- We have **important rituals** to do in an ancestral shrine, but our hunters have spotted monsters there.
- Our **sacred items have been stolen** by those bastards in that bigger community. We need you to help us parley for their return.
- That other community seems to be doing well, and we'd like to **exchange visitors and gifts**, maybe arrange some trades. But it's dangerous traveling, and it might be a trap. Thank Orlanth that you have come.
- That other community has launched an **unprovoked war** against us. They keep sneaking into our territory in groups and picking us off one by one. And no matter how many times we make them pay, they won't stop.
- That other community is really just a **nest of Chaos** and they need to be burned out.
- Those people in our community are **secretly Chaos worshipers**, and they need to be burned out.
- Our **sacred place is crawling** with Chaos. Someone needs to burn it out, or at least recover our sacred urn.
- **Roving Chaos monsters** are keeping us from harvesting our crops.
- The old sacred place is infected with Chaos, so we need to build **a new shrine**, one that will be the center of our community's sacred rituals. We need help from experts to decide how to design the new ritual space.
- The old rituals didn't protect us. We're **improving our rituals**, and we need the input of powerful champions like you. (See broken myths, page 378, and lost myths, page 383, for more ideas along these lines.)
- Our community includes a group of **outsiders with different traditions**, and we need help integrating them into our ritual practice.
- Our community includes a group of outsiders with different traditions, and we need help **getting them to relocate**. Except we might want to keep some of them.
- The commander of our fyrd (or militia) was killed in battle, and we need inspiring heroes to **train and lead our troops**.
- An important **heroquest has gotten corrupted**. When we conduct the quest at our regular shrine, Chaos monsters keep showing up. (See broken myths, page 378.)
- We know a **powerful heroquest** that will help us overcome our current crisis, but none of us are powerful enough to undertake it.
- The community's agricultural magic has lost some of its power because certain **ritual paraphernalia has gone missing**. Is there a villain at work, or is this an accident of war and survival? The community can't get to the bottom of the problem, which either means someone inside the community is betraying their magic or the problem is from an outside force that's too powerful for the community's magicians to handle. . . .
- The community's aged priest needs to complete a traditional heroquest, but she has become too frail to handle the quest on her own. She needs some **spiritual muscle** along on her quest.

Special Resources

Sometimes a community has special resources that have helped it survive or that promise to benefit the community once the resource can be exploited. These resources still come attached to problems.

- This community has an altar of bounty, which produces food for the community when they perform specific rituals. If someone could **recover certain ritual paraphernalia** that have gone missing, it would work even better. There may be a bloody price to pay for this life-saving magic. Hungry survivors from a nearby settlement might expect some generous charity from those with bountiful food.

- A powerful guardian spirit that used to be connected to a shrine that has since been destroyed. Cut loose, the guardian spirit has adopted the community. The people propitiate it the best they know how. If someone could **tell them more about the spirit,** they would be able to propitiate it better and it would be stronger. Turns out that the knowledge is locked in a broken heroquest. . . .
- This group has a cache of precious, mundane treasure, such as intricate jewelry, gold, or fabulous clothing. It's of little direct use, but the community **might be able to trade it with another community** for something of practical value. They just have to be careful that others don't catch wind of the cache and come raiding for it. And they don't really have anyone capable of traveling safely to communities that might have something to trade. Not until the PCs showed up.

GEOGRAPHY BY RUNE

Other Glorantha books cover Dragon Pass more as you'd expect from a geography text or a map accessory. For starters, see pages 19–27 in *Heroquest*, page 3 in the *Glorantha Sourcebook*, and oh-so-many pages in the *Guide to Glorantha*.

Our presentation of a partially designed world that's suffering from a near-apocalypse enables us to present the information somewhat differently. Instead of organizing our geographic notes area-by-area (Esrolia, Heortland, Tarsh, etc.), we present places that could figure into your 13G campaigns via their strongest runic associations. Along the way, we'll suggest adventure ideas, propose further catastrophes, and share a few relevant myths. In some cases, we touch on themes and pantheons we haven't been able to handle properly in this volume. Glorantha is too vast a world for any single book to cover.

Keep the community guidelines in mind while reading these notes. Places that used to be great cities may now be shattered communities, or they may still be great cities that need immediate help to avoid being shattered!

Runic monsters: When we associate an area with a rune, that rune may point to what type of creatures are most likely to be encountered there. When creatures don't match what you'd expect for an area, that's when the story gets interesting! Some areas are too large and diverse to match these narrow parameters, but runic associations can still be guides. Runes are fundamental to reality in Glorantha, so we hope that these categories spur you to think of these places in magical ways.

We present material in the *13th Age* style, half-designed instead of exhaustively detailed. If you want a bigger dose of full explanation, there are wonderful details on many of these places and areas in other Gloranthan publications. We don't always tell you everything we know, but when it seems stimulating, we're placing references to further reading beside ∞ Infinity runes. Our first thought was to use ᛉ Truth runes, but that's not quite right; the ᛉ Truth for your campaign should vary. The ∞ Infinity rune captures the fractal nature of some of Glorantha's most wonderful lore—keep looking and it just gets deeper!



If you look at Glorantha as a world whose continuity is more important than the experience of the players at your table, then you're making the same mistake I made 30 years ago before I became a professional RPG designer. If you look at Glorantha as a world filled with gorgeous details that invite you to riff off them in any direction, then you'll experience Glorantha as a magical place where anything can happen, and you'll get even more out if it than I originally did, and I got a lot. Rob calls Glorantha "fractal" because no matter how narrowly you define your focus, there's an infinite amount of detail that you can wring out of it, and no matter how broadly you define your focus, it all hangs together.

ᚐ Air/Storm Tribe's Lands

When you're running Glorantha games, you have a choice between focusing on detailing the community of people like the player characters or focusing on adventures outside the pale. The intent of the Chaos Rises campaign is that everything is now outside the pale. The Air lands are a great starting point. Here you find proud barbarians valiantly resisting the hegemony of an expansive empire. Here, people are free, whether they like it or not. Unfortunately, the land of the proud and free is not what it used to be. If only mighty heroes would come along to restore the glory of fallen kingdoms, smash the vile conquerors, and spread liberty across the world.

ᚐ Sartar

This proud kingdom combines the freedom of tribal society with the blessing of urban life. It is the default homeland of the PCs, with enough cohesion to provide them connection to a people larger than themselves and enough autonomy that they can go their own way. The wicked Lunars call these people barbarians and hillfolk, but Sartarites know that they are the free people who have bent knee to no distant Emperor.

Sartarite Cities

Many of these cities were built magically over 100 years ago by King Sartar, so they have majestic stone walls, buildings, and avenues. The settlements described here are all cities. That said, they've all seen better days. Any given city might be . . .

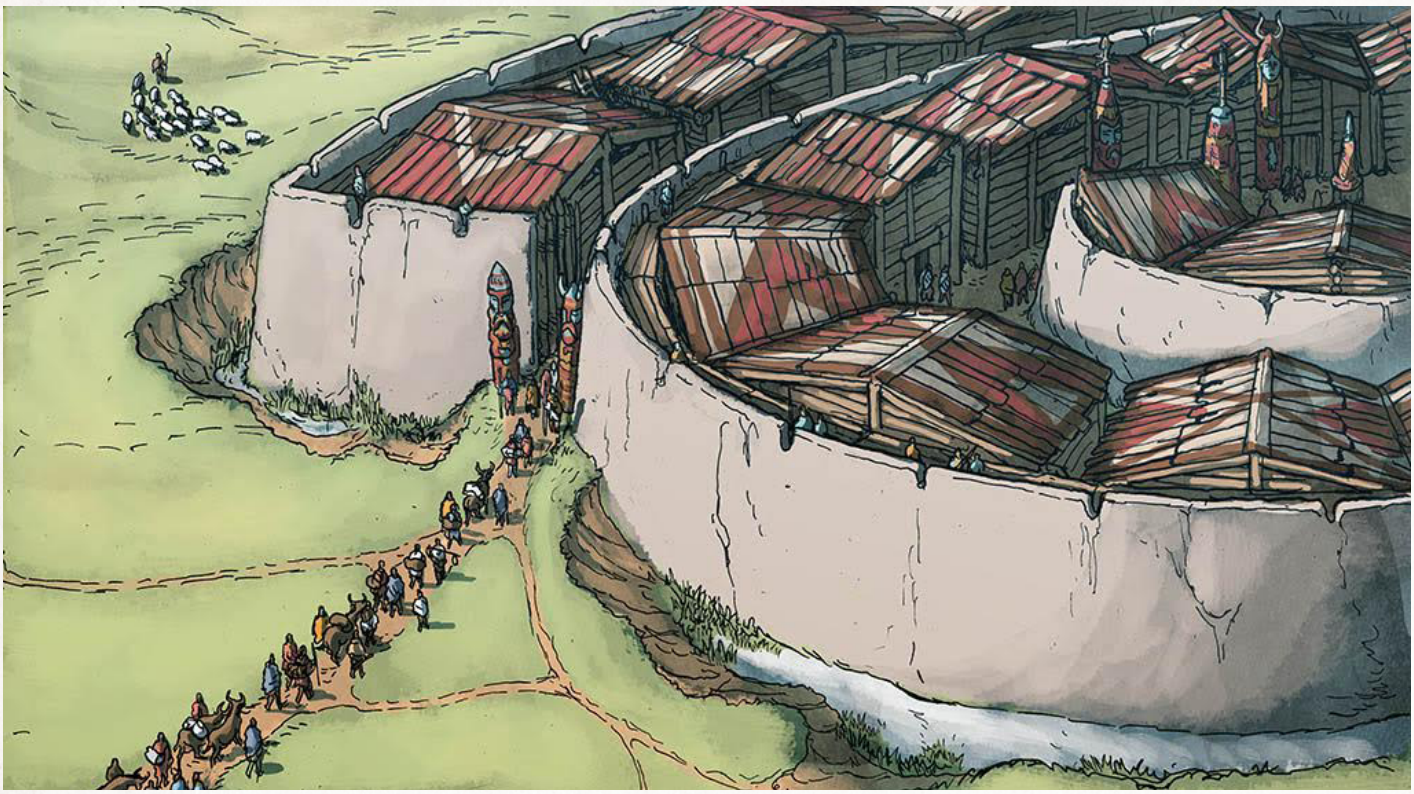
. . . claimed by a distrustful tribe or band,
hostile to any who approach.

. . . led by unorthodox or even foreign powers
who have pulled together a desperate coalition,
comprising the remnants of many groups.




Talfort
Furthest
Osur River
Black Eel River
Slavewall
Ivory Plinth
Troll Ruins
Stinking Forest
Temple of the Reaching Moon
Goldedge
Skyfall Lake
TARSH
Kordos Island
Sun Wheel Ruins
Marof's House
Duelfield
Heruvernalda
Snake Pipe Hollow
Grizzly Peak
Hydra Mountains
Stone over Souls
Dunstop
Dwarf Mine
Alda-Chur
The Far P
Bagnot
Falling Ruin
Red Dragon Vale
Shaker Temple
Herongreen
The River Dragonewt Wilds
Skull Ruins
North Post
Dragon's Eye
Donalf Flats
Dryad Woods
Osur River
Kero Fin
The Creek
Wintertop
Two Ridge
Jonstown
Queen's Post
Upland Marsh
Ghost-Around
Runegate
SARTAR
Muse Roost
The Forest of Wondrous Beasts
Smoking Ruin
GRAZELANDS
Highwyrm
Duck Point
Clearwine
The Stream
Wild Temple
Dragonspine Ridge
Green Dragon Vale
Wilmskirk
Sun Dome
Rich Post
BEAST VALLEY
Arrowmound Mt.
Skyreach Mountains
Creek-Stream River
Wasps Nest
Doktados Mt.
Whitewall
Troll Woods
Blackwell
New Crystal
Arkat's Hold
Lead Hills
Old Woods
Lyksos River
Styx Grotto
HENDRIKILAND
SHADOW PLATEAU
Smithstone
Larnste's Footprint
Helerdon
Tarpit
Kosh
Valadon
Sylthi
Jansholm
Axe Hall
Brol
Ezel
Karse
Sklar
Backford
ESROLIA
Monros
Lylket
Nochet
Mylagos
Necropolis
Malthin River
Pedestal
Pennel
Durengard
Mirrorsea Bay
Donbry
Leskos
Rhigos
Vizel


Rockwood Mountains
Roundlake Mountains
Desolation Hills
DAGORI INKARTH
Vale of Flowers
Crabtown
Boathouse Ruins
The Throne
Grand Mine
Stump
Torch
Castle of Lead
Shadows Dance
Where the Rock Speaks
Adari
Nine Good Giants
Contemplative Rest
Bison Plains
Indigo Mountains
The Better Place
Tada's High Tumulus
Pairing Stone
Indagos
Wolfsland
Obscure Plinth
PAVIS COUNTY
Jaldon's Rest
The Good Place
New Pavis
Big Rubble
Garhound
Moonbroth
Copper Caves
Hill of Orlanth Victorious
Sun Dome Temple
Winter Ruins
PRAX
The Long Dry
SUN COUNTY
Swenstown
Pimper's Block
Dead Place
Eiskolli
Helmbold
VULTURES COUNTRY
Sacred Ground
Dragonrise
Hender's Ruins
Caravan Alley
The Paps
Day's Rest
Eirtha Hills
Zola Fel River
Tourney Altar
Old Wind
The Block
Good Canal
Devil's Marsh
Horn Gate
Biggle Stone
Exile Stead
Stormwalk Mt.
Agape
Monkey Ruins
Cam's Well
Sog's Ruins
Orani's Mistake
Mount Passant
Corflu
10 miles
30 miles
50 miles
0
20 miles
40 miles
60 miles



. . . strangely abandoned, at least by the living.
. . . ruled by Chaos worshipers who have provided safety to their small community.
. . . on the verge of war with the nearest other Sartarite city.
. . . thriving, but now under the influence of some foreign rune, such as ▽ Beast, ● Darkness, ☥ Plant, or ᛟ Spirit.
. . . strangely welcoming and generous, desperately so. What are they hiding?

ᘓ *Alda Chur*

A Sartarite city that's the jumping-off point for the *The Horn of Snakepipe Hollow* adventure. See page 394 for details on Alda Chur.

ᘓ *Alone*

The forests around this recently built small city have always been deep, menacing, and rumbled by giants. The farmers of the area tried ingenious tricks like spiked-trap cottages to impale the feet of the stupider stomp-happy giants.

There's no telling what the war has done to the area, but if you have adventurers who are interested in innovating ingenious methods of combating giant monsters, this could be the place.

ᘓ *Boldhome*

The capital of Sartar. It's either a proud symbol of Orlanthi tenacity or a sad symbol of Orlanthi loss. Perhaps it starts the campaign as a place of hope, but not victory. The deeds of the PCs may then help determine whether this hope is in vain. As the campaign matures, Boldhome might rebound to be a beacon of Orlanthi power, or it might sink into ruin.

ᘓ *Jonstown*

Once the home of a famous library. The library was never consistently organized, and now finding the important clue you're looking for may be a fool's errand. But if you need one special clue, it's probably here—somewhere. Just negotiate with whoever runs the place now, and you're probably fine.

ᘓ Old Wind

This ancient, holy pilgrimage site was once home to sacred Stormwalkers, spiritually advanced devotees who meditated on their breath and sought union with Orlanth. Perhaps this temple is a last, pure vestige of Orlanth worship, inaccessible to any but those who are deemed worthy. Perhaps all are welcome here, but the Stormwalkers are not what they used to be. Perhaps the Stormwalkers, after their decades of preparation, are fighting alongside Orlanth on the Hero Plane.

Sartarite Towns

Smaller settlements, such as Apple Lane, are more likely to be eerily abandoned, burnt to the ground, inhabited by only the insane, or conquered by ᛘ Chaos cultists. Perhaps one of these smaller settlements needs nothing but a devoted band of heroes to clear it, protect it, and welcome refuges from far and wide.

ᘓ Smoking Ruins

In primeval times, this was a palace of the Orlanthi Vingkotlings, and in ancient times it was a tribal center of the Orlanthi Heortlings.

Today the ruins are thick with smoke from the still-burning bodies of countless trolls, killed in an ancient battle and magically smoldering to this day. For an Orlanthi, this is a great place to find magic to oppose ● Darkness.

As ᛘ Chaos rises, it might instead become the right place to forge a peace pact with trolls. How will the ancestors sleep if Orlanthi PCs reverse the anti-troll magic of this place? How will the ancestors sleep if Orlanthi PCs let their bloodlines die because they can't make peace with the trolls? For that matter, are the trolls to be trusted? If you nullify the anti-troll magic of these ruins, what will the trolls really do? If the equation were easy to balance, you wouldn't deserve the name "adventurer."

ᚐ Wasp Nest

It's the home of short-statured humans who ride giant wasps. Once allies of Sartar, they may be allies still to those who can contact them and prove their worth. Or maybe the riders have succumbed to a zombifying plague, leaving the wasps to form their own predatory community. Surely the secret to controlling these terrible wasps lies somewhere in the Wasp Nest, if you can just get past the flying, venomous guardians. Gagix Two-Barb might have some advice on how to deal with stinging arthropods, and she's not asking for anything in return. Yet.

ᚐ Whitewall

From prophecies, omens, and military determinism, the Orlanthi knew that the battle fought against the Lunars at Whitewall was going to be decisive. The Orlanthi didn't realize that the decision was going to be utterly against them and that Orlanth and Ernalda themselves would be slain for a few horrible years until amazing events (*Glorantha Sourcebook*, page 188) brought the gods back to life.

Whitewall is a potentially impregnable fortress with tremendous, white walls. If any crucial event is going to take place, for good or ill, it may well take place there. Today it is either a shining beacon of hope or a bitter reminder of loss. Can the PCs change it from hope to loss or from loss to hope? Make your choices and roll those bones.

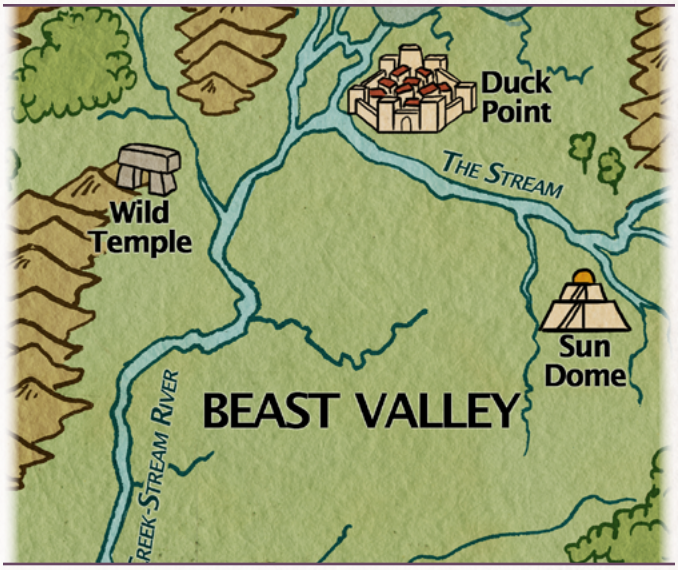
ᛉ Beast Zones

The might of beasts takes many forms, in lands from the forbidding Ivory Plinth to the homely Duck Point.

ᛉ Beast Valley

Historically the valley has been a sanctuary for minotaurs, centaurs, manticores, and other hybrids created by the long-extinct Empire of the Wyrms Friends. Collectively they're called the Beast Men, and thanks in part to their great centaur Hero, Ironhoof, Beast Valley has remained a place that human armies don't dare mess with.

Of course, monsters and enemies weren't the only creatures excluded: Beast Valley's magical borders made it off limits to most heroes. Is Beast Valley still inviolate? The Beast Man armies marching on the fringes of *Duck Point Venture* on page 411 imply that war could come to Beast Valley.



If Ironhoof, the centaur Hero, gets bogged down in conflicts with other Heroes, perhaps Delecti the Necromancer will finally move against the experiments that got away.

ᛉ Duck Point

Home of some our favorite feathered player characters and central feature of *Duck Point Venture*, the adventurer-tier adventure on page 405.

ᛉ Eiritha Hills

Eiritha is the Herd Mother that the warring tribes of Prax all revere. In the Eiritha Hills, the nomads respect her peace and set their warlike ways aside. Desperate PCs may be forced to flee across the barren wastes to find refuge here. In better days, the nomads would extend them hospitality, but today they'll have to take their chances. It'd be terrible if Chaos incursions threatened the nomads' refuge and the holy site of the Paps (see page 351).

ᛉ Ivory Plinth

The Ivory Plinth is sacred ground for boar-riding tusk riders and their cult of the Bloody Tusk. The tusk riders think of it as a great temple, but it seems like ruins to everyone else. Here the tusk riders sacrifice victims of all sorts. Have avenging maidens of Babeester Gor found common cause with the bloody tusk riders? Has the Hero Aram returned with an army of Darkness demons to back up the tusk riders? Do the PCs need to deliver sacrificial victims to the Ivory Plinth as part of a compact with the cult of the Bloody Tusk?

ᛉ Jaldon's Rest

This stone cairn is the grave of Jaldon Goldentooth, a nomad Hero from the Second Age who periodically comes back from the dead to lead the Praxian nomads in battle. He has returned to fight in the Hero Wars, although by now he may have met a fate so grisly that only a true Hero could suffer it. This cairn is a place of power for the Praxian nomads.

INSCRIPTION ON THE IVORY PLINTH

If you're close enough to the Ivory Plinth's altar to read the inscription in old Theyalan, you're either about to be sacrificed or you're lucky to be a roleplaying gamer. It reads:

"I am the War-teeth of Gouger, sacred god-child of Earth.
Two cities I've smashed, leaving rubble for my children.
Two peoples I've destroyed, flooding the Earth with blood.
Mine was the mission to destroy, for the glory of Earth.
"I am the trophy of Aram, the victor of the Battle of Larassa.
Aram is he who fought me, led me wild over the hills here.
Aram is he who tricked me, lured me to the arms of the demon.
Aram is he who wrenched me from my jawbone in my dying agony.
"I am the axis for the Riders, temple pillars and sacred home.
Sacrifices gather to feed me, ripe grain and fresh fruits.
Sacrifices offered to appease me, hot blood and quick deaths.
Rich gifts sanctify me, and my children are deeply rewarded."

Monkey Ruins

You saw the wonderful illustration on page 32 of Chapter 2, right?

Sacred to intelligent baboons (page 244) as the former location of the City of Monkeys, this once glorious city was destroyed when the great ⊙ Fire spirit Oakfed fell to earth and killed most of the city's inhabitants.

Baboons are a pathetic race of wannabes and lesser-thans. No decent humans need to take seriously their laughable claims to previous glory or future world domination. Have you ever talked to a baboon for two minutes? They're totally ignorable, valuable only as menial laborers or third-rate mercenaries, if that. If they made better slaves, they'd be commonplace, but thanks to their mating and defecating habits, they're strictly marginal. If gods on the Hero Plane ever started appearing as hairy baboons, then maybe they'd deserve a second look, but that will never happen. Now could a regrettable deal with Chaos and a deadly combination of magical forces unleash a wave of Chaotic Fire Monkeys on the world? Probably not. We all hope not.

If you feel the need to make some sort of alliance with the hairy, flea-bitten baboons, the Monkey Ruins would be the place to do so. Try not to snicker, not at their pathetic ruins, or at their transgressive dominance displays. You should have no problem tricking these simple-minded beasts into whatever alliance you like.

Prax

Nomads survive the harsh wasteland of Prax by relying on their herds, bolstered magically by Eiritha the Herd Mother. Ernalda is dead to these people. Travelers have a hard time surviving here, even if they don't meet nomads, and don't even think about bringing horses, which are taboo. The Lunar Empire conquered this land all the way to the mouth of the Zola Fel River. With the collapse of civilization, the Lunar boot no longer holds down the people of Prax. Now, however, the land is beset by ancient spirits, desperate remnants of Lunar regiments, resurgent Chaos cults, and monsters from far and wide.



If things get bad in Sartar, Prax might look like a refuge where enemies won't follow. They won't follow because they know better than to enter Prax, and you don't.

Wild Temple

This open-air temple consists of great stones arrayed in a space five miles across. In historical times it has been the central worship site for the Beast Men of Beast Valley, but it dates from before Time began. Perhaps ancient spirits have gathered here, preparing to unleash Beast forces on the world. Perhaps it is barren now, serving only as a doorway into the Storm Age, where forgotten beasts hoard treasures stolen from the mortal plane. If a human could swing an invitation to the yearly revel, they could stand to learn mighty magical secrets. More likely, they'd be torn limb from limb in the most ecstatic way imaginable. A spiritually powerful human pulled into the vortex of bestial ecstasy might well survive, but not unchanged.

Chaos Realms

As part of Chaos Rising, your campaign world probably has many areas that are under siege by Chaos or already conquered and corrupted. The regions below are notorious Chaos nests that have never been entirely cleansed even when the cosmos has been far closer to maintaining its grip.

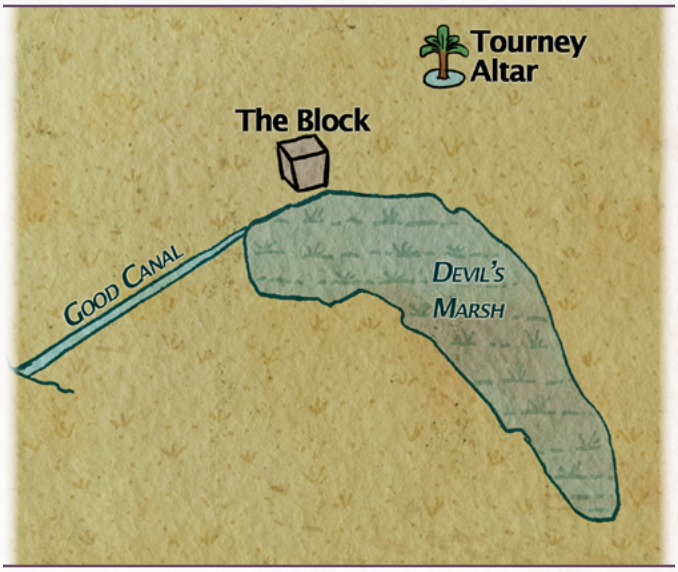
Devil's Marsh

Storm Bull probably would have died grappling Wakboth the Devil here, despite drawing strength up from the Earth, except a great chunk of the exploded Spike of Law finally fell to the Earth and pinned Wakboth's Chaos beneath unshakeable Law. Icky fluids leak from beneath the Block to create Devil's Marsh, and the dragonsnails are only the most typical of the horrors found in that site.

With Chaos on the rise, the Marsh could be spreading toward Eiritha Hills, moving as far as it can from the Block. For that matter, the Marsh might be blooming with beautiful flowers and producing delicious fruits. Is Chaos really that bad? Just taste and see for yourself.

Hydra Mountains

These mountains are the home of an extremely powerful hydra, something akin to the power level of the Tarrasque (*13th Age Bestiary*, page 200) or the Crimson Bat. The great hydra is seldom seen, but it lays half a dozen eggs each year. Lesser hydras make the mountain range off-limits to normal people, but Orlanth heroquesters may visit Mount Lyran, sacred to their god, and if there's a particularly vital anti-Chaos-beast heroquest that needs to be accomplished, this is either the best or worst place in Dragon Pass to attempt it.



Larnste's Footprint

Long ago, Larnste, the primeval God of Change and Motion, stomped on something squirming here, creating this massive depression in the Earth. The thing stung his foot, and his infected blood polluted this place with Chaos. Now it is home to Gagix Two-Barb and her queendom of scorpion men. Why to do the PCs care? Maybe her minions have captured someone—someone important enough that the PCs are obliged to attempt a rescue from this accursed place. Maybe a wrong turn on the Hero Plane lands the PCs here, and all they need to do is get out. That's all.



STORM BULL AND THE DEVIL

The Devil is the incarnation of Chaos, which presents itself in the form of the raw and devouring maw of entropy. Its existence is an abomination: a trick clause in the Laws of Creation. It is a hole in the cosmic fabric, motivated by destruction and evil.

The Devil had slain many gods before it came to Prax, where the Storm Bull and all his peoples defended. The fight was desperate and doomed. All who entered knew that survival would be only one of the possible horrors in their future. A clean death seemed impossible. But the Storm Bull stood firm, though all that he loved died about him, and fought the Devil with raw strength and courage.

The Storm Bull should have died there. An ear was torn off and the powerless beast cast to the ground; Ernalda's Daughter then lent him all of her Power, though the region lay blasted and dead afterwards. The god-beast leapt up anew, and with his instincts and power drew aid to him. From the edge of the world came hurtling a section of the exploding Spike. It struck once or twice and skidded into the Devil, pinning him beneath immeasurable tons of petrified Law.

The effort nearly slew Storm Bull, so he could not finish off the helpless Devil who was trapped beneath the Block.

Storm Bull's son Waha used the earth-powers of his mother to dig a great pass through the earth, diverting a river to the place where the Devil lay. Waha ordered the river and its creatures to devour the putrid being, and the river did, but left a marsh tainted with the Devil's remains, called the Devil's Marsh.



LARNSTE'S FOOTPRINT

When Chaos came into the world, Larnste the Mover saw a squirming thing twisting its way through the land. He tried to stamp it out, making a great dent in the earth. The impact of his stamp raised the Storm Mountains, yet he did not kill the Chaos thing. Instead it bit and wounded Larnste. Poisoned ichor dripped to the earth and left oozing sores hurting all life within it. Larnste howled and limped off.

A god looked down and saw the writhing horror, and he took Lodril's Spear and struck it. The spear drove the monster deep into the earth where Lodril was freed from the spear and fought it. In exultant victory, Lodril burst forth again from the Vent, spreading molten earth and rocks all about and raising a huge pall of ash which poisoned the air.

From within Larnste's Footprint grew a foul mass of Chaos, slowly seeping and filling the deep print with vile horrors. Orlanth bent his attention toward the Footprint, and blew the ash and rock down upon the evil mass. It had no effect on those places already polluted, but it covered all the living woods and creatures with ash. The god then used powerful magic to turn them all to stone. Thus, the Footprint now has a terrible Chaos nest at one end, but its spread is halted by the fossilized forest formed by Lodril and Orlanth.



SNAKEPIPE HOLLOW

In Godtime, before the Gods War, Dragon Pass was a place of calm and contemplation as the mighty dragons grew and matured. Long after the struggles had begun, the dragons remained aloof, even after the races of giants attacked their nests amid the pass. But the God War never opened with fights by the mightiest. Instead, battles began with the most insignificant of their worshippers and later drew in the greater gods.

In the wars during the Lesser Darkness, the dragonewts of Dragon Pass turned to aid their human, elf, dwarf, and troll friends who lived there. Due to their draconic nature, they were skilled against Chaos but thereby attracted more of their foes upon them. This soon prompted aid from some lesser dragons and as the crisis grew worse, more and more of the draconic beings were involved.

Even this was not enough as the worms of Chaos ate away the heart of the cosmos and a vile army of beings mustered and marched upon the peoples of Dragon Pass. The mightiest of the dragons were fighting or preparing their own escape route to foster the hatching of the cosmos into nothing. Only the least of the creatures were left to face the howling and gibbering army which advanced upon the pass. Here stood members of all the sapient races who survived the Darkness so far.

The world was falling apart. Maelstroms laden with Chaos were blowing over the pass from Prax and choking the life from every body and every spirit which faced the doom. But even amidst the breakup, some mortals kept their wits and directed their magics to use what they had to make Chaos conquer itself.

In the north of Dragon Pass, the earth priestesses worked together to choose the manner of their fall. They controlled the shattering of the earth and made it all collapse to form a deep pocket about the approaching Chaos army.

This sinking of the land created the great steep cliffs of Snakepipe Hollow and Dwarf Run and trapped the enemy monsters at its end while the Forces of the Living assembled to fight back.

Everyone calls this the I Fought We Won Battle because that's what all the survivors said. Each fought alone and won, going where the deepest need compelled him to go despite any formations made by race, army, or desire. All the mortal beings had mustered for one final battle, assembling without plan or order. This disorder aided them for in the critical depths of their instinct and subconscious faith, they met Chaos on its own terms and fought it to a standstill.

The howling army of destruction was broken upon the waves of mortal unity. The best of their type found cover in the deep earth and the least were left cowering on the surface.

The rebirth of the Sun at the Dawning of Time scorched most of the old enemy away but left this place with evil memories and bad company hiding under its skin. Heroes have earned their frame by what they encountered in this valley.

Its reputation over the years is constant and it periodically spawns or attracts monstrous things in great numbers.

Snakepipe Hollow

One of the messiest and most dangerous places in Glorantha, notorious as a place where Ernalda dropped the land forever to trap a Chaos army. Unfortunately, Chaos then set up permanent festering residence. Our first introductory adventure takes you to the hills above the Chaos nest: see *The Horn of Snakepipe Hollow* on page 394.

Darkness Areas

There are a number of Darkness runes scattered around the map. Most correspond to troll strongholds. There isn't necessarily anything to see on the surface of these zones: trolls don't live on the surface if they can help it. They're deep underground or, at a minimum, in caves. Hungry war parties venture into neighboring lands, especially in Darkness season when nights are long and frigid.

Castle of Lead

The pre-eminent troll fortress. As Kyger Litor's base during the Great Darkness, it served as one of the world's final fortresses resisting Chaos. Other troll areas may be more open to non-trolls in the current Chaos-war situation, but the Castle of Lead is probably still deeply off-limits. If humans can venture here, something is terribly wrong with the trolls.

Cliffhome

Cragspider's mountain fortress suits her half-spider and half-troll form: part graceful towers spiraling in air, part tunnel complex embedded in the rock.

Cragspider is the most powerful troll in Glorantha, a demigod who shares her center of power with her friend the Black Dragon (a True Dragon) and great troll minions (her creations). That's her in the chapter ribbon above!

Thanks to centuries-old quests, Cragspider already controls ☉ Fire/Sky. Perhaps she is making a god-level pitch to control ☊ Moon next, a feat that would give her the power to protect her land and people from the worst of what the Hero Wars might offer. If things go wrong, she'll unleash disaster, but disaster is old news.

Or maybe Cragspider has retreated from assaults by the Crimson Bat and other Lunar forces, sealed away within her redoubt. If the PCs could contact her and win her over as an ally against Chaos, there would be hope for their people. Her price couldn't be that high, right?

If the PCs haven't encountered great trolls yet, this is the place—Cragspider inadvertently created the breed while attempting to overcome the Curse of Kin that causes trolls to birth trollkin.

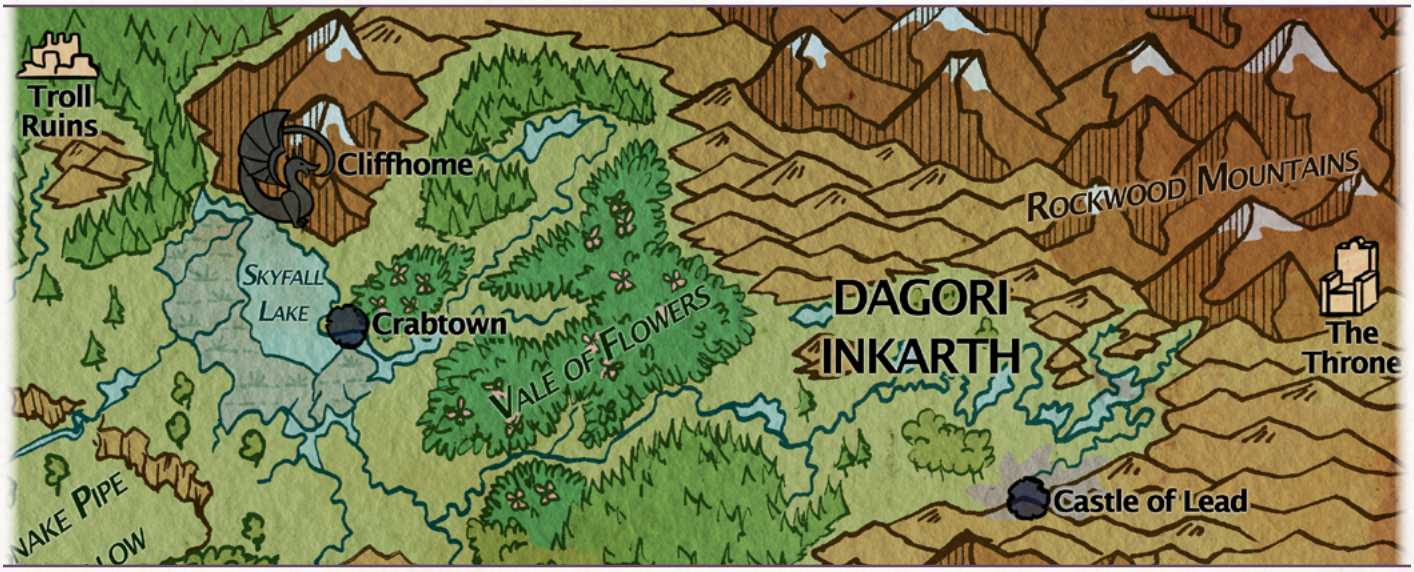
Crabtown

Humans and trolls once mixed amicably here. Maybe it's now a ghost town roamed by beasts, cave trolls, and . . . well, ghosts. Or maybe Darkness-aligned humans have established themselves here, invoking ancient pacts and reigning over the trolls that pay them tribute. In any event, the temple to the Skyfall Titan, with its roof made of a giant crab shell, mostly likely still stands.

Dagori Inkarth

This land is the most ancient home of trolls on the surface world. Travelers find nothing but a jumble of scattered rocks and mixed soils, if they're lucky. It's the region of Dragon Pass most strongly affected by powers of Darkness and the trolls. While most of Dragon Pass and its surroundings have recently been occupied by the Lunar Empire, Dagori Inkarth never fell. The Lunars knew better than to invade; armies that go in just sort of get eaten.

Since trolls are staunch opponents of Chaos, damage from Chaos Rising may be limited. In one sense, however, trolls already suffer from a Chaotic affliction, the Curse of Kin that spawns trollkin. So if Chaos Rising hits Dagori Inkarth, perhaps many newborn trollkin are Chaotic. That sentence should have a few exclamation points and maybe a question mark after it. This plot would shake up troll reality and could drive a campaign.



Another possibility is that this troll stronghold becomes one of the few places where refugees are safe from spreading Chaos. Sure, some of them are bound to be devoured, but the odds of surviving would still be better here than elsewhere. Open-minded refugees might even come to appreciate the virtues of Darkness and the possibilities of a diet with fewer arbitrary restrictions.

Dagori Inkarth is part of Shadows Dance (see below).

Indigo Mountains

These daunting peaks are mix of incredibly steep snow-covered mountains and snow-free volcanoes that stream purple smoke. Darkness spirits haunt the southern slopes, troll hunters roam the middle range, troll communities burrow into caves beneath the mountains, and a 400-foot-tall statue of the troll war god, Kaarg, stands sentinel in the southern portion, surrounded by a Petrified Army. If the PCs end up needing a giant troll warrior "statue" to smash things, with a retinue of stone trolls to back it up, you've found them. On the other hand, if you come here seeking allies, only to find that the statue of troll war god itself has executed a tactical retreat, then you know you're on your own.

As a less drastic option, heroic PCs may be able to carve a safe space among the Darkness spirits for the refugees under their protection. Some battles to prove the heroes' merit and some rituals to establish peace should be enough to escape the ravages of Chaos that scour the land.

Muse Roost

Muse Roost is the home and stronghold of Sir Ethilrist, a Hero who plundered Hell. He is cloaked in shadow, controls the Doomhound, and commands the world's most dangerous mercenary company, the Black Horse Troop. Despite the name, those aren't horses the riders of the company are mounted on; they're Darkness demons, and the demons are usually in control rather than the riders. (See page 290!)

If you can pressure the PCs to seek solace, comfort, and protection among a band of demonic mercenaries, well, it just doesn't get much better than that. How bad can it be to plead succor from a sorcerer who frightens the very denizens of Hell?

Shadow Plateau

For centuries, a son of Argan Argar, troll god of the surface darkness, ruled here. He was called the Only Old One, or Ezkankekko, and his reign enabled an oddly benevolent cooperative zone between humans and trolls. Humans known as the Kitori allied themselves with Darkness and with the Only Old One. Remnants of the Only Old One's reign may not be entirely extinguished, despite the efforts of Belintar the Pharaoh.

Now that Belintar is dead, perhaps the Only Old One's followers will restore some of their past glory. When humans learn that the primeval forces of Darkness protect them from Chaos, they may see the wisdom of betraying their erstwhile companions so that the surface darkness may spread far and wide. It's all to protect the mortal plane from Chaos, after all. Surely the conquerors will be merciful to the daylight mortals under their reign, at least to the less tasty ones.

Shadows Dance

This varied land is home to Darkness that still survives on the surface world even after the rise of the Sun at the beginning of mortal Time returned light to the world. It's darker here than normal, and various Darkness spirits dwell in the area. Some are a dozen miles across, and a few are worshiped, though others are mindless. Most such spirits lie in deep valleys, but others are strong enough to cover hills and peaks, defying the light of day.

Shadows Dance gets its name from the amazing display when a light spirit flies out from Torch (page 352) and sets all the shadows twirling.

Shadows Dance includes Dagori Inkarth (see above), the Throne (page 353), and Torch.

Stinking Forest

To humans it's a densely packed forest over broken ravines, haunted by trolls looking to eat you and elves just looking to kill you for coming into the woods. To trolls it's a great place to eat elves, animals, trees, and badly lost humans.

This place was best avoided even when times were good, and it hasn't gotten any better. Perhaps its denizens would grant safe passage or vital information, if the price is right.

Troll Ruins

Centuries ago there was a great battle between the elder races in the Stinking Forest. When battlefields leave their ruins behind this long, you know that there's dangerous magic still thrashing and playing itself out. Someone who has learned the secrets of this ancient battle might be able to gather great martial magic in the ruins. Perhaps the right adventurers could carve a place out here for worthy refugees, using the magic of the ruins as the settlement's first line of defense. A heroquest to the original battle would certainly help people get a handle on the magic that still permeates the place.

Vale of Flowers

This vale is the richest section of the troll realm of Dagori Inkarth. Not wealth as humans see it, wealth as trolls eat it: good rainfall that supports giant flowering plants, which in turn support an enormous population of giant insects. Food, food, everywhere! For humans, it's more a case of giant overpoweringly scented flowers and terrifying predatory insects, and that's why the only non-troll invaders of the Vale of Flowers are elves.

In the disruptions caused by Chaos Rising, trolls may be spreading flowers from the vale south toward Alone or even further. It's a blessing to have fruitful, growing things in a blasted landscape, but the great predatory bugs and the hungry trolls are less welcome. Will humans be allowed to join the trolls, and if so, under what conditions?



That's the Vale of Flowers on the first page of this chapter. Perhaps the dark troll adept has a One Unique Thing related to the war-secrets of the dwarves; axes aren't usually troll weapons but they're good for fighting elves!

ᛝ Disorder Reigns

Traditionally, Disorder isn't a significant rune. The sentence "Disorder magic is strong here" sounds more like nonsense than mystical insight because Disorder never organizes itself into a powerful, localized force. The locations listed here are either spots connected to the giants or places that are so confused that Disorder seems like the best rubric.

ᛝ Big Rubble

Pavis, a strange half-elf mystic from the Empire of Wyrms Friends, mastered both dragon magic and the stone magic of the dwarves. He marched a giant faceless statue into northern Prax and defeated the nomad tribes, along with their god Waha. When the statue fell, he and his dwarf ally, Flintnail, built a city from its body. The city maintained noble sovereignty for decades before falling . . . and as the name indicates, it keeps falling! Over the years it has been invaded by nomad hordes, overrun by conquering and resettling trolls, colonized by Chaos, and overcome by the Dragonewts Dream. All the occupiers have left marks but Rubble endures. It's a wonderful adventure site and we'll go into it in detail someday. If there's anything ancient, forgotten, subterranean, or menacing, there's a good chance you can find it here. See also New Pavis in the ᛟ Man rune section.

∞: We could publish an entire book on the Big Rubble. And we wouldn't be the first! For more information, see the *RuneQuest 2* book *Big Rubble*, and the *Heroquest* book *Pavis: Gateway to Adventure*.

ᛝ Boathouse Ruins

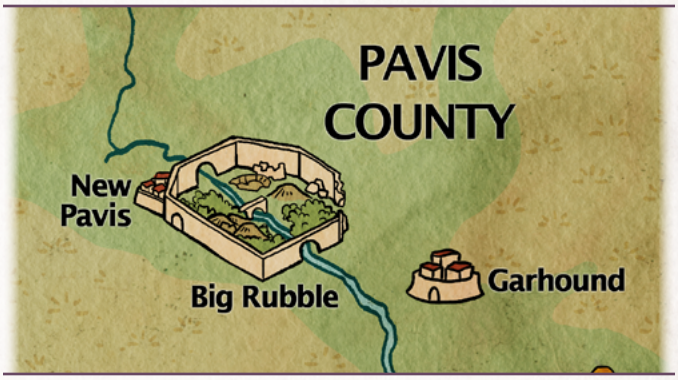
Hundreds of stones holding punched out, chiseled out, or chewed out outlines of giant cradles litter the landscape next to the river. No intact cradles though. You could probably learn a lot if you studied the runes and patterns and tooth marks etched into these stones, if you were crazy to begin with.

In olden days, gigantic magical cradles with baby giants in them would float down the river, complete with marvelous magical treasures for the precious infants. In the Second Age, the unholy God Learners built the city of Robcradle to loot these ships, until the city was flattened by outraged giants. The city of New Pavis stands today in roughly the same place. If a new cradle were to appear on the Zola Fel, various forces would doubtless compete to loot or protect it. Given the dark tenor of the present day, who's to say what would really be in that cradle?

The giants of these ancient stories are obviously sophisticated and magical, demigods of some sort. Their relation to the marauding giants of the Rockwood Mountains is unclear.

ᛝ Rockwood Mountains

So far as most people are concerned, the Rockwoods are where the real giants come from, the kind that crash down on human settlements when they feel like stomping little mortals. Some say that the smell of battle lures them, or maybe it's just bad luck that they show up at the worst possible time. There's more going on up there than mortals know, but it's getting perilously close to the edges of the world where only actual gods and demigods can survive.



A single great giant can carry the smashing power of a legendary hero. If doughty adventurers can persuade one of these titans to join their side in battle, it will be a major strategic advantage. If the giants who wander into human lands are *different* from how they used to be, however, all bets are off. Perhaps they bring new knowledge or secrets of history. Maybe they need help setting up a certain ritual, and then they'll be happy to help smash the PCs' enemies. Maybe they seem like regular, predictable, brutish giants—at first.

ᛃ Dragonewt Mysteries

Dragonewts have lived in Dragon Pass since before the Great Darkness, but they have always kept themselves apart. True Dragons have been part of Dragon Pass's long history, and now they seem to be stirring again, roused from slumber by the Hero Wars and Chaos Rising.

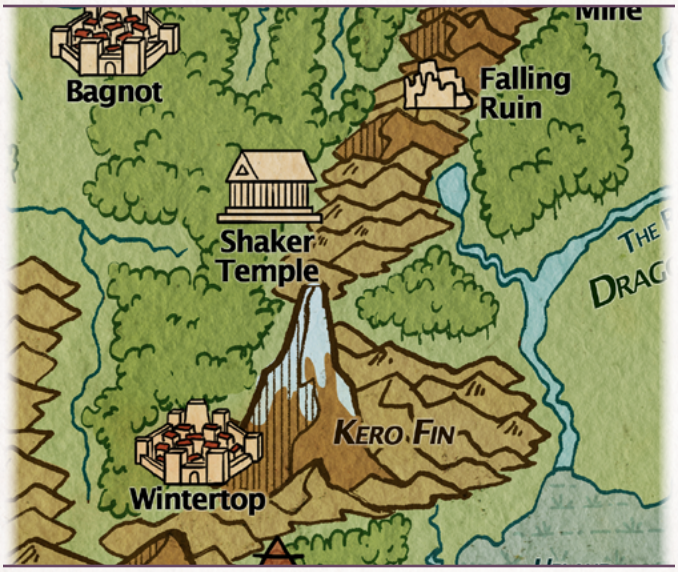
ᛃ Dragon's Eye

This great city is the center of dragonewt civilization, the home of the Inhuman King, a dragonewt who will rise to be a True Dragon in its next incarnation. It's pretty much a do-not-enter-you-will-die zone for player characters, which is convenient because we haven't statted out dragonewts yet. Player characters hellbent on flouting fate might survive raids into lesser dragonewt cities. A bit. Maybe. But not the Dragon's Eye. For a clue as to why not, see the next entry.

ᛃ Dragonrise

This site speaks of terrible destruction. Here, quite recently, Sartarite heroquesters awoke a True Dragon, which devoured the Lunar magicians and military leaders gathered to consecrate a new Lunar temple. If the Lunars had succeeded, the Red Moon's power would shine fully over Sartar. Instead, the loss of these powerful Lunar leaders set off disarray and civil war in the Empire. This devastated location still nearly hums with Lunar magic, and the sight of the destruction humbles mortals who look on it.

For a True Dragon to intervene in mortal affairs directly like this is a marvel, something not known since the ancient Empire of Wyrms Friends.



Falling Ruin

Falling Ruin is one of the centers of power in the ancient Empire of the Wyrm's Friends, the empire that disastrously narrowed the distance between Man and Dragon. Now it is a cursed and dangerous site, where fragments of a mystical ladder sometimes fall from the Fire/Sky. Elemenoria the Great Temptress lives somewhere in the ruins and is fond of granting wishes for terrible prices. With the rise of Chaos, the ruins could be the home of a clan that has been granted the wish of survival, but at a steep cost, one sometimes paid by outsiders. An artifact made from the fragments of the mystical ladder might also prove useful for taking a certain short cut through the Hero Plane, allowing daring heroquesters to access Fire/Sky treasures and secrets that had been out of reach.

Obscure Plinth

A lone dragonewt plinth stone. Some say that it's active and that the dragonewts could use it as one of their teleportation road wayposts if they wished. Like many other anomalous features of Prax, it's generally avoided by the nomads, who know better than to mess with obscure magic.

Since the dragonewts don't seem to be using it, some enterprising magicians might be able to repurpose it for fast, mystical travel, either as a destination or as a starting point. If enterprising magicians don't get there first, Chaos creatures might find a way to exploit it, consciously or simply by corrupting the magic around it.

Skull Ruins

It's not just a ruin: it's the skull of a True Dragon! The white hill of stone holds at least five great caverns: the Left Eye, the Glarer, the Snort, the Lug Hole, and the Maw.

Earth Strongholds

If you think that Earth is nurturing, you're half right. Earth can be casually homicidal if you get in its way.

Copper Caves

Smack dab in the middle of the wasteland of Prax, these caverns were the entrance to a great dwarven mining complex in the God Time. The Praxian nomads avoid the area, saying it's haunted by dwarven ghosts. That probably won't keep adventurers away, especially if they're following rumors of a God Time dwarven artifact that could really help their people.

What are the chances that dwarven ghosts are the worst danger here? Not good. Could ancient dwarven machines have somehow managed to achieve a level of self-organization, allowing them to develop into a truncated but effective society, ready to execute their last orders (poorly understood) with iron fists and unbending determination? Maybe.

Dwarf Mine

Home of the Dwarf, an unorthodox Mostali who, in happier times, sometimes lent out his marvelous alchemical devices to humans. Perhaps the Mine is abandoned, home to devious traps, opportunistic monsters, and that one treasure that the PCs really need to find. Or the Mine is a center of stability, a safe haven that the Dwarf will share with needy refugees, if the PCs can just regain this one item for him.

Kero Fin, aka Wintertop

This is where Earth reaches into the Fire/Sky through the Air. Kero Fin is a needle of a mountain, looming eight miles high, an unforgettable element of the Dragon Pass skyline. The mountain is sacred to Ernalda and to her marriage with Orlanth.





Earth season in calmer times; Kero Fin viewed from Tarsh

Heroquesters understand that the mountain reaches through the worlds, which means it can be dangerous. Normal people don't climb high, since normal people like life well enough. Heroes and heroquesters will always find reasons to scale the peak. Some even come back down.

It would be nightmarish if a suicide cult were using Kero Fin as the place to kill themselves in spectacular fashion, hurling each other off into the Air to fall for miles. It would be even worse if they included unwilling "initiates" in their cursed sacrifices.

☐ Nochet City

The largest city in this part of the world, it dominates the Ernaldan breadbasket of Esrolia. We've placed Nochet into the Earth rune section because it's ruled by Ernaldan nobility, but nearly anything can be found in the city at some point. With the rise of Chaos, anything could be happening here.

This city is a great destination for characters looking for special knowledge, magic, artifacts, or allies. Characters that hail from the hills (not to say hillbillies) might especially be impressed by the massive buildings, painted murals, awesome temples, teeming dockyards, and ethnically diverse population of Nochet.

But how is this metropolis faring in the Hero Wars? It's big enough to be factionalized into mutually distrustful or even hostile camps. Plague may have depopulated it, or refugees might be swelling it to bursting. Even in the best case, there's room in this city for bad trouble, and adventurers would be just the sort to find it.

∞: Page 33 in the *Glorantha Sourcebook*.

☐ The Paps

From this holy oasis, Eiritha the Herd Mother releases the magic that allows the nomads to survive in their harsh Praxian homeland. Here in Prax, Eiritha serves much the same role that Ernalda serves elsewhere. Ernalda has little power in Prax because terrible battles fought during the Gods War killed the land's fertility.

A player character earth priestess should, as a wondrous exception, retain some power here. She may need to appeal to the right spirits first, or achieve a great deed on the Hero Plane. As one who brings the Earth's lost fertility, she would be especially welcome at the Paps.

Near the Paps is an entrance to a massive underground temple complex.

□ Shaker's Temple

An Earth temple on the slopes of Kero Fin that's sacred to Ernalda's violent sister, Maran Gor, mother of earthquakes. Also sacred to this temple are Maran Gor's mighty earthshaker beasts: brontosauruses, mindless creatures that travel in herds; triceratopses, fierce warriors; and trachodons, which are sometimes intelligent and magical. Shaker's Temple held out as a strongly anti-Lunar redoubt even when the Lunar Empire's control of the region was at its height.

For player characters interested in earthshakers, this is the place with the most powerful secrets and keys to the most enlightening heroquests.

In these dire times, the priestesses are ready to unleash mighty earthquakes on their enemies. They may need magical assistance, reconnaissance, or the recovery of stolen artifacts—the sorts of services that adventurers are known to provide. If the high priestess sees fit to strike, she may have a different way of defining "enemy" and "ally" from the way that is comfortable to the PCs.

⊙ Fire/Sky Spots

Fire and its associated element, Sky, is a haughty element, typically content to look down on ☌ Air, □ Earth, and ≋ Water from far above. At times, ⊙ Fire/Sky has compromised its purity and deigned to touch the lower realms.

⊙ Hill of Gold

Here the honorable god Yemalio suffered mightily, lost his Fire powers to Zorak Zoran, and eventually rose again in the Cold Light. There's a wonderful painting of the battle on page 114 in the Zorak Zoran berserker section.

Yelmalio devotees come to the hill to undertake a grueling heroquest. Zorak Zoran devotees come here to break the thighs of weakling Yelmalio devotees. The hill itself has nothing atop it, no temple or standing stones.

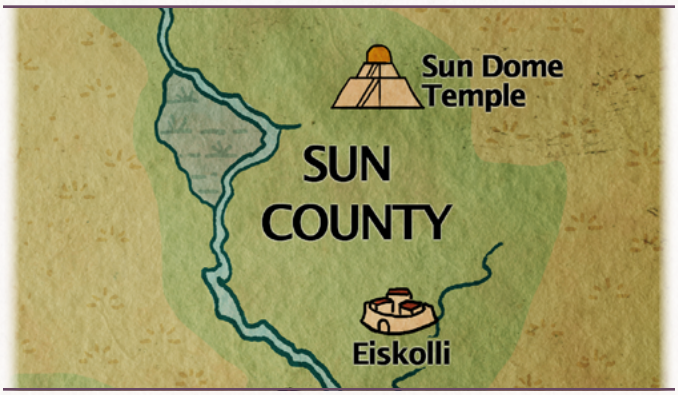
The small city adjacent to the hill once had plenty of temples and plenty of ways for pilgrims to spend their silver. With diligent Yelmalions to protect it, this settlement may be holding its own these days. If berserker trolls have decided that this is a great time to smash the place, it might be smashed. And partially devoured.

⊙ Sun Dome

This fortress-city hosts the greatest Yelmalio temple in Sartar, its golden dome clearly visible above the city walls. Its famous pike regiments kept it safe in better days, so safe that they could afford to rent themselves out as mercenaries. Despite the trauma and Chaos that abound, this center of honor and faithfulness remains a powerful bastion against evil. If traitors have betrayed it from within and it has fallen, it may now require the attention of doughty adventurers.

⊙ Sun Dome Temple

In the nomadic plains of Prax where civilization is hard to find, the Sun Dome Temple has long been a bastion of honor, duty, and ϒ Truth. Their unshakeable pike formations



have allowed them the independence to chart their own course since the Second Age, and the Yelmalions govern a county where life is predictable and relatively secure.

Or was. It would be a shame if a prophet of the Blinding Sun were even now rallying troops, including outsiders and monsters, for conquest of the nearby lands. It would also be unfortunate if Illumination had come to the Yelmalions, freeing them from their worldly concerns and from their narrow-minded hatred of ♉ Chaos.

⊙ Sun Wheel Ruins

These exotic ruins have gone uninhabited since the First Age, when the demigods who lived there died out. They go by many names and descriptions: Sun Wheel Dancers, Gold Wheel Dancers, Silver People, and the Yardoni; said to resemble golden wheels, fiery circles, or silver dancers surrounded by golden haloes. They originally lived in the God Time and helped the first magical government when Time began, but soon they were no more. Perhaps they couldn't live in the less mythical world that Time had created, or perhaps they had better things to do.

Now that Chaos has changed everything, perhaps the dancers are back, turning their ancient ruins into a nexus that thrums with the power of the Hero Plane. These dancers are not exactly what people might expect. Are they the original dancers, or could they be something else?

Mysterious beings and their mysterious ruins are just what some PCs are drawn to. This could be a place for the PCs to uncover truths that have hitherto been mysteries. And if someone's One Unique Thing is silvery skin and a strange golden halo that only shows up occasionally. . . .

⊙ Torch

This gigantic, perpetually flaming torch was the tool of a forgotten god, first captured by the trolls as booty. They put it here as a diversion to attract Chaos, which it did, and it also withstood it for a while, thanks to the aid given by green elves who were struggling nearby in the Redwood Forest. The Torch irregularly sends forth a great, but short-lived, spirit of light, initiating the movement of light and shadow called Shadows Dance. The green elves worship it and maintain it.

With the world unraveling, perhaps the spirit of light could be induced to flare more often, or perhaps Torch

needs to be protected from Chaos forces that would undo it in the mortal plane and on the Hero Plane. If Torch has been extinguished, what sacrifice could relight it?

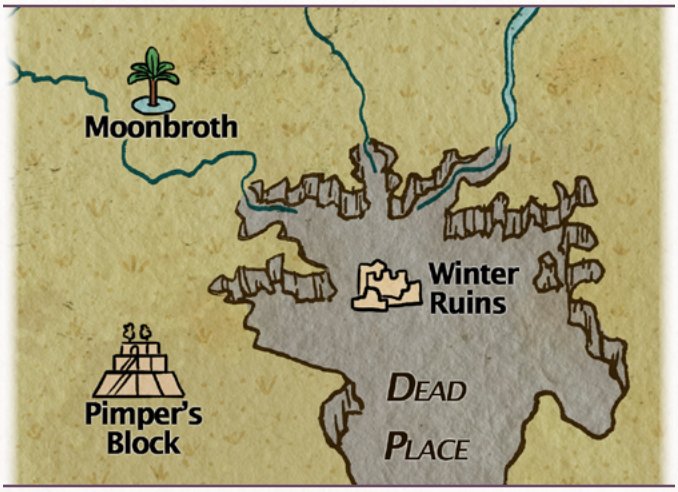
Man Locales

A few human locations have little connection to a specific elemental rune.

New Pavis

The grand, ancient city of Pavis is now a battlefield wreck known as the Big Rubble. The noticeably less grand, less ancient city of New Pavis butts up against an old Pavis wall, and it has long served as a trading post for nomads, Orlanthi, and even trolls. Recently it was under Lunar occupation, but now, who knows? For campaigns centered on exploring the Big Rubble, New Pavis is the city, providing refuge and resources. For campaigns operating in wider circles, New Pavis may be a dangerous backwater mixing pot where the various elements combust as often as they mix.

∞: Page 22 in the *Glorantha Sourcebook* and the *Heroquest* supplement *Pavis*: *Gateway to Adventure*.



Pimper's Block

An oasis in the hills north of Prax where nomads, Orlanthi, trolls, and other creatures that might ordinarily be enemies meet in peace to sell each other slaves and ransom back captives. With trade disrupted, slave mongering has fallen on hard times. It could be a welcome refuge for desperate survivors, but first someone would have to deal with whoever has claimed the place. Diplomacy might work. (Illo next page.)

The Throne

This enormous stone throne is empty because Pavis took its great stone statue walking down to Prax to fight the nomads and then used the statue to build the city that bears the Hero's name. Perhaps one of the PCs has a *unique* that explains the ancient civilization responsible for the Throne. Is the throne still empty? If there's a new statue there, what is it a statue of?

Moon Spots

Sedenya the Red Goddess, aka the Red Moon, rules the lands to the north. Her forces conquered Tarsh, Prax, and finally Sartar. With the world in ruins, her control over distant lands has waned.

Moonbroth

Moonbroth is a Praxian oasis known for its geysers and hot baths. Until recently, Moonbroth served as the center of Lunar occupation of Prax. Now it may be the site of great slaughter, overrun by monsters and terrible spirits. Do Lunars still cling to it, allied with these sinister forces? It could be a place of sustenance and safety, if only some worthy adventurers could set it right.



Temple of the Reaching Moon

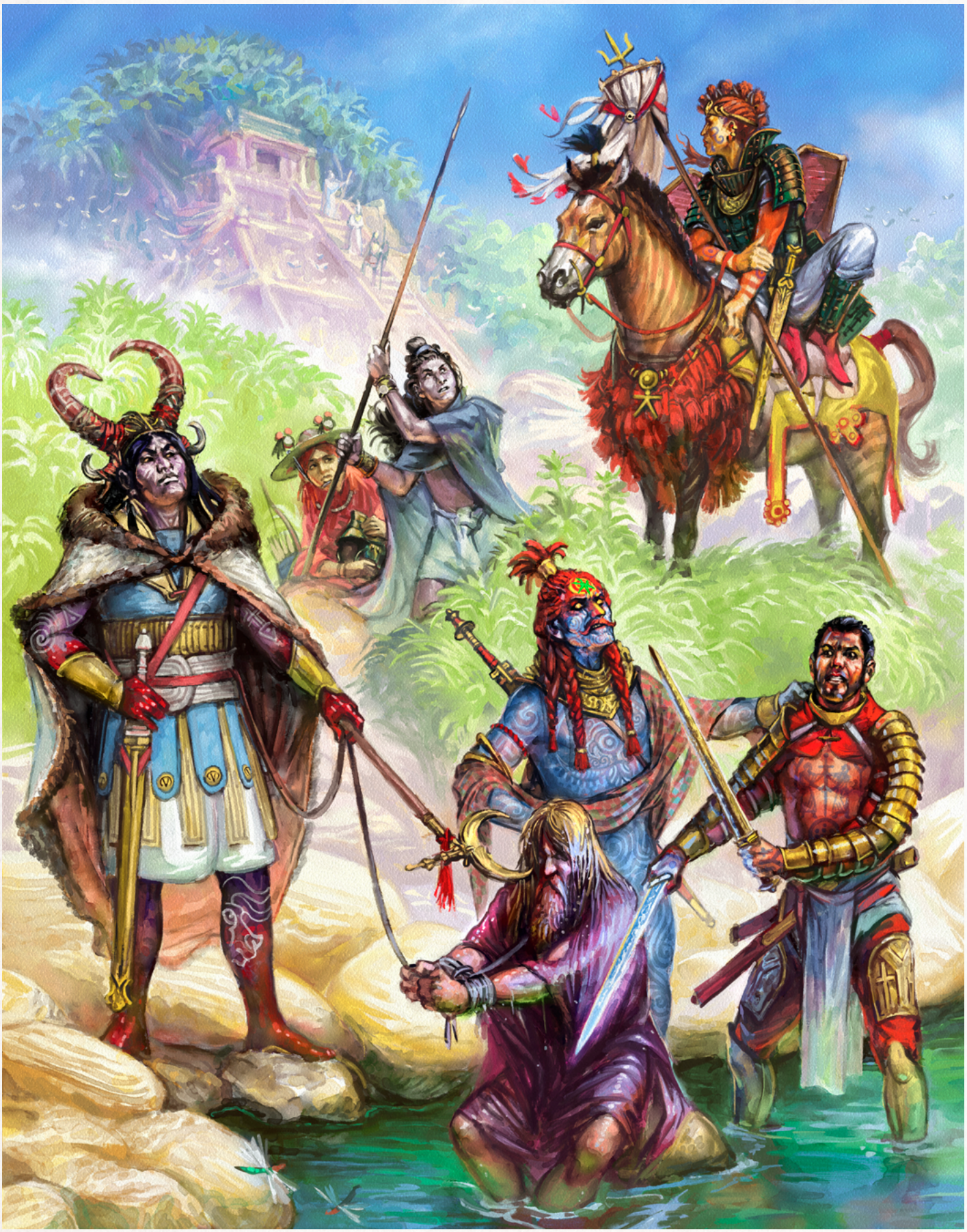
This mighty temple complex was built to extend the power of the Moon through Tarsh and beyond. Once it was the site of regular sacrifices, with criminals and rebels as the victims. Now those running the temple are less picky about their sacrificial victims. This temple has long been a symbol of the Tarshite Orlanthi's subjugation under the Lunar Empire. Now it may be a holdout of Lunar power, or it may be a refuge from the terrible Chaos that ravages the land.

Plant Zones

Forests are everywhere but the plants themselves are often of little interest to adventurers. Except for elves, which are territorial plants that wise adventurers are interested in avoiding.

Hender's Ruins

Strange half-buried crystalline structures here glisten in the sunlight, throwing off weird reflections that can be seen for miles across the flat expanse of Prax. Weird plants grow here and attract monsters. They're not always the same plants and certainly not the same monsters. Maybe exotic seeds are carried by the wind, spreading their strange magic far and wide. Maybe a deranged mastermind has formed the miscellaneous monsters into a ravening horde.



Undead Everywhere

Undead generally don't have homelands. They can be found wherever Chaos violates the boundaries between Life and Death. And in Upland Marsh.

Upland Marsh

What's worse, drowning or being eaten by hybrid undead monsters? Find out for yourself in the Upland Marsh. See *Duck Point Venture* (page 405) for details.

Water Ways

Every body of water has its myths. Many are entities in their own right.

Creek Stream River

Look north and you'll see the three waterways that come together to form this great river that cuts through Beast Valley and Esrolia down into the Mirrorsea. People say the elder races and other non-humans aren't as influential as the humans of Dragon Pass, but they don't say it around the Creek Stream River. Where there's successful trade, the reed boats of the ducks are most successful. Up north, through the Dragonewt Wilds and toward Skyfall Lake, trolls and dragonewts and dragonsnails are more common than Orlanthi in simple reed boats shaped like bowls called turtle boats.

The river was created in a more-or-less successful battle against Chaos. Successful in that Korang the Slayer was destroyed, not as successful in that the Water gods opposing him either died or survived only in diminished form. Creek Stream River joins the survivors in as strong a flow as they can manage, and it's a fair bet that even with Chaos on the rise, this river can be counted on to stay essentially uncorrupt.

The problems it may pose have less to do with Chaos and more to do with the many Empire of the Wyrms Friends ruins that dot the river's shores near Beast Valley and the Upland Marsh. No one sane has ever been able to fully clean these places out, partly because the Beastmen fear them so much they kill interlopers who want to mess with the ruins.

Good Canal

When Wakboth the Devil was crushed beneath the Block, Waha, chief god of the Praxian nomads, dug this river to wash away the horrible corruption of the Devil's form. It mostly worked, which is why only the Devil's Marsh is a terrible festering Chaos zone.

Maybe the Good Canal isn't working as well as it used to. Maybe now it's a conduit for dragonsnails and worse from the Devil's Marsh. Alternatively, if the Canal has dried up or become damned, Chaos might be growing and festering in the Devil's Marsh, just waiting to explode. In either case, the Canal is in danger of needing a new, less ironic name.

Skyfall Lake

A massive thunderstorm continually pours torrents of rain into this turbulent lake. The storm may be a hole in the sky created when gods battled long ago. Artifacts from the sky sometimes fall here along with the water. Maybe the lake is now home to mighty creatures exiled from the Sky. With any luck, they're not Chaotic.



Sog's Ruins

During the Storm Age, the Great Flood almost conquered the Earth. When it receded, a mighty dragonship was stranded in Prax. This was no regular ship, but a mile-long floating city inhabited by Waertagi, blue- or green-skinned amphibious humanoids with sorcerous ways and a penchant for world domination. Waertagi still live in distant waters, but here they're long gone. Sog's Ruins are a great place for general adventuring, for Water-based heroquests that require a God Time connection not under surveillance by the mighty empires, and for people who perked up at the word 'dragonship.'

The Waters once almost conquered the Earth and the Sky, and maybe they will try again. Sog's Ruins could be a staging area, or they could be the right place to make important alliances with Water.

A STRANGER LAND

If you want to emphasize the huge changes wrought by the Hero Wars and Chaos Rising, you might find uses for the map appearing on pages 460-461. It's our familiar Dragon Pass map but with all the place names stripped away it feels like anything could happen.



CHAPTER 7: HEROQUESTS

This mind-blowing chapter is for GMs only.

I know, who are we kidding, right? But seriously, heroquesting is easy enough that players don't really need to know anything about it. The premade heroquests are basically adventures and it's not fun for players to read adventures ahead of time.

So welcome, GMs. Contents of this chapter include an introduction to heroquesting, general rules you'll need when running heroquests, and several premade heroquests you can run out of the book.

Running Heroquests: Advice and mechanics for adventures on the Hero Plane.

DIY Heroquests: Guidelines for building your own heroquests.

Premade Myths: One famous, straightforward Humakti myth plus a second Humakti myth with an unusual heroquest style.

Broken Myths: Myths that have been invaded by Chaos, where the danger is external to the myth itself. The premade example is a myth that used to be about a *River Crossing* and is now better known as *Krarshtkid Terror*!

Lost Myths: Mysterious myths where the heroquesters are on their own to figure them out. It includes a list of seed ideas and one complete example: Orlanth's struggles with beasts in Fangplace.

Mythic Adventures: Special contexts for heroquests and what can happen on the Hero Plane.

Gloranthan Heroquests to Emulate: In addition, scattered through the chapter in our mythic sidebar format, we're running stories of heroquests from heroes (or perhaps villains!) of the Gloranthan past. These mythic sidebar stories aren't meant to be playable. Instead they're meant to inspire your own DIY heroquests and to provide the flavor of the world as it appears in Greg Stafford's campaigns and novels. If you adapt these into playable heroquests, you may find that a small portion of the larger story can be transformed into a satisfying quest.

RUNNING HEROQUESTS

This section combines stylistic advice and mechanical rules for running heroquests. You can share this information freely with players, since the PCs presumably know more about heroquesting than most players do.

The God Time, the Hero Plane, & Myth

The God Time is the eternal land of myth, where the mighty (or sometimes inglorious) deeds of the gods are frozen in eternal recurrence, separate from the mortal world of time. In a sense, all myths are myths of creation, since the actions of the gods created and sustain the mortal world.

In Glorantha, a heroquest is a path through a myth that provides power and insight to mortals who are capable of recreating the actions and adventures of their gods. Powerful successes can restore the world, or perhaps even reshape it.

In *13th Age Glorantha*, a heroquest is a playable mini-adventure that takes the PCs out of the mortal world and onto the Hero Plane, the piece of the God Time accessible to mortal heroes. Success provides mythic insights, heroquest gifts, the possibility of becoming more like the gods, and depending on the heroquest and your degree of success, lasting echoes of the heroquest in the mortal world.

Entering the Hero Plane

Getting to and from the God Time is an important part of the heroquesting process. When heroes quest into the God Time, we usually call the place they go the Hero Plane, stressing that it's the place as Heroes experience it rather than as the gods live it.

Heroquesting ritual: In general, a heroquesting ritual involves a priest or other officiant who leads a group of worshipers in chanting, singing, music, and typically prayers for intercession from several gods. The spiritual threshold to the God Time is connected to some sort of mundane transition, such as stepping through curtains, walking in a circle through clouds of incense, or at least closing the eyes. If all goes well, the questers start to feel dissociated from the mundane world and soon enough find themselves in the God Time, as the sounds and smells of the mortal world fade away.

Ritual elements: Often a strong quest requires a rare ingredient, such as incense. Preferably, it's something perishable so that there's always a call for heroes to go find more.

Auspicious times and locales: Powerful heroquesting can be done only when the time is right and the ritual is prepared. There are any number of reasons why the heroes can't take a particular quest when they want. Maybe the stars are out of line, or the runic power behind the calendar is against it. Use the need to heroquest from an auspicious location to get the PCs to travel into dangerous lands they might otherwise avoid. (Use references to calendars and astrology only for flavor. It might sound like a good idea to attach your campaign to a calendar, but usually it's not.)



EXAMPLE HEROQUEST: LOKAMAYADON'S HAGODERETH QUEST

At age 28 Lokamayadon performed the Hagodereth Heroquest. It was the year 339. He was already an accomplished Orlanthi at that time, as he had proved on his initiation when he returned with a powerful ally. When he was initiated his clan's patron spirit, Hederl the Listener, had sent him flying to the top of Mount Umatum, which is the southernmost of the Great Mountains of Yolp. There Lokamayadon met the spirit which became his beloved wind, whom he called Bearded Storm. Bearded Storm was so powerful that he once made snow fall on the midsummer High Holy Day of the Sun God, and another time raised a blast of wind that knocked down a herd of cattle and, another time, a regiment of men. Bearded Storm could cause clouds to cover any sky for a week or more. So Lokamayadon was well helped and ambitious and undertook the heroquest.

Lokamayadon followed the instructions of his intimate wind. A cousin donned an ancestral ewe hide and invoked her 500-grandmother. That was the golden goddess Hethana. She came but resisted speaking secrets until Lokamayadon and Bearded Wind made great promises. Then she told how she got to the land of humans from Sadar's mountain. This had been lost to humans until that time, and is still a secret of the clan.

Lokamayadon, with his closest friends, followed those instructions and reached Sadar's Mountain, which is a pit surrounded by a river. It was well guarded but thanks to the support of his companions he defeated the five guardians and the secret sixth. He then flew upon Bearded Wind to the frigid mountaintop and there his dear wind submitted itself to Hagodereth, the way an old ram submits to a younger, more powerful one that has come into the fold.

This quest would have been impossible for ordinary men, but Lokamayadon had guessed or calculated that he had many factors in his favor. First, he knew that Bearded Wind had been on this journey before and, though that minor ram god could not tell Lokamayadon what to do beforehand, it was an invaluable aid during the journey. Secondly, Lokamayadon's own clan was descended from Hagodereth, and so the warrior had been on a journey just like this one before. Every boy who became a man had done this when he was initiated into adulthood. So when he went to meet his Great Ancestor Hagodereth, Lokamayadon performed a variant of his clan's initiatory rites. Rather than being an exploration into the unknown dangers of the God World his journey was really another run of the clan's "How We Survived the Darkness" story in which the Ram God is brought home. And finally, Lokamayadon's calculations paid off because Bearded Wind was, from the start, a part of the god Hagodereth. It required Lokamayadon's cleverness, insight and courage to reveal this, though.

Lokamayadon returned with his ancestor in the form of a supernatural golden ram that he put with his herd, and the ram blessed the herd by mounting the ewes. As a result the newborn lambs all grew gold colored fleeces. That wool required no dying, and was warm as if it had its own heat inside it. Every several years a lamb was born whose fleece was actual, real gold. The clan grew famous and mighty, and people deferred naturally to the folks in the glowing tunics.

Previously mighty, Lokamayadon was hereafter heroic. He commanded singularly great powers, and many men and women came to compete to be among his companions. Thereafter wherever Lokamayadon went he was urged to tell of his deeds, and he was entertained by princes who wished him to follow them. So many spear thanes wished to swear loyalty to him that he chose only the best, and soon led a mighty war band.



Mythic protagonist, heroquest protagonist: Each myth has a god that's at the center of the tale. The player character who assumes the role of that god in the heroquest is called the protagonist. It's assumed that the protagonist is a worshiper of the god, but see below for exceptions. The rest of the player characters are the protagonist's companions. Often they'll accomplish even more than the protagonist to assure the heroquest's success. That's part of the mythic package, because it's a sure bet that the gods had powerful companions whose actions have been subsumed into their larger stories!

When the protagonist doesn't match the god, the heroquest is harder or even impossible, depending on how bad the mismatch is. In a pinch, a Storm Bull or Vinga worshiper can stand in for Orlanth and vice versa, but the foes and challenges will be somewhat more difficult. Something like adding an extra monster and +2 to all DCs would be appropriate in such a case.

Minor gods are easier to impersonate as a mismatched protagonist. The worshiper of a related major deity can usually do so without a penalty.

For example, an Orlanth worshiper can readily assume the protagonist role in most myths about Orlanth's sons or even about Vinga. The same Orlanth worshiper, however, would probably get lost in an Ernaldan myth and horribly devoured as the protagonist on one of Kyger Litor's heroquests

If a group is determined to undertake a mismatched heroquest, is there some daunting venture they can undertake or some fearsome ritual they can undergo, something to reduce or remove the penalty? Most likely there is. Depending on the distance between the would-be protagonist and the deity at the center of the heroquest, it might suffice if the PCs performed a great favor for the god in question and acquired the god's rune as a bonus rune.

Assume Competence

For peasants, remembering the words to say in a ritual might be an interesting challenge, but not for adventurers. Assume that the protagonist can stick to script as much as they like. You can even paraphrase something like, "And now you repeat that long poem they taught you," or whatever.

Invite Style

When questing a myth, a protagonist sticks to a linear script and is punished for deviating. Players hate that sort of straitjacket. Be sure to give players the chance to narrate stylish things they do as a way for them to contribute creatively.

Heroquest Surprises

Even when a myth has not been invaded by Chaos, heroquesting never goes exactly as planned. There is always a surprise for mortals who enter the Hero Plane. No matter how well they know the myth and follow its steps, something is going to be extremely different, new foes will appear where not expected, a new challenge will arise that the myth glossed over, and so on. GMs, this means you can improvise freely if things are going too smoothly! If you're stumped for what kind of surprise to pull, roll a random rune!

The Way Things Look

Mortals can't fully perceive the reality of the gods. Everything people deal with on the Hero Plane is seen through a lens of expectations and personal experience. Some of our heroquests go into details on what things look like and what the environment around the quest is like, but you can switch up those settings as you like. You don't have to sweat 'getting the Hero Plane right' because the God Time it interfaces with is timeless and contradictory. Especially at a moment that Chaos is breaking things down, experiences change.





Paths to Victory

Each heroquest has its own conditions for success and failure, usually related to the myth that the heroquest recreates. Some heroquests have unique victory conditions. Other heroquests use one of two common approaches: a) final battle; b) quest score. The notes that follow on these two main methods aren't necessarily restrictive—we've designed heroquests in this book with other paths to victory.

Final battle: The PCs have to survive until the heroquest's final station. If it's a battle, they need to win. Victory may not be as easy as defeating the enemies; there may be time constraints or other special circumstances.

Sometimes it's not a final battle, it's a final skill challenge or unique problem. What these cases have in common is that victory or failure is defined by the heroquest and that its awards (or penalties) are also defined rather than using the quest score method.

If success comes down to skill checks, you might want to create a resolution that takes into account multiple checks or that otherwise keeps success or failure from being based on a single d20. If a single d20 roll feels okay, and has been set up to be influenced by other actions, it can work. See the Humakt the Champion heroquest beneath the Upland Marsh (page 417) for an example of a final scene that hinges on a single roll.

Quest score: Heroquests that track quest score award successes or failures at most stations in the quest, depending on the heroes' actions, skill checks, and success in battle. We say "most stations in the quest" because there may be intrusion and ambush stations that represent conflicts that are not relevant to the myth at the heart of the quest; you have to get through such stations, but the heroquest doesn't hinge on how well you did there.

In order to succeed with a heroquest, the heroquesters need to persevere through the final station and finish with a quest score that is at least 0. A negative quest score usually means that the heroquest fails, though depending on the specific quest the PCs may have managed to accomplish worthwhile tasks or even acquired magical power along the way.

If the heroquesters finish with a positive quest score, they've succeeded in style and get a bonus on the roll that determines the number of heroquest gifts won through the quest.

As you'll see from the table below, successful quest score heroquests generally award around one heroquest gift for every two members of the group. One gift always goes to the protagonist, and any others are divvied up among the other PCs. We recommend giving the extra gifts to the characters who the group believe contributed the most to the victory OR to the characters with the fewest heroquest gifts.

To determine the number of gifts, roll a d20 and add the heroes' quest score, then compare the result to the number of characters. See Number of Heroquest Gifts Earned, below.

Number of Heroquest Gifts Earned

d20 + quest score	Number of PCs 2	3	4	5	6	7	8
1–5	1	1	1	2	2	2	2
6–10	1	1	2	2	3	3	4
11–15	1	2	2	3	3	4	4
16–20	2	2	3	3	4	5	6
21+	2	3	3	4	5	6	7

Fleeing from a Heroquest

If the PCs flee from a heroquest, let them return safely to the mortal plane, at least the first time or two. The Hero Plane is a strange place, and when you diverge from a myth, such as by abandoning it, the Hero Plane can get even stranger. It's probably going too far to have the PCs get forever lost, damned to wander the realms of demons and madness. But if they had to seek their way home and fight unheard of monsters all the way back, that sounds like the mercy they deserve.

Tiers

Each heroquest lists its minimum tier. A few heroquests can be performed at higher tiers, as strong protagonists summon more powerful magic and delve deeper into the same myth. Heroquests that can be performed at higher tiers generally specify that, meaning that when you're designing your own, you can decide right away or let it wait until later in the campaign. Attempts to heroquest deeper into the Hero Plane (i.e., into a heroquest at a higher tier than it's designed) usually require access to a place of power or other powerful magic advantage.

If you decide to allow access to a quest at a higher tier, use at least the following mathematical adjustments to "power-up" the heroquest. The table covers what happens when you bump an adventurer-tier heroquest to champion or epic tier. If you're bumping a champion tier heroquest to epic tier, use the difference between the champion and epic number.

Numerical adjustments will only take you so far. You'll probably get more impact by arranging serious heroquest surprises, particularly if the PCs have opted to repeat a heroquest they tried at lower levels.

Higher-Tier Myths

Tier	Monster HP & Damage	Monster Initiative, Attacks & Defenses	Skill Check DCs
Champion	x2	+4	+5
Epic	x5	+8	+10

DIY HEROQUESTS

In the example heroquests that follow, there's no single approach that fits every heroquest, just as there's no one way to write an adventure. Some of the DIY advice that follows may sound as if we're describing rules you always need to follow. In fact, if you read the example heroquests that appear later, you'll find that we often chose design paths that seemed to suit the specific heroquests instead of sticking to the default design advice that appears below. In a sense, the example heroquests also qualify as design advice, particularly when they're understood in relationship to the default DIY advice that follows.

Guidelines are written to be artistically nudged, while defaults exist to be strategically fudged. Gloranthan myths cover the entire range of mortal and immortal experience. Not every heroquest has its own One Unique Thing, but if you see a way to make a heroquest station more interesting by veering from the defaults, go for it.

Initiating Design

The myth is the story behind a heroquest. There are plenty of myths in the world. You can create new myths or adapt myths found in other Gloranthan sources.

Be exciting. Myths can have dream logic. The key is to channel the story to interesting points with engaging imagery and interaction.

Since myths follow their own logic, creating a heroquest for the players to quest in can be easier than a regular adventure. You can create any sort of encounters, and at least while the PCs are on the heroquest, you can rely on the players to stick to the linear plot.

Most of the advice that follows applies to creating standard heroquests that model a known myth. Broken myths, covered in more detail on page 378, can be approached with some of the same techniques, but it's worth noting that they've been partially wrecked by Chaos or other enemies and may not follow the reliable structure of a standard heroquest.

Lost myths, as introduced on page 383, have generally been lost because your god did badly! You're not trying to duplicate your god's actions when you heroquest a lost myth, you're trying to exceed them. Therefore quest score discussions and some of the other mechanics discussed in this DIY section may not apply. Lost myths may have their own unique issues.

Mythic Lore

Unlike a regular adventure, in a heroquest the players know what's supposed to happen. (That's not necessarily true of lost or broken myths.) As the GM, you have to provide them with the baseline knowledge of the myth. For the heroquests in the adventures chapter of this book, we wrote up information sheets. Don't feel obligated to be so organized; it's better to run a myth you have slapped together than not to run one that you're still working on. You at least need to be able to summarize the core myth briefly so that your players feel like they understand it.

The lore known by the players should go hand-in-hand with the game content. The lore should support a fun time for everyone, and the mechanics should support a myth that's interesting to hear.



HARMAST'S HEROQUESTS

Here are the heroquests of Harmast Barefoot, a free man who rose to his duty:

1. To gain awakening;
2. To gain the blessing of King Heort and Orlanth;
3. To scout the path to the Hidden Gate;
4. To arm himself, wherein he gained his sword, shield, and boots;
5. To ambush Jajamokki;
6. Upon the Lightbringer's path to the Land of the Dead he discovered Arkat and freed him;
7. To regain his plow and sow from Jajamokki;
8. Upon the Lightbringer's path again he was wounded but returned with the keys of Kartolin to aid Talor the New Light, whom the Westerners call the Laughing Warrior;
9. The Sky Giant's Castle;
10. The return from the Court of Silence.



Orlanth vs. Dragon, Vingan vs. Wyvern!

Deity Protagonist

Your heroquest needs a deity whose story the myth is. Perhaps you'll be inspired by pieces of myths in Gloranthan lore, or perhaps you'll be thinking of which player character in your campaign could use some time in the spotlight as the protagonist.

The reality of myths is ambiguous: Paradox, variation, and multiplicity of meaning are part of mythic reality. Don't sweat continuity.

Use deities freely: Each deity stars in countless myths, many of them regional. A single deity may have two different myths in which they perform contradictory deeds or are revealed to have contradictory natures. Different gods might undertake the same deeds in different regions, or even different times of the year. For every major myth known far and wide, there are countless less well known myths, especially many featuring the world's most prominent deities.

Invent deities somewhat freely: For each major deity, there are several middling deities; and for each middling deity, several minor ones. If it's a deity not known elsewhere, that's fine. It might end up being some more widely known deity in a local guise.

Protagonist in the heroquest: The protagonist is the PC that takes the role of the god in the quest. As discussed on page 359, the protagonist is usually, but not always, a worshiper of the deity at the center of the heroquest.

Victory

While designing the heroquest, you'll be able to decide whether you want to use the quest score method of determining success (page 360), determine success by the protagonist's survival, or use some other method that better suits the myth. You'll have more decisions to make about judging success and failure if you use the quest score method; its advantage is that it can capture nuanced situations in which alternating successes and failures add up to an interesting story.

Create Four or Five Stations

This number of stations allows for a sense of progress but is still quick to play. Myths can be any length, but before you construct long myths you should get comfortable

MORTAL LIMITS IN HEROQUESTS

Deities in heroquests generally conform to everyday human limitations. Orlanth, for example, mostly walks on the ground. That's the reality that mortals experience on the Hero Plane. That said, don't set up a heroquest where these mortal limits are an obstacle. For example, don't have Orlanth confront a wall that he can't get through. He would fly over it.

constructing quests of average size or smaller.

First two to four stations: In each station, the protagonist emulates the behavior of the deity. In game terms, the group's quest score increases or decreases depending on whether they complete the mythic task well, or poorly. Doing poorly at a station might mean a loss of 1 or 2 points from the quest score, while succeeding normally the quest score increases the quest score by a point. Sometimes doing very well increases the quest score by several points.

Intrusions & ambushes: Some stations aren't part of the mythic story of the heroquest. They don't represent a piece of the known myth or the recognized actions of the god. Instead they represent hostile forces intruding into the myth, or perhaps a heroquest surprise. You need to survive and get through such stations to succeed with the heroquest, but if you're tracking quest score to determine victory, intrusions frequently have no effect on your score.

Final station: In the final station, the protagonist faces the ultimate challenge. Here, the party's quest score affects the difficulty of the challenge. This station is the most important, so think about it first.

Station by Station Advice

Final Station: Confrontation

The final station is a climax of one sort or the other, so it pays off to think about it first. What does it look like when the protagonist succeeds? The final station is typically a confrontation with a powerful ally or deadly enemy. Perhaps the protagonist "wins" the heroquest simply by defeating the enemy, or perhaps success is determined by having a positive quest score. If the heroquesters did well enough early in the quest and accumulated an extremely high score, they might be able to succeed in such a quest even if they don't do so well in the final station.

Tough battle: If the final station is a battle, it should be a tough one. Typically it's against a single villain and its attendants. By default, the heroes win the fight only if the villain is defeated while the protagonist is above 0 hit points. The protagonist succeeds at the quest if the PCs win the battle.

Time pressure in the final battle: As you'll see below, we recommend using time pressure in battles fought in the middle stations of a heroquest. We're not so certain that it's fun to use time pressure for battles fought in the final station. After all, the heroquesters have reached the story's endpoint and maybe they should have the opportunity to handle the final battle in style.

But for an example of when time pressure can *help* in the final battle, consider a group that has come in with a negative quest score. If the final battle wouldn't ordinarily have time pressure, you could tell them that finishing the battle in style, in three or four rounds, could increase their quest score, perhaps enough to make the quest a success.

Alternative victories: In some myths, the deity does so well that the protagonist has to meet a higher standard to succeed. For example, maybe they fail if they're staggered when the villain is defeated. Or perhaps this final battle always features time pressure.

Demanding challenge: If the final station is an encounter with an ally, a potential ally, or some other noncombat challenge, the protagonist typically has to succeed with something like an easy skill check. Hinging victory or failure on a single d20 roll may not be ideal, so if the final station involves such a skill check, you might want to have other actions and consequences involved.

A typical default final skill station might add +1 to the quest score, or +2 if the result is 10 higher than the DC. After this bonus is applied, the protagonist succeeds at the quest if their quest score is at least 0.

Success with tasks and heroquests: Depending on the PCs' quest score going into the final station, the protagonist might be able to succeed at the quest even if they fail the final check. Subjectively, this experience feels like one's god inspires the character to achieve the goal despite their weakness at the task.

It's also possible for the protagonist to succeed at the check but, if the quest score was too low, fail at the heroquest anyway. Subjectively, this experience feels like an unsettling dream in which one's best efforts are meaningless in an uncaring universe.

Heroquest gifts: For your heroquest, create a short list of gifts from the heroquest gifts descriptions or of your own invention. A powerful gift that you have crafted to appeal to a particular player is a nice feature to offer them. Assign the gifts from your short list as you see fit, or let the players choose from your short list, or let them talk you into other gifts of their choice—provided they can spin you a good story about why that's the right gift.

Middle Station: Battle

Let's back up, into the middle of the myth and its associated heroquest. A heroquest is a great place for exciting combats, so if your heroquest battles tend to be little tougher than average, that's fine.

Special combat circumstances: In a myth, you can invent all sorts of stuff. Monsters can demonstrate unusual behaviors. Weird things happen with the escalation die. The environment can help or hinder the PCs.

Special victory: Instead of merely winning a fight, the protagonist may need to protect an ally from being knocked down, withstand two mighty blows from the enemy champion without falling, defeat the enemy without getting staggered, bring the main villain down in three or fewer hits, or get grabbed by a mighty beast but then break free. See, for example, the battles in the myth of Humakt the Champion, where the special rules simulate days of mythic battle.

Depending on the specifics of the myth behind the heroquest, you could even tell your players that it's extremely likely their PCs will die in a specific battle, and that everyone who dies in the fight will be alive again in the next station. That way the PCs could fight all the way to a TPK without considering fleeing. It creates a different dynamic for the battle and an experience that the PCs aren't likely to want to engineer for themselves in the mortal world!

Time pressure: For a change, the middle stations of a heroquests are a great place to introduce battles that the heroes can fail in even though they defeat their enemies—we recommend adding time pressure to many middle station battles.

Jonathan believes that most all middle station battles in standard heroquests should include some time pressure, except for battles that are intrusions or ambushes, not actually part of the original myth. In other words, when you are heroquesters trying to live up to the example of your god, fighting a battle your god fought, time pressure is a great way to show whether you are cutting it.

In most battles in the mortal world, the only way for the player characters to outright fail is for them to suffer a TPK or flee so that they avoid a TPK. Interesting storylines and consequences can vary the success/failure ratio, but in most campaigns it's fair to say that the PCs rarely lose battles.

In other words, winning a battle fought in the middle of a standard heroquest is the least you can do. Achieving victory quickly shows that you're succeeding, while muddling through to victory at the end of a long battle shows that you are not actually living up to your god's example.

Quest score victory in 4 rounds: If you're using the quest score method, the group has to not only defeat enemies confronted in middle stations but defeat them handily and heroically. If the monsters haven't been defeated by the end of the fourth round, the fight continues, but in terms of the heroquest the battle counts as a loss.

For a default battle, here is how quest score works:

Heroes lose (TPK or flee):	quest failure
Heroes win in 5+ rounds:	–1 quest score
4 rounds:	+0 quest score
3 rounds:	+1 quest score
1, or 2 rounds:	+2 quest score

Time pressure non-quest score situations: What about heroquests that aren't using a quest score? Rob isn't sure that it's necessary to push time pressure into all heroquests; depending on the myth, he thinks that survival is sometimes enough, especially if the heroquest is a weird one like several of the heroquests in this book.

But, of course, there are other fun ways of using time pressure. For example, consider a myth in which Orlanth or Vinga or Zorak Zoran acquire special magical weapons. In each battle of the heroquest, victory within three rounds could earn the protagonist or another PC a mighty heroquest gift. Victory in four rounds could earn a heroquester a decent-enough heroquest gift. Victory in five rounds or more allows the questers to continue through the myth, but the gifts that represent the weapons and armor the god acquired in this myth elude them in this station.

Middle Station: Challenge

In this sort of station, the protagonist proves their mettle by accomplishing a task or completing a challenge.

Spirit tests: In game terms, this might be modeled by a die roll, but in the game world the challenge is in some sense a test of the character's soul. As a GM, draw out details from the player. How does the character relate personally to the task at hand? What memories or hopes surface in the character's mind, called up by this test? With what frame of mind do they approach the challenge? Grant a +2 bonus to the check if the player comes up with something that makes people at the table say "Ooh."

Skill checks: These checks work great for bringing backgrounds into play and letting protagonists with the right stats show off. Define the ability being tested based on the challenge, and let the player find a background that applies. On the Hero Plane, backgrounds can relate thematically to the task even if they don't relate practically. For example, if the protagonist has to persuade a giant to allow them to pass through a narrow canyon, the player could use a background related to traveling or mountaineering instead of something directly applicable, such as sweet-talking.

DC 15 and 25: At adventurer tier, a good default DC is 15 for a regular success and 25 for excellence. Failing the lower DC means taking a –1 penalty to the quest score. Equaling or surpassing the higher DC means gaining a +2 bonus. Hitting the lower but not the higher DC is a regular success, +1 to the quest score.

As usual, the DCs increase to DC 20 and DC 30 at champion tier, and DC 25 and DC 35 at epic tier.

Saves: Instead of a skill check, a save lets you test a character on raw ability or quality. In general, the save is easy if the character has a certain trait or hard otherwise. The trait can be a personal rune (e.g., Harmony), an ability score (e.g., Dex 14+), or any other trait (e.g., has ever been married). The party takes a –2 penalty to the quest score if the protagonist fails. If the protagonist rolls 16+ on an easy save, they gain +2.

Hurt them: Just because the heroes aren't in a battle doesn't mean that they get to keep all their hit points. While they are trying to rack up a quest score, they also have to guard their resources toward the next full heal-up. Noncombat challenges can include swarming vermin, raging fires, thunderous avalanches, freezing cold, scouring winds, explosive sounds, and dark thoughts that make your ears bleed. That all translates into damage of delightful flavors. At adventurer tier, 2d10 per character is a minimum, 4d10 at champion tier, and 8d10 at epic tier.

Middle Station: Ally

Commonly the protagonist gains help from a powerful but reluctant ally. You can think of this station as like a challenge station, but with more interpersonal interaction. The mental state of the protagonist is vital to successful interactions with a potential ally, so these encounters are good for exploring what's going on in the protagonist's head.

First Station: Initiation

The first station is a lot like a middle station except that it establishes the quest somehow, typically framing the challenge before the god. Don't be afraid to start with a fight, or at least some damage.

PREMADE MYTHS

Here are two complete myths involving Humakt. The first uses quest score mechanics, while the second has a unique structure that stretches through an entire campaign.

Humakt requested of us that his myths be the examples for straightforward heroquests. That's his way. The broken and lost myths detailed later are better for Orlanth, since they require flexible thinking.

HUMAKT THE CHAMPION

This is a standard heroquest for Humakti, and they keep it a secret. It explains how Orlanth came to wield Humakt's sword, Death. It also explains how Humakt lost his kinship ties to his brother Orlanth and the rest of his kin. Typically a Humakti plays the role of Humakt and endeavors to excel at combat throughout the quest.

This quest is designed for adventurer-tier PCs. We're split on whether it could be performed at a higher tier, which means you should probably make up your own mind on that.

The quest uses quest score mechanics. It doesn't use the default rules for time pressure in middle stations because it has its own unique time-counts.



LORE FROM A HUMAKTI MASTER

When you grew up, you were told about the trickster Eurmal, and how he found the sword called Death. They told you that Eurmal killed Grandfather Life with it, which was true. They said he showed it to Humakt, which was also true. Then they told you that Humakt used the sword to cut his family ties to Orlanth and his brothers. But that was not true. We allow them to say it because of what was decided in the true story. Today I tell you the true story as you cut your ties to your kin and form a new bond with Humakt. You are not to tell this story to others; this is part of your test, to see if you are strong enough to sever those ties and keep them cut.

When Orlanth saw the thing called Death, he was not yet king of the Storm Tribe, and he had not yet proven his honor. Before Humakt could lend Orlanth the sword, he had to be sure that Orlanth would respect it properly.

The first time Orlanth came to Humakt, seeking his gift, he tried to treat Humakt like a thrall. Humakt told him that he had the bearing of a god who would rule over most things, but that he would never rule over Death. Orlanth could not accept this, and so he fought against Humakt for sixteen days and sixteen nights. Orlanth was not slain, but many of his thanes were, and he wept.

Orlanth came a second time seeking Death, and this time he treated Humakt like a cottar. Humakt told him that safety and shelter were small things compared to the might of Death. Orlanth could not accept that it was not a fair exchange, and so he fought against Humakt for four days and four nights. Orlanth was not slain, but many of his carls were, and again he wept.

The third time Orlanth came to Humakt, he treated our god like a carl. Humakt told Orlanth that a thing, once killed, could never be the same. Orlanth could not accept that Humakt held a greater power than he did, and so Orlanth fought against him for a day and a night. Orlanth was not slain, but many of his cottars and thralls were.

Then some enemies came. Orlanth was too tired to fight, but Humakt was refreshed, for these were his special foes. They were many, so it took a day and night to dispatch them all to hell, but Humakt did so. Then Orlanth admitted that Humakt was the greater warrior.

Finally, Orlanth spoke to Humakt and treated him honorably, as a thane. "You shall have a place in my tribe, not as my brother, but as my champion. You shall be a thane among thanes, and you shall sit at my side and on the Ring. Your thanes shall answer only to you.

"Now I humbly beg of you, let me borrow that sword of yours." And Humakt, convinced finally of Orlanth's honor, gave him the sword.

Environment

End of the Gods' War, with the Storm Age about to begin, once Orlanth uses Death to kill Yelm, the Sun. (See page 112 in the *Glorantha Sourcebook* for details on that moment.)

Varied landscape: This place looks like nothing from mortal time. The landscape of rolling hills is a bit of a jumble. Various sorts of trees, plants, rocks, and fog banks fill the landscape. Most of the trees and plants are bizarre, and even the rock formations are unusual. The natural features, such as streams, rocks, and breezes are all alive in some sense.

Forgotten creatures: Unnamed, unrecognizable creatures traipse across the hills. They are strange, disturbing and wondrous, but never deadly. This is the end of the Gods' War, before Death has come. Most of the things one can find here are not found on the mortal plane. Their kind was wiped out in the Great Darkness. This time is like the "Burgess shale" of Glorantha, witness to a high-powered "Cambrian explosion."

Bronze sky: The sun, Emperor Yelm, is nearly overhead and stationary. It is always noon, and it feels like the Emperor of the Universe is always looking down on you. The sky is bronze-colored, the underside of a metallic dome. Water gods have not yet invaded it and turned it blue.

Mythic foes: The versions of Orlanth and his retainers fought in this heroquest are unique to this myth. They don't have levels and sizes because they're not meant to be fought outside this heroquest.

Humakt's Special Foes

Each time a hero undertakes this heroquest, they fight "special foes" at the end. The nature of these foes varies from quest to quest, and usually the quester can determine generally which rune the foes are associated with. During the rituals that launch the quest, the quester declares their intention to face and defeat the foes of a designated rune. Popular runes are ᛞ Unlife, ᛘ Chaos, and ☋ Moon.

Heroquesting as Humakt

One character quests as Humakt. They must be a Humakti or somehow "deputized" to take the god's role. For example, a ᛏ Death or ᛉ Truth rune of some sort might make a non-Humakti suitable for the role. Other heroquesters can accompany Humakt as support.

Presume that the character playing the Humakt role has been trained in the proper dialog so no rolls or tests are necessary to get the basics right.

Combat and Full Heal-ups

The three fights against Orlanth and his retainers are each worth less than a normal battle. Taken together, they count as a single normal battle for 3rd level PCs. If completing such a battle would qualify the PCs for a full heal-up, they can take it after station three and before the final battle in station four. That point in the myth and the conclusion are the only two places where the heroes can take a full heal-up, provided they've earned one.

These three battles comprise nine rounds of combat with an escalation die that resets twice, so that makes the battles hard. But PCs can take recoveries and try to recharge powers twice during these three battles, so that makes them easier.

The final battle against the chosen special foes is a normal battle for 3rd level PCs.

Station One: Sixteen-Day Fight

When Humakt tells Orlanth that he will never rule Death, that PC must roll a save to be firm in their resolve.

The Humakt PC rolls a save:

Con 14+: Easy save (6+)

Con 13 or less: Hard save (16+)

Success: Their resolve is firm; +1 to quest score.

Failure: The PCs take a –1 penalty to their quest score.

Combat: Then abstractedly (see below) play out four rounds of combat to represent sixteen days of fighting. The battle ends at the end of the fourth round.

Position, engagement, and targeting: Each round of combat means a massive melee with thousands of opponents teeming onto the battlefield. Trying to simulate position for such a battle would be pointless. Instead, the combat works as follows.

Start your turn engaged: You start each round engaged with thousands of thanes. Humakt also starts each round engaged with Orlanth. Using a ranged attack provokes an attack of opportunity from thousands of thanes and, if you're Humakt, from Orlanth. You can make a disengage check (no modifier for number of enemies) to disengage until the end of your turn, at which point you become engaged again. Ranged attackers have a harder time in this battle.

Only Humakt can target Orlanth: The PC playing Humakt can also target a thousand thanes.

Other PCs don't exactly target anyone: The stat block makes the thanes look like a single creature, but remember that this is thousands of them. You never have to figure out "which" thane you're attacking. Damage applies to the mook mob. And there are plenty of targets for multi-target attacks. If a quester has some unusual way to land a blow on Orlanth instead of thanes, that might get the PC a magical boon, or might mess things up.

Orlanth typically attacks Humakt: If he attacks someone else, that might be a good sign or a bad one.

Thousands of thanes attack random targets: The thane mob makes one or more attacks against the PCs, distributed evenly, with only one attack per target (see sidebar for number of attacks). Have players dice off to be the ones that don't get targeted, or figure it out however you like. Humakt is a valid target.

THANE ATTACKS

Orlanth's thanes make one or more attacks each round, depending on the number of PCs.

PCs	Thane Attacks
1	1 attack
2	1 attack, on a natural 16+, a second attack
3	1 attack, on a natural 11+, a second attack
4	2 attacks
5	3 attacks
6	4 attacks
7	5 attacks

Death is not yet: Humakt wields Death, not Orlanth. Humakt and his allies can be dropped to 0 hp or below but can't be killed. This myth takes place in that blessed time before Death became the way of the world. When Orlanth's retainers are killed, it's a new phenomenon.

Orlanth, the Storm Lord

Initiative +10

Lightning sword +9 vs. AC—14 lightning damage

Natural odd hit or miss: A big freaking lightning spark shoots off in a random direction from Orlanth's lightning sword. Good thing it didn't hit anyone!

Natural even hit or miss: 6 lightning damage to a different nearby random enemy.

Unbeatable: Orlanth never drops below 1 hp, dies, or otherwise leaves the battle. The first time that he would drop to 1 hp or less, he loses the next turn's attacks. Subsequent times he still stays at 1 hit point, but doesn't lose the next turn's attacks; remember that the battle ends at the end of four rounds, you're not trying to kill the god, just prove yourself against him. If the questers ever found a way to drive Orlanth to negative hp or to kill him, that would be really bad.

AC 20
PD 21
MD 21

HP 35

Thousands of Thanes (Warriors)

Initiative +7

Whirring swords +8 vs. AC—10 damage

Miss: The thousands of thanes' crit range expands by 1 (cumulative) until any thane rolls a critical hit. They home in on weaknesses.

AC 19
PD 20
MD 20

HP 20 (mook)

Mook: Kill a thousand thane mook for every 20 damage you deal to the mob.

Quest Score Results	
Initial save succeeded	+1
or failed	–1
Orlanth staggered	+1
or not staggered	–1
Kill 3+ thousands of thanes	+1
or 2 thousands	0
or fewer than 2	–2

Narrate sixteen-day battle: At the table, the fight takes 4 rounds. In the game world, however, the characters fight for sixteen days straight. Each round at the table represents thousands of rounds of battle. Back in the real world, each character will remember only dreamlike snippets of this arduous trial. Have any player improvise a **fragmentary memory** for any character, their own or someone else's. They should improvise something meaningful to the character and related to the experience of fighting nonstop for over two weeks. Then another player can make up something else, until every player has improvised or has passed. It should go without saying that players can't force unwanted stuff on someone else's character.

Quick rest: Characters benefit from a quick rest after the battle in Station One.

Station Two: Four-Day Fight

When Humakt tells Orlanth that food and shelter are no fair trade for Death, Humakt (the PC) rolls a save to be insightful.

The Humakt PC rolls a save:

Wis 14+: Easy save (6+)

Wis 13 or less: Hard save (16+)

Success: They are insightful; +1 to quest score.

Failure: The PCs take a –1 penalty to their quest score.

Combat: The second battle plays like the first, except that:

- It's only three rounds long, which is four days this time.
- Carls are Orlanth's retainer, not thanes. Substitute hundreds of carls for each thousand thanes for all purposes.

Hundreds of Carls (civilians)

Initiative +6

Serviceable axes +6 vs. AC—8 damage
Miss: The next time any carl hits, it gains a +2 bonus to damage (cumulative). They have community spirit.

AC 18
PD 19 **HP 18 (mook)**
MD 19

Mook: Kill hundreds of carls for every 18 damage you deal to the mob.

Quest Score Results	
Initial save succeeded	+1
or failed	–1
Orlanth staggered	+2
or not staggered	–1
Kill 3+ hundreds of carls	+2
or 2 hundreds	0
or 1 hundred	–1
or none	–2

Narrate four-day battle: If your players talk too much, skip this. If you want to draw more out of them, then open up the storytelling for anyone who can think of another fragmentary memory for a character, but it's got to be **better than the last** one they suggested. If no one can think of anything, waste no time in moving forward.

Quick rest: Characters benefit from a quick rest after the battle in Station Two.

Station Three: One-Day Fight

When Humakt says that anything killed by Death will never be the same, the player rolls a save.

The Humakt PC rolls a save:

Str 14+: Easy save (6+)

Str 13 or less: Hard save (16+)

Success: They are strong; no penalty.

Failure: The PCs take a –2 penalty to their quest score.

Combat: The third fight plays like the first, except that:

- It is only two rounds long, which is a day and a night.
- Cottars and thralls are Orlanth's retainers, not thanes. Substitute them for thanes for all purposes.

Hundreds of Cottars or Thralls (peasants or slaves)

Initiative +5

Makeshift spear +4 vs. AC—6 damage
Miss: The mob gains a +4 bonus to all defenses against the next attack.

AC 17
PD 18 **HP 15 (mook)**
MD 18

Mook: Kill hundreds of cottars or thralls for every 15 damage you deal to the mob.

Quest Score Results	
Initial save succeeded	+1
or failed	–1
Orlanth staggered	+3
or not staggered	–1
Kill 3+ 100s of cottars & thralls	+2
or 2 hundreds	+1
or 1 hundred	0
or none	–2

Narrate one-day fight: It's still an insanely long fight. Again, ask for better memories, if you like.

Rest or heal-up: Tell the players that the PCs will get a quick rest at the beginning of the next station, before the battle. If they have earned a full heal-up, tell them that they will get it at the next station when the special foes arrive. The timing doesn't matter much except that spellcasters will be able to see what they're up against before they decide which spells to prepare.

Station Four: Final Battle

In this station, Humakt's foes appear. Build a 3rd-level battle with enemies that are associated with the rune that the quester chose before starting the quest.

Reinvigoration: When Humakt sees his foes, the party is re-energized. Give them the best benefit that seems believable.

Level up or heal-up: If the heroes have earned a level-up or a heal-up, let them take it now. Explain that you'll count the upcoming fight as if it occurred before the heal-up or level-up.

Quick rest: If they aren't near a heal-up or level-up,

they at least instantly get the benefits of a quick rest.

Incremental advance: If they are almost ready for an incremental advance, give it to them now.

Narrating runes: This is a fine time to narrate a rune that reframes the upcoming battle.

Quest Score Results	
Humakt was never staggered	+1
or didn't drop to 0 hp	0
or dropped to 0 hp	–2

Victorious Conclusion

So long as the heroes did not flee, they won the final battle, and have a quest score of 0 or above, the heroquest succeeds: Orlanth finally humbly asks Humakt for Death and names him as his loyal thane.

Determine the number of heroquest gifts using the Number of Heroquest Gifts Earned table (page 360). The character playing Humakt typically gains a Death gift, especially *death grasp*, or a Truth gift, like *loyal defender* or *totality*.

Failure: Failing on this heroquest doesn't empower Chaos or somehow harm the world. Failure is a personal problem. Perhaps next time you'll prove that you're worthy of Humakt.

HUMAKT AND THE SWORD OF LIFE

At least theoretically, every Humakti is on this heroquest until they have completed it. Unlike most heroquests, the quest of the Sword of Life takes place one station at a time over the course of the Humakti's life. Most Humakti never achieve the power necessary to progress far, but a few of the greatest Humakti reach every station and defeat every foe. By means of this heroquest, Humakt's faithful warriors ensure that he retains supremacy as the owner of the † Death rune.

Background: Humakt owns † Death, but before Time many other gods claimed it or created their own versions of it. To reclaim Death, Humakt faced every rival claimant and defeated them one by one. In some cases, Humakt stripped the rune from the other deities. In most encounters, it was enough to establish his superiority over them.

See one version of the full myth starting on page 375. As you'll see, the myth has many elements that don't factor into this quest: the needs of a heroquest are simple, and not every detail of a myth needs to be reflected in a heroquest involving that myth. The key sentences that shape this heroquest: *"Humakt saw the perversions of Death committed by the other gods, and learned from their mistakes. Then he defeated those gods and took Death away from them."*

Quest structure: Periodically (every level or two), the Humakti encounters a station. Each station is a battle against a Death deity or would-be Death deity, usually with retainers, so that the Humakti's allies help balance the odds.

This quest doesn't use a quest score. As usual, you can lose in a particular station and still continue the quest, unless the protagonist is permanently slain, of course. As you'll see in the Sword of Life Heroquest Gifts section, victories provide rewards, while a failed station may spread the power of the enemy god that has gotten the better of Humakt in the mortal plane.

Leaders and retainers: In each station, the Humakti PC takes the role of Humakt, facing off against an enemy or rival deity. The success of the Humakti depends on the outcome of their battle. The opposing deity brings retainers of some sort, and they would pile on the Humakti if that PC's allies weren't there to battle them. As long as there are at least as many PCs as the enemy retainers, the retainers are distracted and don't attack the Humakti. In some battles, the retainers outnumber the PCs, and some of them may be able to attack the Humakti, especially at the beginning of the battle before their numbers have been thinned. The Humakti's allies can aid that character with defensive powers and such, and they can even safely target the enemy heroquester with nondamaging attacks. Dealing damage to the enemy "deity," however, would undermine the Humakti's chance to demonstrate their superiority. It would rob the Humakti of their victory.

Timing: These stations can occur almost any time, but they are most likely to happen under the following circumstances:

- On heroquests, especially in an area related to the rival deity's runes. The foes might appear in a defined station of the heroquest or between stations. The battle could also occur while the heroes are underway, having left the mortal plane but not yet arrived at the first station of their quest.
- On the mortal plane in a power center associated with the deity or runes, or during a time associated with them.
- When encountering creatures similar to those in the station. If the heroes set out to confront broos, they might end up battling Mallia, goddess of disease.
- When a PC (not just the Humakti) has a complication from using an associated rune (including the † Death rune even if the deity doesn't have it anymore).
- When the PCs are about to level up and the GM wants to spring it on them before they do so.
- When the PCs are one good fight away from a full heal-up, they need that heal-up, and the GM is feeling generous.
- When the heroes are at full strength and about to challenge a powerful foe, you're not feeling generous, and the heroquest enemies arrive to soften the party up a little.
- When the PCs least expect it.

Depending on the surroundings, the foes might appear suddenly already engaged with some of the PCs, or they could be nearby or far away.

Hero Plane: These battles always take place on the Hero Plane, at least to some extent. Often they occur during a heroquest that the PCs are undertaking. If the encounter takes place on the mortal plane, it feels as if the Hero Plane has come to them. At the least, the PCs can feel the cosmic

import of the battle, as if reality has just been kicked up a notch, which it has. The battle might even be accompanied by a dramatic shift in which the heroes suddenly find themselves in a different place and time, vivid and surreal. Everyone can tell that this battle is no mundane fight.

Station levels: The battles are balanced for three different tiers: adventurer (3rd level), champion (6th level), and epic (9th level). You can rebalance them as you like for other levels. Any of these deities could also appear at higher levels, but a Great God like Shargash is not likely to show up below epic tier. Here are the deities and their default levels.

Stations by Level

Level	Deity	Domain	Runes
3rd	**Mallia**	Goddess of Disease	●†ᛘ
3rd	**Zorak Zoran**	God of Hate and Violence	ᛝ●†
6th	**Babeester Gor**	Earth Avenger	□†
6th	**Ikadz**	God of Torture	ᛘY
9th	**Shargash**	The Red Planet, Destroyer, and War God	ᛝʘ†
9th	**Vivamort**	God of Unlife	ᛘᛞ

Other Death gods: While the deities listed are the ones the Humakti most commonly encounter, there are many more † Death gods in the world, and a Humakti might meet any of them, especially if they travel to distant lands associated with those gods. Most of these deities have the † Death rune, but some, such as Cacodemon, had the rune stripped from them.

Cacodemon: God of Lawlessness and Ogres; he comprises most of what is left of Wakboth the Devil. ᛝᛘ

The Crimson Bat: This horrible demon could be an ultimate foe for a Humakti who has succeeded at the epic-tier stations presented here. See page 427. †ᛘ⊕

Festatu: The imprisoner of the Dead, worshiped throughout the East. ●†

Foundchild: Hunter God of Prax. ᛁᛁᛁ†

Kabalt the Mystic Bolt (Long Leiji in Kralorela**):** War God revered by Eastern mystics; has both of Humakt's runes, plus the ᛘ Mastery rune. Y†ᛘ

Kargan Tor: Primal God of Conflict and War, the Divider. †

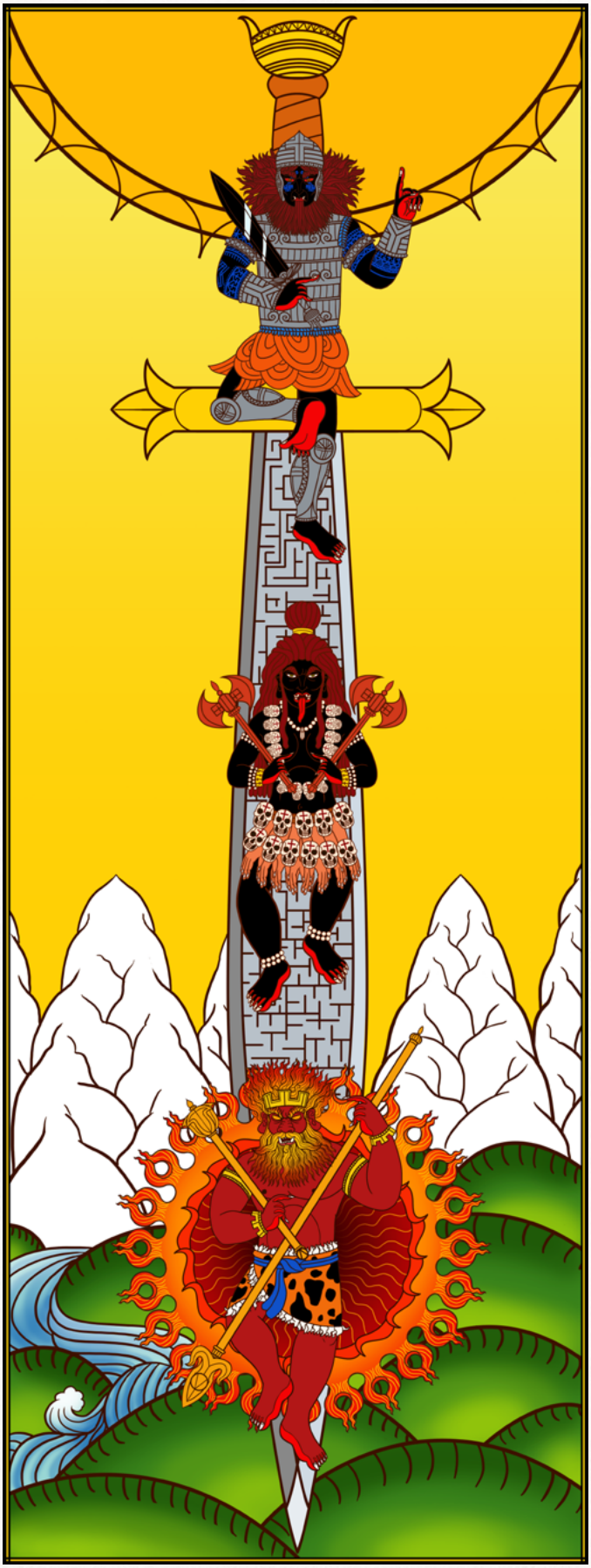
Magasta: King of the Sea Gods, the Churner, and Master of Life and Death within the Depths. ᚣᛇᛇ†

The Seven Mothers: Re-creators of the Red Goddess; the Humakti probably faces Yanafal Tarnils, the warrior god among them. ᛝ⊕†

Telask: Little-known cerulean War God, worshiped on an island in Vormain. ᛘ●†

Telmor: The Wolf God of the Beast-aligned Hsunchen pantheon. ᛜ†

Thed: Goddess of Rape, Mother of Broos; one of the Unholy Trio, mother of Wakboth the Devil. ᛘᛟ



Tsankth: Little-known God of Rapacity and Piracy, worshiped on an island in Vormain. ⌅†
Ty Kora Tek: Underworld Goddess of the Storm Pantheon, associated with the rare ✱ Fate rune. †□✱
Vangono: War God of the southern continent, Pamaltela. ʘ†
Wachaza: War God of the Sea Pantheon. ⌅†●
Waha: Founder of the Praxian tribes. †Ш

⧗●† Zorak Zoran Station (3rd Level)

Zorak Zoran and his zombies are likely to show up when the heroes are in Darkness or when everything is going really crazy. Zorak Zoran is powerful but unreliable.

Zorak Zoran: A crazy troll god with a lead club. Use the dark troll warrior stats (page 295) with the nastier special *Zorak Zoran's stolen fire*.

Dark Troll Zombies: See page 297.

Unreliability: Zorak Zoran knows no honor. At the start of each of its turns, roll a d6. If the number is equal to or less than the escalation die, Zorak Zoran disappears in a rush of Darkness like the disorderly demon he is. The zombies remain and fight to the "death."

Victory: When the Humakti personally deals 28 or more damage to Zorak Zoran before he flees. Once the Humakti has won, Zorak Zoran disappears immediately.

Failure: When Zorak Zoran flees, or when he drops to 0 hp before the Humakti deals 28 damage to him, the station is a failure.

Peril: Zorak Zoran is a fearless foe against Chaos. If the heroes kill him, they face repercussions the next time they face Chaos monsters. They must roll 11+, not 6+, to keep Chaos from stealing the escalation die. Alternatively, think of something worse.

ZORAK ZORAN'S STOLEN FIRE

The first time each turn that Zorak Zoran hits an enemy, a small, hot tongue of demonic flame flares up and harries that foe. The target takes 2 ongoing fire damage and is weakened (–4 attacks and defenses, save ends both).

Zorak Zoran Battle

# of PCs	Zorak Zoran	Dark Troll Zombies
3	1	2
4	1	3
5	1	5
6	1	6
7	1	8

●†ᗢ Mallia Station (3rd Level)

Mallia and her broo retainers attack under cover of Darkness, especially when plague is afoot in the land.

Mallia: Formerly a beautiful ⧗ Fertility goddess, Mallia is a horrific manifestation of moral and physical corruption. Use Mallia's champion stats (page 257). Mallia hides behind her minions.

Minions: Broo toughs (page 255) and wretches (page 254) fight to protect their mistress. One or a few of these toughs might instead be a different type of broo, such as the broo convert, broo rhino bruiser, or mad stag broo.

Victory: When the Humakti personally deals 40 or more damage to the champion by the end of the fourth round. If so, she shrieks and slinks back into Darkness, leaving her retainers to fight for their pathetic lives.

Failure: When Mallia survives until the fifth round (or is killed) without the Humakti dealing 40 or more damage to her, the station is a failure. Since the station is lost, the other PCs can pile on Mallia without jeopardizing the station.

Peril: Starting on the fifth round, Mallia's *miasma of corruption* targets each nearby enemy. In addition, if that attack hits the Humakti at least once, Mallia unleashes a plague in the mortal plane, possibly near the PCs or their allies. Or maybe the innocent deaths occur far away, and the Humakti knows of them only in haunted dreams. In any case, once she has hit the Humakti and unleashed the plague, she dissipates into Darkness at the end of her turn, taking her minions with her.

Mallia Battle

# of PCs	Mallia	Broo Toughs	Broo Wretches
3	1	2	1
4	1	3	2
5	1	5	3
6	1	7	4
7	1	9	5

□† Babeester Gor Station (6th Level)

This station is a confrontation but not exactly a battle. Babeester Gor confronts the Humakti. She is a gore-stained figure of primal vengeance bearing a symmetrical, double-bitted axe. If your players love cultural details, you can tell them that the axe is a labrys.

Is this a battle?: There's no need for initiative and there's no escalation die. Limited-use powers work as if this is a battle. It doesn't count toward a full heal-up because it shouldn't tax the party much.

Challenge: Babeester Gor calls Humakt out for a duel, saying: *"Sword god, you lost Death because you were not fierce enough to hold it. Earth owns it now. Beware!"*

When the Humakti faces Babeester Gor, she strikes him until he can take one of her blows without flinching, or he drops to 0 hit points or below. She strikes with her *vengeful axe*.

Vengeful axe, automatic hit (no roll)—1d4 x 10 damage, and if the Humakti has more than 0 hit points, they can roll a DC 25 Wisdom skill check to withstand the pain
Miss: If some sort of power turns this hit into a miss, it's a hit anyway.

Wisdom check: A good Humakti is likely to have a background that would aid in withstanding a mighty blow, such as most military backgrounds.

Moral support: Players other than the one running the Humakti can help out in a manner similar to fighting in spirit. If a player can explain how some past interaction between their PC and the Humakti bolsters the Humakti, then they gain a +2 bonus to the Wisdom check. Only one ally can help per check, and each ally can help only once.

Damage prevention: If a PC power or effect reduces the axe damage by 10 or more, the Humakti gains a +5 bonus to the check. At least 1 damage always gets through, however, and the Humakti must make a Wisdom check even for that small amount of damage.

Success: Babeester Gor says, *"You alone are worthy to own Death."*

Failure: Babeester Gor says, *"Acknowledge that Death belongs to me now."* And when he refuses, she strikes him again with the *vengeful axe.* Of course, the Humakti can concede at any time rather than take more damage.

Additional assistance: The rest of the PCs can't fight Babeester Gor, but they might be able to use their powers to heal their ally, boost his or her chances with powers, prevent damage, or otherwise assist.

Victory: When the Humakti succeeds on the Wisdom check, they end the confrontation and win the station.

Failure: When the Humakti concedes the fight or drops to 0 hp or below, they lose the station. Babeester Gor says, *"Go back to your Storm Tribe, unworthy Sword God,"* and she disappears into the Earth. If the Humakti drops to 0 hp or below, they must make an immediate death save; see Peril.

Peril: If the Humakti fails or if anyone besides the Humakti attacks Babeester Gor, peril is unleashed. The peril is that somewhere, the destructive power of the Earth goes on a rampage, to the detriment of those in the way. The destruction could come from avalanches, volcanoes, earth elementals, Babeester Gor initiates, serpents, or other dangers associated with the Earth. It's possible that people as innocent as farmers (who plow the Earth) could be the targets of Babeester Gor's vengeance. Furthermore, bystanders may be caught up in the carnage even if evildoers are targeted.

Other tiers: This battle is simple enough that you would have an easy time rebalancing it for an adventurer station or epic station.

ᛞY Ikadz Station (6th Level)

Ikadz is the God of Torture, popular in the southern continent of Pamaltela. While his worshipers are rare in the north, he wields the ᛉ Truth rune, which brings him into conflict with Humakt. In theory, the pain that Ikadz inflicts frees people from their illusions and transgressions. In practice, the pain simply brings them under his control.

Ikadz: See the stat block for Ikadz.

Retainers: These minions are Torab humans from the southern continent, identifiable as such by their dark-bluish skin. They wear elaborate priest or torturer robes, and they fight with wicked torture implements. For these Chaos-loving sadists, use frenzy demon stats (*13A* p. 211).

Victory: Ikadz doesn't wield the † Death rune because Humakt defeated him so soundly. When the Humakti slays Ikadz by the end of the fifth round, they win the station. If Ikadz is defeated, his retainers all gain one bonus iteration of raging frenzy (+1 attack bonus and +1d4 damage) and keep fighting.

Failure: When the Humakti fails to defeat Ikadz by the fifth round, they lose the station and there's little reason for their allies not to pile on Ikadz.

Peril: On the sixth round, Ikadz says, *"Death is mine, for only my victims crave it."* Starting on the sixth round, when Ikadz hits with an attack, each of the PCs is stricken with such pain that they can't stop him and his servitors from escaping with their victory in hand. Each retainer immediately makes one more attack (not two), and then the whole Chaotic party makes its getaway. Somewhere on the southern continent, Ikadz is now going to inflict terrible pain on people that the Humakti will never know. In addition, the highest number that Ikadz has "stricken" remains attached to the Humakti. The stricken effect for that one number remains until the Humakti has taken two full heal-ups.

Ikadz

In this heroquest, Ikadz appears as a gaunt human with death-white skin, clad in dark inquisitor's robes marked with blood-red Xs. As Ikadz battles the Humakti, his blows incrementally lock the Humakti down, so that the Humakti's strikes become increasingly painful. Unless Ikadz is stopped, he will render the Humakti nearly impotent in battle.

7th level troop [HUMANOID]
Initiative: +15

Wicked torture implements +12 vs.
PD (2 attacks)—10 damage
Natural 2+ hit or miss: Until the end of the battle, the natural roll for this attack is "stricken" for the target. When the target makes an attack against Ikadz with a natural roll that has been stricken, the character suffers soul-deep pain and that attack result decreases by one step: a crit becomes a hit, a hit becomes a miss, and a miss becomes a fumble. If Ikadz gets the same natural roll on a subsequent attack, there is no additional effect; the roll is still stricken.

Harsh truth: When a PC heals using a recovery, they must admit a harsh truth to themselves. The player is free to improvise anything, and in a pinch it could be as simple as finally understanding a memory from childhood. If it's a harsh truth that advances the character's personal story arc, that's more impressive. If the character can't admit a harsh truth to themselves, the healing fails and the recovery is not expended.

AC 21
PD 21
MD 17

HP 120

Ikadz Battle

# of PCs	Ikadz	Torturers
3	1	2
4	1	4
5	1	6
6	1	7
7	1	8

⧗⊙† Shargash Station (9th Level)

When fiery death and destruction rain down on the PCs or their allies, Shargash may be close at hand. When mayhem is afoot, when flames spread across the land, and when the Red Planet is high in the sky, that's when Shargash might arrive to challenge Humakt. The Red Planet (Shargash) is large and easily visible in the sky, sometimes even in the day. It traverses the sky east to west over the course of two weeks and then crosses the Underworld to rise again two weeks after it sets. Orlanthi know Shargash as Jagrekriand the Binder, who mortally wounded Umath, Orlanth's father.

Shargash: This Great God appears as a giant flaming demon of destruction. Use fire giant warlord stats (*13A* p. 227).

Retainers: As you might expect, fiery demons accompany Shargash. Use fire giant stats (*13A* p. 227). They might have nastier specials.

Victory: When the Humakti slays Shargash by the end of the fifth round, with no damage dealt to him by the other PCs.

Failure: If anyone besides the Humakti damages Shargash, or if he survives to the end of the 5th round, the station is a failure.

Peril: At the end of the sixth round, if Shargash is still alive, he and his demons disappear in a blaze of fire. The flames deal 10 fire damage per foe (Shargash plus retainers) to each PC. If a character is taking ongoing fire damage, it's 20 damage per foe instead. In addition, mighty fiery destruction breaks out somewhere in the area. It might be in advance of a Lunar assault, covering a Lunar retreat, or otherwise serving the needs of Lunar forces. If, on the other hand, Shargash has been defeated by the end of the sixth round, then his minions disappear in a burst of flame, but each PC engaged with one or more demons takes 20 fire damage.

Shargash Battle

# of PCs	Shargash	Fiery Demons
3	1	2
4	1	3
5	1	5
6	1	6
7	1	8

Vivamort Station (9th Level)

Vivamort, a supreme enemy of Humakt, appears when the dead mix with the living or when Chaos violates the boundary between ⧗ Life and † Death. A PC that makes a death save might be enough to call down this station on their allies. This battle is one that the Humakti might lose before it has hardly begun.

Vivamort: He appears as a vampire (*13A* p. 248) with the *vampiric compulsion* attack (the nastier special). The heroes can differentiate this vampire from the others with it because unholy power drips off of it like mist, and its burning eyes fix incessantly on the soul of the Humakti. It has come here to break the Humakti to its will, and any fool can feel in their bones that it just might succeed.

Special compulsion: Instead of confusing and weakening the Humakti, a hit with *vampiric compulsion* compels the Humakti to immediately bend knee and say, *"Thou art Death's rightful owner."* The Humakti remains in this posture of subservience (treat as stunned, save ends), so allies would be well-advised to protect them from Vivamort. *Vampiric*

compulsion works the same way against the other PCs that attack Vivamort, although it doesn't cause the station to be lost.

Retainers: Other vampires accompany Vivamort (same stats but without *vampiric compulsion*). In addition, several spawn back them up. These vampiric degenerates are former Humakti, now undead and enslaved to Vivamort. Use spawn of the master stats (*13A* p. 249), but they attack with black swords, not claws and fangs.

Victory: When the Humakti slays Vivamort without being hit by *vampiric compulsion*, they win the station.

Alternative victory: Once the Humakti has proven their mettle by resisting the compulsion once, their allies can damage Vivamort. If they do, however, the Humakti must attack Vivamort every round or fail the station. Getting hit by a subsequent *compulsion* is also a failure. The Humakti can't avoid subsequent *compulsion* attacks by letting other PCs attack Vivamort without them.

Failure: When the Humakti succumbs to Vivamort's compulsion.

Peril: If the Humakti drops to 0 hp or below while Vivamort is still alive (or "unlive"?), Vivamort can beset the mortal plane with horrific undead power. This tragedy may be an important NPC being kidnapped and turned into an undead monster, a plague of walking dead that ravage the land, a legendary undead monster raised from the grave, or something worse.

Rematch: If the Humakti fails, the player is likely to be furious at the humiliation of his character being mind-controlled into betraying Humakt. The player will probably want a rematch, in which case you can arrange for the party to undertake an arduous quest on the Hero Plane, where the Humakti can once again confront Vivamort. What could go wrong?

Vivamort Battle

# of PCs	Vivamort	Vampires	Spawn
3	1	2	4
4	1	3	6
5	1	5	6
6	1	6	8
7	1	8	8

Rewards

In a typical heroquest, the heroes receive gifts at the conclusion. Since this heroquest could take real-life years to complete, the gifts are awarded a little at a time. See the Sword of Life Heroquest Gifts table below.

Gift runes: The ✝ Death rune is a natural for gifts, and the ᛉ Truth rune works as well. Another possibility is any gift associated with the deity that has just been defeated.

Sword of Life Heroquest Gifts

Which Victory	Gift Awarded
First adventurer victory	50% chance for an adventurer gift for the Humakti.
Second adventurer victory	If the Humakti didn't receive a gift with the first victory, they get one now.
First champion victory	One adventurer gift or one gift upgrade from adventurer to champion for a PC.
Second champion victory	One adventurer gift or one gift upgrade from adventurer to champion for the Humakti.
Each epic victory	One adventurer gift or a one-step gift upgrade. If this is the fifth or sixth victory overall, then the PCs earn an additional gift or upgrade. Each gift or upgrade goes to the Humakti or to a PC at the GM's discretion (or roll for it).

LORE: MYTH OF THE SWORD OF LIFE



(As told by Grimbeak Deathblade. This probably isn't the way other people tell the myth, or even other ducks!)

This is a story told to me by a devotee of Yan Starcere, the Protector. It is different from most of the stories we tell in the Marshes, and puzzling. Long have I pondered its truths.

Once there was a warrior named Humakt. He was proud and tall and terrible: a veteran of many battles, the only one ever to defeat Kargan Tor. He traveled to many places, and one day, guided by a greedy stickpicker named Eurmal , he traveled to Hell. In Hell he came to the land of Subere: the home of deepest Darkness, the Darkness That Has Never Seen Light. In those days, that realm was nearly endless. There, he and Eurmal found something. They were not sure what it was; it seemed powerful so they took it with them back to the surface world. Humakt understood that the thing he and Eurmal had brought from Hell was a secret: it was something no one had ever seen before, something unknown. When they returned to the surface world, Eurmal tried the thing on Grandfather Mortal, saying it was a new power. But Grandfather mortal cried out in pain and horror; he was never the same again. His body fell and his soul fled. If this was a new power, it seemed it did not bring happiness or glory.

Humakt understood at once that this secret had to be protected, and he took it away from Eurmal. Humakt then cherished and studied this thing, learning its mysteries. Gradually, he learned to treat the secret, which people had started to call "Death," with reverence and respect. He wanted to keep this secret for himself, for he knew it was powerful. He was proud, but he was also honorable because he promised he would never misuse it. And so it was also to protect others that he kept the secret. The secret in the shape of a sword.

That decision—the decision to take responsibility for Death, both inflicting and withholding it—was what allowed Humakt to keep Death pure, and to learn its deepest mysteries. It also gave him a reason to stay alive.

—

One day his younger brother Orlanth came to see him. Though young, Orlanth was the most powerful among the Storm Kin; he was skilled at many things, and he was very clever: he knew how to say things so that others had to agree with him. Orlanth was so powerful that he had gone to challenge Yelm, the supreme ruler of the Sun and Sky, in a series of contests to see who was better. Until then, Orlanth had lost every round, and his pride was sorely wounded.

So Orlanth went to Humakt and asked him for a favor. "Lend me your sword," he said, "for I am in a contest with Yelm. I need it to show the Bright Shining Lie that I am better—WE are better! We—the Wind People are the true masters of the sky!" Orlanth's words were eloquent, but Humakt knew a secret: when he heard Orlanth's words he heard the Lie of the Leader, the lie that said "we" but meant "me."

Humakt looked at Orlanth coldly and said, "My secret is not something to be used in games; it changes things so that they can never be the same again."

"You should always help your kin when they fight outsiders," Orlanth said.

"You are my kin but what is mine is not yours," Humakt replied.

"All the tribe will know you are a bad brother," Orlanth warned.

"No one can make me do anything," Humakt glowered.

"Violence is always . . . an option," Orlanth began, but as he challenged Humakt with his eyes his voice faltered and he had to turn away. Furious, he sulked back to his longhouse, where he brooded until he found a new plan: he told the stickpicker Eurmal to steal Humakt's secret.

Humakt knew many people wanted his secret, and he took many precautions to protect it. Somehow Eurmal stole it from him anyway. The warrior god was very angry when he discovered the theft, and also ashamed that he wasn't strong enough to keep his secret. In a rage, he scoured the world looking for his prized possession.

Soon enough, Orlanth returned to face Yelm in the Contests, and killed the Sun god with Humakt's sword. When this happened, Humakt felt it. He felt Orlanth's pride and jealousy wielding the blade, and worst of all, he felt the blade chip as it bit the sun. He knew then that it was wrong to kill out of pride, for a little piece of Death had broken off from the sword. Humakt then swore never to kill out of pride.



Humakt went looking for Orlanth, but his sword was already gone. "Thief!" he yelled. "Because of your treachery I have lost my sword!" Orlanth laughed at him. "Serves you right! You should always share with your kin!" But then Humakt took a dagger from his sleeve and cut out his navel, and said "You are not my brother anymore; you are a thief and a murderer. Your pride made the sun fall out of the sky. I will find my sword and I will make you pay!" And even though Humakt had lost his sword he still knew The Secret: the air between him and his brother went still and cold. Orlanth recoiled in horror.

—

Humakt searched for his sword for a long, long time. He fought many foes, and he saw many deaths. Every time that Death struck someone, Humakt felt it. Every time it happened, a little piece of Death broke off because none of the other gods who wielded it could do so properly. None of them respected its secret. And each time that another piece broke off, Humakt learned something about the difference between Right and Wrong. Whenever something is separated, a truth is made—like when a child is born from its mother. This is one of the secrets of the Sword of Life.

Humakt knew to look for truth in the shards of Death because of his lessons from Kargan Tor, which I told you about in the myth called Humakt and the Truth. The First War God had broken Humakt many times, and in finding and putting himself together again Humakt had discovered this. Now, the lessons were different.

Orlanth's folly had taught him it was wrong to kill out of pride. Later, an evil troll god called Zorak Zoran used Death as a club to kill Ernalda, the earth goddess. We know he didn't succeed, for his hate and rage caused Death to strike back at him in the shape of Babeester Gor, the Earth Avenger.

We know Ikadz the Torturer used Death as a barbed, rusty dagger. Although he tried to shrive his victims of their sins, Ikadz was so corroded by his desire for revenge that he could not let his victims go; his Death brought no separation, and so he ended up becoming part of his victims. This showed that it was wrong to kill only for vengeance.

Malia was a fertility goddess who perverted her own powers to make others sick. Hers is a slow lingering Death that kills even itself, because no disease can live when its victims are gone. Her example taught Humakt that it was wrong to kill out of spite.

Vivamort was worse than all the others, for his acts were the opposite of Humakt's. Betrayal was his first significant act. Subere charged him to guard Death, but he shirked his responsibility and helped Eurmal steal it. When Grandfather Mortal died, Vivamort fed on his soul, and he later fed on the souls of many others who came to Hell. His crime is most foul, because he annihilates that which is most precious and unique in other beings to slake his own thirsts. He is the stealer of souls.

Humakt saw the perversions of Death committed by the other gods, and learned from their mistakes. Then he defeated those gods and took Death away from them. Humakt cut away his own emotions, so that his motives were pure. Gradually, he didn't have any emotions at all, and his sword became very sharp and very hard.

—

Then one day Humakt came to the Victim Place. This was a town where poor farmers were always fighting against bandits who stole their food, then tortured and killed them for pleasure. It had started out as a small village, but more and more reavers came until they occupied a whole land and the Victim Place was still growing. When Humakt approached the farmers praised his prowess and sang songs of glory, but he had cut away his pride, so none of the words moved him. The farmer children begged him for scraps of food, but he had hardened himself against pity. When the occupying bandits saw Humakt, some of them yelled insults and others spat to challenge him, but he had cleansed himself of anger and kept walking.

Then five of the reavers surrounded him. "Give us your food! We are many and you are only one man!"

Humakt kept walking.

One of the bandits held a blade to his neck so that it pricked the skin. Still Humakt didn't respond, and blood ran down the edge of the knife. He watched it drip to the ground and soak into the dirt. One of the thugs said, "Give us your weapon if you're too scared to use it," as he



reached for Humakt's sword, and Humakt remembered his sacred task—to protect Death. He let himself fall away from the blade at his neck, rolled into a little ball, and escaped between the legs of his attackers so that he was outside their circle. Before they could turn to face him, he had already cut two of them down; by the time the others reacted, two more were missing their heads.

"Here is my sword then," Humakt said as he impaled the last one.

These events puzzled Humakt, and he went to a quiet place to think. One day an old man came to him. "You look hungry," he said, and offered Humakt some food. Humakt realized he had forgotten to eat. Shocked, he told the old man his story.

"I must protect Death from my own emotions," he said, "but without emotions it is hard to exist. If I do not feel pain or hunger, how am I different from a rock?"

"This is so," the old man replied. "Do you remember why you took up Death in the first place?"

"I . . . I'm not sure," Humakt said, "if it was pride or something else."

"What is the gift of Grandfather Mortal?" the old man asked.

Humakt looked at the old man in surprise, for Grandfather Mortal had given him no gift. Then he remembered the moment when Eurmal struck the old god, and the look of anguish on his face. He remembered now how many times he had come across Grandfather Mortal later, wandering bewildered and aimlessly through the lands. These memories found a grain of pity in Humakt's heart, and he spat it out in disgust. Underneath he found compassion.

"Grandfather Mortal taught me that any god can be a victim," Humakt replied. "It is a bad thing: there must be no more victims—starting with me."

"What is the gift of Grandfather Mortal?" the old man asked again.

Humakt smiled, for he understood now. "There is a second gift, which is separate from the first like the right side of a blade is to its left side. Death is not pain and horror, but separation and transition. Sometimes this change brings pain, but it was a mistake to think it was always so. Grandfather Mortal was the First Example, but only the first. Each death is unique; each death must be clean-shaped by its wielder and embraced by its target to be good."

"It was also a mistake to try to keep death for myself, for it is The Secret That Wants to Be Known. How else could I have taken it from Subere?" Humakt laughed now. "Death wants to know all life, and I was wrong to hold it back, so it escaped from me. Others wielded it even more poorly than I did, so eventually Death broke into little pieces until it was everywhere."

"That is close to being nowhere, which is almost like being nothing," the old man said.

Humakt's eyes narrowed at these words, then suddenly widened. Then he continued. "So then I gathered many of the pieces and put them together again to make this sword. It is the clean Death, for it does not make victims. It brings no pain and fear of its own—although some who die bring their own fear and pain. This weapon I wield is no longer the only death, but it is the best one and the strongest one."

"It is time to leave," the old man said finally. "Which path will you take?"

"Compassion," said Humakt. "When Grandfather Mortal became a victim, we all became victims; what happened to him could happen to all of us."

"Yes," said the old man. "The weak attract predators, for theirs is The Hunger That Cannot Be Slaked. The poor farmers attracted bandits, and the bandits are always looking for more prey. Because you didn't defend the farmers, the bandits eventually came after you. It is always so. Those who take from others begin by taking here, soon start taking there, and end by taking everywhere, and that is like taking everything. When everything is taken, nothing is left. That is the end of the world. The Hunger must be stopped. It is not enough to kill the predators; you must help the weak become strong. To do this, you must understand why the weak are the way they are; you must learn to feel what they feel, but not let those emotions drive your will. Keep them separate. You must have compassion."

"And that is the secret of the Sword of Life," said Humakt. "I lost it when Eurmal stole it from me, but now I have found it again."

BROKEN MYTHS

Myths hold the world together, so if your myths break, you are hurting. Now that the Hero Wars are here, myths are coming under attack and sometimes succumbing, especially on a local level. A territory may suffer when one of its special myths is conquered, and the same goes for a region's versions of the great cultural myths. So far as anyone knows, none of the great myths have been lost on a continental scale, only regionally, but the threat is real.

The Sounder myth in the introductory adventure (page 394) is an example of a broken myth.

Here are two other broken myths ready to use. One is elaborate. The other is little more than a nasty encounter on the Hero Plane and shows how simple it can be to come up with a broken myth you'll enjoy running.

River Crossing, or Krarsthtkid Terror

This myth is designed for adventurer tier, and it starts with a scary battle. See the notes for adjusting the myth if you want to run it at champion or epic tier.

This gentle, local myth tells of Kuthark, a local hero, who crosses a river back and forth three times, each time getting the best of the river. Normally there's no real combat. Unfortunately, krarshtkids have overrun the myth. They killed the last man who undertook the quest and nearly killed the priest who went on the quest looking for him. The priest tells you that you will start the quest on the ground being mauled by krarshtkids, and that's as far as he got. Maybe once the krarshtkids are handled it gets better. The priest also shares the details of the myth, although there's no telling what shape the rest of the myth is in now.

Whoever the PCs choose as the protagonist must first be initiated into the cult of Kuthark. He was an adventurous and resourceful Orlanthi hero, so anyone who fits into Orlanthi culture can readily be initiated with some teaching and a simple ceremony.

The characters do indeed start on the ground being mauled by krarshtkids. The battle is unfair and intense. Once they fight their way up and beat the krarshtkids down, the PCs still have to cross the river. The first crossing is supposed to be by swimming, but now the river is teeming with Chaos vermin. How will the protagonist manage a quest that's been damaged in unknown ways?

The river in question could be any river or major stream that fits your story. The myth helps the locals exploit the river safely and profitably.

Lore

In this story, Kuthark gets the better of the river and kills a mighty stag. It takes place during the Storm Age. Kuthark enters the myth with a spear and a hook on a line.

First, Kuthark is on the shore of the mighty river. He sees a beautiful stag among some trees on the far shore, and he asks the river to let him cross. The river refuses, and Kuthark swims across anyway.

Once on the other shore, Kuthark sees the stag on the first shore and asks the river to carry him across. The river refuses and vows to use its waves to batter Kuthark to pieces if he tries to swim across again. This time, Kuthark catches a great green fish on a line, and the fish pulls him under the thrashing waves to the other side.

Back on the first shore, Kuthark again sees the stag across the river. The river vows to batter him if he swims or trap him in a current if he lets the fish pull him again. This time Kuthark dances in a pattern that traces out the ᚱ Movement rune on the ground, and then he leaps over the river in a single, mighty bound. He kills the stag with his spear as he lands. The river is so angry that it froths and foams, but then it calms down, defeated. Out of the stag's corpse falls a bronze ring with a Movement rune on it, which Kuthark puts on his finger.

This myth grants gifts of ᚱ Movement and ᛇ Water runes. One special gift grants members of the community general protection against common hazards while boating, fishing, or otherwise exploiting the river.

Now that ᛘ Chaos has overrun the myth, no one knows how it might have changed.

ARMOR IN THE RIVER CROSSING MYTH

The hero Kuthark was more of a wanderer than warrior. He carried a spear but wore no armor. This myth involves him swimming and leaping across a river, so wearing armor would be a problem. Normally the myth doesn't involve combat, but the krarshtkids mean that the protagonist is probably going to want to be armored. In the myth, the protagonist will be able to take off their armor to help get across the river. Once they take the armor off, however, it's gone for the rest of the heroquest. It will still be there back on the mortal plane.

Prolog: Rending

The myth starts with the characters on the rocky ground, with krarshtkids biting them. If the PCs have a habit of tearing through tough fights, give one a ᛘ Chaos feature. Once the characters have gotten on their feet and possibly gotten some distance between themselves and the krarshtkids, the battle is normal. Even so, it's designed as one of the scariest, most dangerous battles they'll have in a long while.

Opening pain: Each character rolls a hard save (16+). Failure means that the character loses a recovery, representing damage that they have already suffered just by appearing



in this disastrous myth. Characters who fail the save start the myth with krarshtkid bite marks on their bodies.

Pile of woe: The PCs are basically in a pile on the ground with krarshtkids attacking them from all around. The krarshtkids are big enough that they are easily engaging all the characters. Roll initiative immediately. For dramatic flair, you might roll separately for each krarshtkid so they act one at a time instead of all together.

Taken down: The PCs start on the ground, symbolically defeated before the power of Chaos. While on the ground in this battle, a character is hampered and the krarshtkids gains a +2 attack bonus against them. Tell the players about the attack bonus. The point of this opening scene is to scare the players. Each character is basically obliged to spend a move action getting up on their first turn, unless they have some special alternative. And even then they're still engaged with one or more krarshtkids.



This is one case where I think Jonathan is being nice to the players. I'd require a successful disengage check or another method of popping free of engagement to get away from the krarshtkid pile, so if you want to make it even scarier, do it my way.

Ongoing grief: When it's over, the characters find themselves on the riverside (at Station One). When they take their quick rest, none of their powers recharge, and none of their per-battle powers or spells reset. The characters can heal using recoveries. The whole myth has the feel of wrongness, and the characters can't pull themselves together. This effect is designed to unsettle the players, but the PCs will shake the effects off when they destroy the Chaos obelisk (see below).

Quest score 0: This battle is an intrusion rather than part of the original myth so it has no effect on the PCs' quest score.

The dead man: A local leader who undertook this quest was devoured by krarshtkids. The heroes might try to find his spirit here and try to help him make a heroic return. They will need truly exceptional resources to pull off such a feat.

Rending Fight Chart

# of PCs	# of Krarshtkids
3	2
4	2 or 3
5	3
6	4
7	4 or 5

Krarshtkid

Storm Bull cut Krarsht up so badly during the Gods War that her parts never really came back together. But all the little parts learned to keep eating, so now the world has krashtkids chewing through everything they can reach. Honestly, they prefer eating clay, loam, sand, limestone, and ☐ Earth. But people are fine for a snack.

Large 4th level wrecker [CHAOS BEAST]
Initiative: +8, or +12 in home tunnels

Massive jaws +10 vs. AC—20 damage, or 35 damage if the target is stuck or weakened
Natural even hit: The krarshtkid can make a *paralyzing poison* attack against the target as a free action.

[Special trigger] **Paralyzing poison +10 vs. PD**—The target is weakened (save ends)

C: Acidic whipping tongue +10 vs. PD (one nearby enemy)—5 damage, and 5 ongoing acid damage

Punishing tongue: As an interrupt action when a nearby enemy misses the krarshtkid with a natural odd attack roll, it can use *acidic whipping tongue* against that enemy. (This is normally how the krarshtkid uses the attack, since it's not normally worth it to use a standard action that way.)

AC 19
PD 17
MD 14

HP 130

Champion and Epic Tier

Element	Champion	Epic
Krarshtkids	Elder krarshtkids page 269	Krarshtmaws page 270
DCs	+5	+10
Gorpish gushing attack	+4 to attack bonus, x2 damage	+8 to attack bonus, x4 damage

Station One: First Crossing

Kuthark spots the stag across the river, but the river refuses to allow him to cross. He swims across as in the myth, but this time hazardous perils set on him.

The far shore and the river: The heroes can see the stag among some trees across the river. They also see a towering, black obelisk or spike that seems to be twisting and contorting even though it's completely still. (Really it's your mind that's contorting.) The river teems with toothy, cat-sized abominations that squirm through the water. You can also improvise other details that reveal the whole place to be touched by Chaos.

Confronting the river: When the protagonist asks the river to allow them to cross, a face materializes under the water and responds. Before rebuffing the protagonist, the river wails in pain, which is not part of the myth. After denying the protagonist, the river wails more, and the face dissipates.

Swimming the river: Swimming is the standard option, but it means swimming through the swarming Chaos critters. Each character makes a Strength check to swim across the river. Generously apply backgrounds related to the outdoors, boating, athletics, etc. By the logic of the myth, everyone will get across the river, but the die rolls answer the question of how well each character does. For the protagonist, the results affect the quest score. For everyone, they affect how many times the aquatic Chaos vermin bite them. Each bite injects a delayed-reaction poison or curse, something that will wound the victim during a future battle. The bite stings terribly but causes little immediate damage. At the start of the next serious battle, the curse strikes, dealing 5 ongoing psychic damage per bite. If you forget about this curse for the next fight, the curse could hit any time. Maybe at the worst possible time.

Skill Check: DC 15 Strength check
Heavy armor: –5 penalty to check
Light armor: –2 penalty to check
Shield: –1 penalty to check

Success: One bite (everyone), and gain +1 quest score.

Success of 25+: Gain +2 quest score and no bites

Failure: Take a –1 penalty to quest score and two bites (everyone)

Alternative ways to cross: With the right background, gifts, or attuned runes, the PCs may be able to find an alternative way to cross the river. Doing so imposes a **–2 penalty on the quest score**, but if the PCs are successful anyway, they may change the myth so that this new method for crossing the river becomes standard.

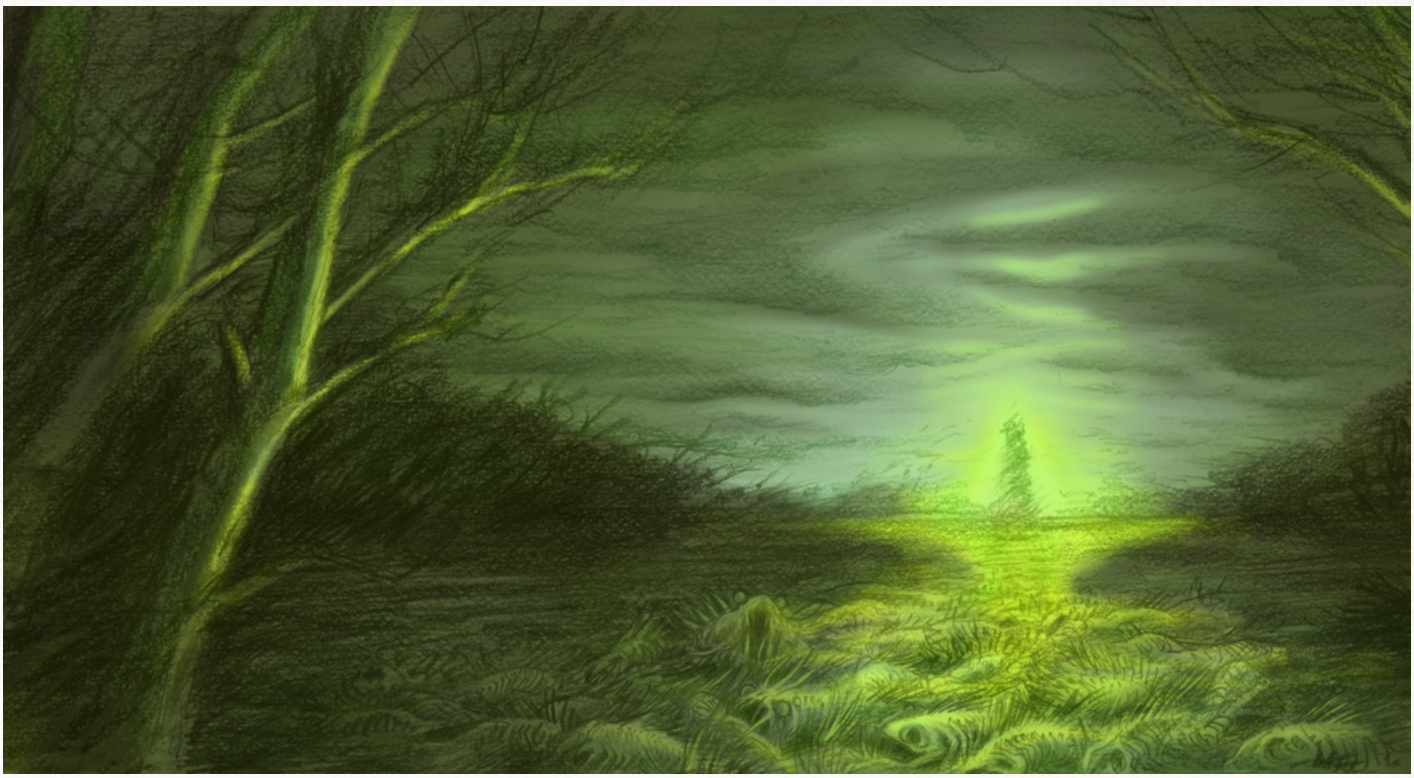
Interlude: Chaos Spike

The heroes need to tear down the spike or obelisk to free the myth from its influence.

Unsettling obelisk: The first unsettling effect is how the obelisk seems to twist without actually twisting, which the characters have already seen from the opposite shore. The second is that the obelisk seems bigger and bigger the closer one is. From the far shore, it seemed as tall as two large warriors, but on this shore it's noticeably bigger. As one approaches, it looms larger, as if it were approaching, too. Finally, anyone within reach of it perceives it as gargantuan.

The third unsettling detail is that the obelisk or spike is actually organic. It seems like a strong but flexible sac filled with roiling fluid. Up close, one can hear the fluid gurgling and see undulations on the surface of the shape.

Corruption: Anyone who approaches the obelisk even at a distance can feel its malignant presence. It is obviously the source of the Chaos infecting this myth. It has somehow



penetrated into this myth and corrupted it. A character that is knowledgeable about the God Plane would know that Chaos sometimes intrudes into myths like this more or less randomly.

Virtue: On the mortal plane, one might need a ritual to clear out a Chaotic manifestation. On the God Plane, everything is in some sense a ritual, so the right attitude is all it takes. To hurt this thing, a character needs not only a weapon, such as arrows or fire, but also a metaphysical virtue. If a PC tries to actually harm the obelisk, ask the player what virtue allows their PC to defeat this monstrous evil. The answer might be a heroquest gift, a memory, a promise, or special training. The character must have some angle or their attempts to harm the obelisk are futile. Whether a virtue is sufficient is at your discretion.

Destroying the thing: Piercing the shape is easy. In fact, once the hide is pierced, the force of the fluid inside rips the hide wide open. Unfortunately, when the obelisk bursts open like this, the gorp-like fluid inside gushes everywhere, especially in the direction of the original opening. Make *gorpish gushing* attacks against the characters, based on the conditions below. After the attacks, the fluid fades away, and the hull of the obelisk shrivels to almost nothing. As far as the results of bursting the spike, give the players as much warning or as little as you like.

Character who pierced the obelisk with a hand weapon:	3 *gorpish gushing* attacks (or 2 attacks if they used a long/reach weapon)
Character adjacent to the obelisk:	2 attacks
Character near the obelisk:	1 attack
Character far away from the obelisk:	0 attacks

Gorpish gushing +8 vs PD—8 acid damage

Liberation: When the obelisk is destroyed, an oppressive aura lifts from the scene. The river no longer teems with little monstrosities. Furthermore, the quest is now free from Chaos. The krarshtkids don't return, and neither does the obelisk.

Quick rest: Now the characters can take a quick rest and their powers recharge like normal.

No quest score effect: The spike is an alien intrusion from beyond reality and not part of Kuthark's saga, so there's no effect on quest score.

Station Two: Second Crossing

The great green fish that is supposed to pull Kuthark across is dead, and the PCs have to improvise a solution.

Spotting the stag: The station begins when the protagonist looks across the river and sees the stag again. They then walk to the bank of the river to throw a hooked line in the water. Except that when the heroes reach the riverside, they find the beached corpse of the great green fish that's supposed to pull the protagonist through the water.

Very dead fish: This great fish is obviously totally dead. Ask the players for a volunteer to invent a visual detail that demonstrates just how very dead this fish is. This is the Hero Plane, so the detail doesn't need to make literal sense. For example, maybe it's so dead that its bones have turned to rock and its flesh to clay.

The first reflex of the players may be to try to bring the fish back to life, but generating a new solution to getting

across the river is more interesting than just putting things back to the way they were. Unless the characters have just the right story, there's no way to bring the fish back to life.

Unorthodox methods: There's no pre-arranged solution to the problem of how to cross the river. The tactic that the protagonist uses can represent who they are personally, what skills they have, or what wisdom they want to impart to the locals who revere Kuthark. Maybe they call a different big fish to them, or call a bird, or float across in a big jug, or make a raft, or trick the river. Narrating a rune allows the party to complete the station successfully. Otherwise it probably requires a difficult skill check, DC 20. The check might be just about anything that seems to offer a solution, given the leeway of mythic logic.

Skill Check: DC 20 check

Success: The station is completed, gain +1 quest score.

Success of 25+: Gain +2 quest score

Failure: Take a –1 penalty to quest score

New ways: To restore this myth to the locals, the protagonist will have to impart to them the secret of how to cross the river the second time. The locals will cross the river this new way from now on.

Station Three: Third Crossing

Leaping across the river should work normally.

ᚱ Movement rune: This time when the protagonist spots the stag on the opposite shore, they dance out a Movement rune on the ground. They return to the center of the rune and leap across the river with their spear. Handle this with a Dexterity check. A failed roll means the character clears the river, albeit inexpertly and not heroically.

Allies fly free: The magic of the leap transports all allies as well as the protagonist. There's no need for other PCs to make Dexterity checks.

Skill Check: DC 15 Dexterity check

Success: You leap across the river, gain +1 quest score.

Success of 20+: Gain +2 quest score

Failure: Take a –2 penalty to quest score

Station Four: Spearing the Stag

The last station occurs as Kuthark lands across the river and spears the stag. It works normally.

Spearing the stag: As Kuthark (the PC) lands, he spears the deer, killing it at one stroke. Have the player make an attack roll. A failure means that the protagonist has struck the stag but needs a second strike to finish it off.

Attack roll: Attack vs. AC 15

Success: Gain +2 quest score

Success of 25+: Gain +4 quest score instead

Failure: Take a –2 penalty to quest score

Rewards: If the PCs' quest score is 0 or higher, then out of the stag's corpse falls a bronze ring with the Movement rune engraved on it, which the protagonist puts on. If the quest score is below 0, then nothing falls out—or the wrong thing. A successful quest grants gifts associated with ᚱ Movement or possibly ᛇ Water, including possibly a unique gift: *Kuthark's liberty*. Even if the quest isn't successful, as long as the heroes have destroyed the Chaos infestation, they will have accomplished what the locals never could and will be greeted with thanks and praise.

ᚱ UNIQUE HEROQUEST GIFT (BODY)

Kuthark's Liberty: +1 bonus to Physical Defense (champion: +2; epic: +3). Once per day, you can escape or circumvent water obstacles. You can leap a river, outswim a strong current, escape a flash flood, etc. This gift also allows a leader in the local community to conduct annual rituals that protect community members from danger on the water.

Wedding of Orlanth and Ernalda, or Wedding Day Massacre

This straightforward encounter is an example of how simple a broken myth can be. It's should be easy to customize it to fit your campaign

Disaster: The heroes are in attendance while two prominent and well-liked NPCs, a man and a woman, are completing a public ritual as Orlanth and Ernalda at their wedding. Everyone feels the Hero Plane encroaching on the mortal plane, and the two ritual leaders fade away to the other side. The attendants remain on the mortal plane, waiting for the two of them to return. But soon a foul wind passes through the crowd, and first one quester reappears on the ground, then the other. Both are dead or unconscious and dying, bleeding and poisoned. Local healers probably can tend to at least one of them and keep them from dying right away. No one knows what's on the Hero Plane, but the PCs are about to find out. The local ritual experts help them launch a quick, fully armed heroquest into that myth right then and there. An Orlanthi or Ernalda worshiper, or both, would make a fine protagonist, but just about any character can be the protagonist because most gods are in attendance at the wedding.

Wedding ambush: On the Hero Plane, the wedding progresses normally until scorpion men hatch messily out of bread loaves and immediately set on the wedding couple. Choose a number of scorpion men from the Enemies chapter to build a tough battle (double-strength). The leader of the scorpion men wears a crown that emulates Gagix Two-Barb's Crown of Needful Hunger, providing

a connection to her. This crown also gives them access to her *inspire scorpion man* ability (see page 424).

Victory: If the heroes can defeat a specific scorpion man, it gives them a chance to reclaim the myth. When the scorpion man leader drops to 0 hp, a character can use a daily attack or a recharge 16+ attack as an interrupt action to serve as a devastating blow to obliterate the scorpion man and symbolically defeat Gagix herself. This attack targets only the scorpion man leader. The character that killed the leader has the first option to perform this special attack, then any one other character can do so. That player narrates the impressive way in which the attack demolishes the scorpion man and demonstrates the power of the PC's god and people. The attack is an interrupt, and it has no effect on the battle itself. Unleashing this devastating blow allows the PCs to reclaim this myth from the scorpion men.

Failure: If the heroes fail to obliterate the scorpion man leader, the original participants back on the mortal plane have died, even if healers had been keeping them alive. In addition, the power of Gagix spreads among the local people. What this exactly means depends on your campaign, but it's not good.

Reward: The reward for a single fight is modest, and it depends on the tier at which you set the battle. Gifts are most likely related to any of Orlanth's runes, to Ernalda's, or even to those of Bagog, goddess of scorpion men. These runes are ☋ Air, ▽ Beast, □ Earth, ☲ Harmony, ⧗ Life, and ☊ Mobility.

Adventurer: If the heroes defeat all the scorpion men by the end of the fifth round, one character earns one adventurer-tier gift.

Champion: One character earns an adventurer-tier gift or an upgrade from adventurer to champion.

Epic: One character earns an adventurer-tier gift or a one-step upgrade. If the heroes defeat all the scorpion men by the end of the fifth round, a second character earns the same reward.

Broken Myths by Class

As GM, you might want to develop some broken myths to fit the PCs in your group.

Berserker, Death Lord: Chaos has turned a myth topsy-turvy, and only someone at home in a crazy myth can lead the heroes to victory.

Berserker, Storm Bull: Most invaders in a broken myth are Chaos creatures, so lots of broken myths are perfect for Storm Bulls.

Earth Priestess: The people of the village she needs to protect have fled. She must leave the mythic narrative and find her missing villagers. The forces arrayed against the heroes are from another rune, but not Chaos. Maybe they follow the villagers into a forest and face opposition from the Plant rune. Maybe they've turned bestial and joined the beasts in the wild.

Hell Mother: Fire demons have driven away the good spirit of the Underworld, and someone or something needs to eat them up.

Humakti: In the local region, Humakti are defeated when they undertake the Humakt the Champion quest. The "Orlanth" that they face is a mighty broo. His followers are also broos, but wretched ones. The locals need the Humakti PC and their allies to perform the quest and set things right. If the Humakti PC is grim and serious, as many of them are, then you can set up extra fun by saying that they need the help of a local NPC. The NPC is a clownish trickster who compulsively breaks rules, getting away with a lot of irritating hijinks because the PCs can't do without them.

Orlanthi Warrior: An Orlanthi warrior is often a good fit for the hero of a local myth, such as the River Crossing.

Rebel: A rebel is a good fit for the hero of a local myth, such as the River Crossing, especially when the solution requires cleverness and not just combat. Transgression is sometimes handy when you're improvising on the Hero Plane.

Storm Voice: In an Orlanthi myth, Orlanth's lightning has developed a mind of its own and gone its separate way. Without his blade of lightning, Orlanth is killed in battle. This myth needs someone who commands the lightning, so the storm voice is called in. Another PC can take Orlanth's roll and fight, albeit with no weapon. Meanwhile the storm voice uses magic, lies, or personal charisma to take control of the lightning bolts and arm the Orlanthi.

Trickster: Every broken myth is an opportunity for trickster hijinks.

Troll Warrior: Bugs and spiders have rebelled against their owners, some rampaging and others escaping. Some good troll needs to put them in their place—in the troll's gullet.

Wind Lord: The winds in a myth have stilled. Someone has imprisoned them. The wind lord must find them, liberate them, and lead them in battle against the mysterious enemies that had trapped them.

LOST MYTHS

Some cursed places are shaped by times when things went badly for the gods. In their many adventures, the gods and goddesses have their share of failures. These failed divine deeds don't rise to the level of myth. In fact, they're usually forgotten, even in the localities they're associated with. But somewhere on the Hero Plane, these mythic fragments are still true and powerful. In dark times, such as the Hero Wars, these episodes of loss reassert themselves. Curses spread from haunted sites, bringing woe to health, community spirit, beasts, crops, dreams, magic, and war. Sometimes marauding monsters from the Hero Plane even manifest on the mortal plane and destroy those they find.

Danger: When lost myths bring spiritual ruin to a region, it's the job of seasoned heroquesters to venture into the Hero Plane and set things right. By successfully facing down the perils of the lost myth, PCs can drain it of its malignant energy. They hope to make the myth once more merely a distant memory, lacking any power. With a truly epic conquest, they could even right the myth, so that things turn out well for the god, goddess, or hero in question. With

the right magic and ritual, they could establish the formerly lost myth as a new myth that brings blessings to the people.

What little is known: The special feature of a lost myth is that the locals know only vague stories about it. The PCs don't walk in with a script. No one knows for sure what they will find or what it will take to achieve victory. The minimum knowledge required is the identity of the deity or hero to be emulated. As in a normal heroquest, one character takes the role of protagonist and assumes that identity.

Single level: A lost myth is unique, and it has a single power level. Adventurer-tier lost myths are associated with minor haunts, champion-tier with accursed places, and epic-tier with great peril.



The Birth of the Red Goddess (see Glorantha Sourcebook *page 147) is an example of a lost myth. There had been a ☾ Moon goddess in the Gods Age, but she was killed and shattered in the Gods War, and her identity lost. The Seven Mothers are the Lunar heroquesters who gathered these lost mythic fragments and reassembled them in a dangerous heroquest that changed the world.*

Until the Hero Wars, most Gloranthans avoided experimenting with lost myths, fearing the dangers and consequences. Now, they have little choice and heroes try explore the lost mythology of the Gods Age with reckless gusto.

Stories that Might Shape a Lost Myth

As mentioned above, the minimum that's known about a lost myth is the identity of the deity or hero involved. But a seed list of ideas that you could use to craft lost myths doesn't have to identify gods by name. The list that follows sound a bit like fairy tale outlines when read aloud. The point of it is that by using vague terms, we've opened the door to several different myths with each one-liner.

Let's break down a sample lost myth fragment as an example. "The wicked village spurns the earth mother." This myth may be about Ernalda, and if it is, the question is whether the village is wicked just because it spurned her or whether there is something worse going on. Was the village twisted by ᛤ Chaos or by something less terrifying, like ᛝ Disorder? Maybe the myth is about Ernalda overcoming a trickster who has turned a village against the □ Earth so that everyone is going to starve, so that when the lost myth is successfully quested, trickster magic won't work as well in the area but a barren region will begin to show signs of life.

Alternatively, maybe Maran Gor is the 'earth mother' in the story. In that case, the heroquest is going to be about destroying the wicked village that somehow escaped her wrath!

Lost myth fragments: Here are a number of other lost myth fragments you may find useful. Look closely and you'll find the fragments that generated other heroquests in this book!

- the rebel king spends lifetimes looking for a gem that he never finds
- the northern wind is frozen in ice and can't get free
- the lost king flees from enemies, but they close in and destroy him
- the lost queen is a servant to a monster, who shares its secrets with everyone but her
- the judge of death loses his sense and kills petitioners at his court
- there is no way past this wall
- wild beasts capture the storm king and abuse him at their feast
- the Chaos killer watches as a terrifying army cuts down his allies
- fire, water, earth, and darkness all pound the storm boy into the ground
- dwarves enslave the storm king, whom they use as a power source for new machinery
- the elves trap the grain daughter in a cage made of thorny vines
- trolls devour all the loyal husband's cattle
- enemies wield the storm king's own sword
- terrors drive everyone crazy and this time the war leader can't save them
- the hunter's cats turn against him
- the other god has cattle that you envy but can't steal, or maybe it's sheep, or books, or weapons
- the boastful challenger loses a contest
- the green dragon kills the white bull
- the seven progenitors construct a new rebel
- scorpion men slaughter a wedding
- the conquering king's firstborn son is a broo
- dragonsnails overrun the earth queen's demesne
- vampires drain the grave judge's blood
- the rebel warrior is decapitated in battle, and the head goes missing
- spirits enslave the rebel and drive him to kill his wife
- the queen of night is betrayed by one of her children and casualties ensue

Example of a Lost Myth: Fangplace

6th level lost myth

Deep in the dark forest is a wide patch where only low brambles, creeping vines, and thorny stalks will grow. Beasts and people associated with the ᛥ Beast rune come here to roll around in the brambles, yowling. Sometimes the bestial "worshiper" is an individual beast, and other times Fangplace is wild with beasts of all description, rolling around and howling in frenzy. Among the local people, the wise ones have always said that this is a power center for beasts and



a cursed place for all those of the ᛟ Man rune, especially Orlanthi. Something terrible happened to Orlanth near here, and that's where Fangplace gets its malignant power. Nothing more than that is known. The local priests have always prayed special prayers to keep the power of Fangplace at bay.

Bad news: Lately, however, the priests have had to devote their ritual power to more pressing needs, and the power of Fangplace has grown. The locals are now menaced by beasts that roam out of the woods in search of human prey. Beast power has begun to influence the local community, with beasts featuring in nightmares and visions. The locals themselves have become more uncouth in their daily lives—in work, play, dress, food, lust, and quarrels. Unless something is done, the beasts will soon be invading the local priests' myths, the uncouth behavior will turn positively bestial, and this community will be undone by the power of the Beast rune. If the heroes don't defeat the malignant power of Fangplace, the people of this community will have to take to the road as refugees.

Stakes: The PCs don't know exactly what to expect, but the local seers and PC experts can make an educated guess about what's at stake. If they succeed on the Hero Plane, the power of Fangplace will be suppressed again like it used to be. If they fail, the curse will remain, and it might get worse. If they fail, the locals will have to leave, at least until real heroes can come and put Fangplace down.

DANGER FOR HEROES

This mythic fragment is about Orlanth getting in over his head, so the players might do the same. The heroes have the easiest time if they just try to get away, and if they're particularly aggressive they end up in one of the worst fights of their lives. Is that fair? This myth is indisputably a place of great danger. The PCs know that this is where something terrible might happen to the character emulating Orlanth. The players have been warned.

Another, strictly optional way to warn the players is to add this piece of lore: Long ago, a heroquester named Samarka the Impetuous was lost venturing into Fangplace like this. Since then, the locals have forbidden heroquesting here.

Does it make sense for an Orlanthi to succeed at a quest by avoiding a fight? Remember that Orlanth doesn't do the same thing the same way every time. Good Orlanthi can be relied on to do something different now and then.

Mythic History

This mythic fragment occurs in the Storm Age. Orlanth is walking alone through the woods when great primeval beasts start to stalk him. He charges them, but they evade him and lead him into a thorny thicket. There they beset him from all sides, and the thorns cut him at every turn. The beasts overwhelm him, strip him naked, and drag him to an impromptu Beast party with him as the main attraction. Beasts gather to abuse him, and then they leave him for dead.

Nobody knows this myth beyond the basics that something terrible happened to Orlanth. Maybe the beasts of the wild know something, but they're mute brutes and have nothing to say on the matter. Seers on the mortal plane can tell that Fangplace is closely associated with the Beast rune, and with Orlanth. Anyone who sees Fangplace can intuitively sense brutality of epic proportions.

Since this quest is about Orlanth being defeated, it features one of the toughest battles in the campaign.

Starting the Quest

The PCs must venture to Fangplace itself and conduct the heroquest ritual there.

Welcoming party: Fangplace attracts beasts and people of the Beast rune, so the heroes may well face some opposition to their arrival. If they find beasts and Beast-lovers cavorting here, they might first hear unearthly howling and shrieking from far in the distance. Alternatively, foes may be skulking near Fangplace waiting to ambush tasty trespassers. Perhaps this encounter is just for roleplaying, in which case the Beasts or Beast-lovers are too weak to oppose the PCs. How do the heroes treat these enemies, who are at their mercy? If you're that kind of GM, you could remind the players that ritual sacrifice of living enemies is not always a bad thing.

Crossing over: Someone takes the role of Orlanth, and someone (maybe the same person) conducts the proper rituals to reach the Hero Plane. Presumably champion-tier PCs know how to get to the other side. Once on the Hero Plane, they find themselves walking deep in a primeval forest.

Opening Station: Stalked

The heroes decide how to deal with beasts stalking them.

In Deep: The PCs are walking through deep woods. The branches overhead crisscross, making flight difficult. There's light to see by, but the thick trees and the shadows limit them to seeing what's nearby. The forest includes many sorts of trees, vines, flowers, insects, birds, and mammals that didn't survive the Great Darkness and that don't exist in history. Embellish the scene with exotic details or get the players to do so.

Ur beasts: The most sensitive or woods-wise characters can sense a large beast pacing the group. Once alerted, PCs can catch glimpses of beasts through the trees and see where they are brushing past bushes and making leaves rustle. These beasts are the peril that the heroes must face.

Choosing a deed: Instead of asking each player what their character is doing, ask the players what the group is doing. This is the Hero Plane, and the PCs represent Orlanth. This heroquest is a story, where reality is simpler than on the mortal plane. What the heroes choose represents the divine deed that Orlanth undertakes in this conflict, so it's a major plot point. Players should weigh in with what they personally want the group to do rather than speaking for their characters' preferences. Give the players time to understand the situation and what's at stake. Let them come up with ideas on their own; don't give them a list to choose from. The deed has to be simple, and they can't try a tactic to see how it goes before deciding how to commit. This is the Hero Plane, where intention is more real than physics, so the PCs declare one action and live with it. The notes here cover most of the options that they are likely to come up with. If they can't figure out what to do, give them a warning, and finally treat a non-decision as Wait for a Fight.

Charge: This is the option Orlanth takes, and it's terrible. The ur beasts flee before him, and he chases them into an ambush where he is defeated and humiliated. If the PCs charge the beasts, then they get into perhaps the toughest battle of the campaign. Probably they will have to flee, but it they get lucky and kick ass then they can win. The most likely way for the heroes to "win" this battle is to flee sooner rather than later. See the Thicket Ambush station and fight an ambush-size battle.

Escape: This move is smart. Orlanth is on enemy territory where he is badly outnumbered. Fleeing an enemy is bad news, but it's better than being defeated and humiliated. If the heroes use this tactic, then the ur beasts chase them and attack before there's time for more ur beasts to arrive, so the battle is tough but reasonable. If the PCs win the battle, then they establish a new metaphysical reality in which Orlanth avoids the worst of this fight. As part of this new spiritual reality, people are now forbidden from even looking on Fangplace. Violating this taboo may bring back trouble. For now, see the Fight station and fight a small battle.

Wait for a fight: Regardless of whether they continue walking or stand in place, the results are the same. This choice doesn't lead to a nightmare of blood and pain, but it's not great either. More ur beasts are on their way, and eventually a large number of them charge in from all directions. It's a tough fight, but winnable. See the Fight station and fight a big battle.

Ranged attacks: This option plays out a lot like "wait for a fight," except that the heroes get a number of ranged attacks at the ur beasts first. On the plus side, they can put some damage on the ur beasts before the big fight. On the minus side, they are committing to a strategy, and if they perform poorly then that's bad magic for them. Specifically, if the heroes don't score enough hits on the ur beasts with ranged attacks, then the escalation die starts at –1. See the Ranged Attacks station.

Lure the beasts: If the PCs have some way to lure the ur beasts in, then they can force a battle before more beasts have arrived. This strategy is the best, but only if the PCs really have a way to make it happen. See the Lure station.

Mythic statement: When the PCs undertake an action, what mythic relevance does that action have? What does it mean? The group should come up with a phrase to sum it up, something like "Orlanth is no fool" or "There is always another way" to declare why he's trying to escape the forest



without a fight. If the PCs charge the ur beasts, maybe their statement is "Orlanth starts the fight." It's this mythic statement that the heroes are trying to make "stick." If they succeed, they will change the metaphysical reality of Fangplace.

Possible Station: Thicket Ambush

If the heroes charge, they are lured into a thicket, where ur beasts attack them from all sides.

In real deep: Stuck in a mythic trap, the PCs have no way of escaping except by using the flee option. No runes or skill checks will get them out of there. They chose to fight, and now they have to fight or accept defeat.

***Opening*:** The PCs are in the middle with ur beasts all around and nearby.

Tree obstacles: The battle takes place around the trunks of mighty trees that sometimes block ranged attacks. Any ranged attack takes a –4 penalty except for those that target the ur beast nearest the attacker. If you can't tell which ur beast is nearest, determine randomly or usually the attacker can move a little toward one, making it nearest.

Cutting thorns: The thorns cut the heroes, dealing 6 damage each time a character takes any of these actions: makes a non-basic attack, moves (including disengaging), or casts a spell.

Great victory: If the heroes can defeat the ur beasts within four rounds without Orlanth dropping to 0 hit points or below, they achieve a great victory. They crush the accursed power of Fangplace and each gains a heroquest gift. They are acclaimed as heroes far and wide. They can't possibly defeat the ur beasts within four rounds, can they?

Costly victory: If the PCs can defeat the ur beasts, even if it takes longer than four rounds, they suppress the power of Fangplace. The power may reassert itself in the future, but for now the danger is passed. Even this victory is unlikely.

Flight: It sucks to make a wrong turn on the Hero Plane and be stuck in a losing battle, but it happens. If the heroes are going to flee, the sooner they flee the better. You can go easy on them by having lots more enemies show up. A show of overwhelming force gives the PCs the hint that they should flee. As the characters flee, the thorns might cut each character one more time for 6 damage each, if you're Jonathan's kind of Gamemaster.

Possible Station: Fight

This station is a fight that takes place outside the thicket and ambush. Start the ur beasts all nearby in a rough circle around the group.

Tree obstacles: As with the Thicket Ambush station, PCs take a –4 penalty to all ranged attacks not targeting the enemy nearest the attacker from the trees.

Great victory: To win a great victory, the heroes need to defeat the ur beasts in four rounds without Orlanth being

dropped to 0 hp or below. If they succeed, they feel victorious, the forest is quiet, and they can walk out of the forest unmolested. The power of Fangplace is countered. Orlanth's humiliating defeat has been replaced by a new story, one that follows the plot line of the heroquest. The mythic declaration the PCs is made is true, and its truth helped the group succeed.

Costly victory: If it takes longer than four rounds to defeat the ur beasts, then the heroes are exhausted by the fight. They have to hurry out of the woods rather than face another battle. Even so, this result is better than the original outcome and thus a victory of sorts. See Mythic Outcomes, below.

Possible Station: Ranged Attacks

The ur beasts soon assemble to attack. In the meantime, the PCs have a few opportunities to make ranged attacks against the ur beasts that they spot here or there. These opportunities come occasionally as the heroes scan the trees for movement.

Three attacks each: Before the fight starts, each character has three opportunities to make a ranged attack at an ur beast. These happen in any order, preferably with everyone rolling all at the same time.

Random individual target: The GM randomly determines which ur beast is targeted. They are spread out so only a single one is targeted by each attack.

Long range: The attack has to work against far away targets.

Initiative: Along with each attack, make a special initiative check against a DC of 20. Failure means that the ur beast ducked out of sight before the character could launch the attack. This unorthodox initiative check doesn't trigger powers related to rolling initiative at the start of a battle, including the Orlanthi cultural feat.

–2 attack penalty: The Beast rune doesn't like ranged attacks, and the trees provide lots of cover. (This replaces the tree obstacles penalty that appeared in the previous station; here in the Ranged Attacks station there's no way to take a shot without having an attack penalty.)

No escalation or berserker die: There's no real battle taking place, just a number of targets that are each momentarily available.

One battle: Even though you're not using the escalation die, these attacks count as part of the upcoming battle in terms of limited-use powers.

One good shot: The PCs succeed at this station if Orlanth makes at least one ranged attack that hits. Alternatively, they succeed if the other characters score enough hits: specifically more than half as many hits as there are other characters in the group. If the PCs didn't score enough hits either, then the group fails. If they fail here, then the escalation die for the fight starts at –1. See the Fight station and run a big fight.

Regardless of whether the heroes succeeded at this station, the ur beasts start the battle with any damage that the PCs dished out. The next battle happens regardless of the result of this station. The result of this station simply determines whether the escalation die will start at –1 or 0. Even if they lose the station, the damage they deal to the ur beasts might be worth it.

Possible Station: Lure

If this tactic works, the heroes get to fight a small battle and win a big victory. If it fails, then the battle is large and tough.

Skillful luring: A Charisma or Intelligence skill check might work, but not many backgrounds are going to fit this task, and it's difficult: DC 25. If someone besides Orlanth is doing the luring, then they take a –4 penalty to the roll. A rune or a unique might reduce this DC to 15 or even 10.

Success: With a success, the PCs lure the ur beasts into attacking before more ur beasts arrive. Go to the Fight station and fight a small battle.

Failure: On a failure, the PCs do manage to lure the ur beasts in, but the lure also attracts extra ur beasts. In addition, the failure means that the heroes start the battle with a metaphysical disadvantage. At the start of the battle, the escalation die is –1. Go to the Fight station and fight a big battle.

Bestial Fight Chart

# of PCs	Ambush	Big	Small
3	6	5	3
4	8	6	4
5	10	8	5
6	14	10	7
7	16	12	8
8	20	15	10

BLAST FROM THE PAST

This battle would be the worst time for personal enemies to show up and join in on the attack. These enemies could be bestial foes or enemies that like to haunt heroquests, such as the mutant embryo from Duck Point (page 417).

UR BEAST

These ferocious creatures are beasts of ages past. On the mortal plane, they are extinct, but on the Hero Plane they still roam wild places where the Beast Rune is strong. Each ur beast combines features from hawks, wolves, lizards, wasps, and other predators, and each ur beast is at least a little different from the others. One might be a dire wolf with a badger's claws, while another is a bear with an owl's head. What they all seem to have in common is an ample supply of claws, fangs, beaks, and other ways to leave you bleeding.

Ur beasts are as large as bears, big but in this myth they still count as normal-size creatures.

7th level troop [BEAST]
Initiative: +11

Claw claw +12 vs. AC—14 damage
Special: Roll two d20s for the attack roll and use the higher.
Natural 16+: The ur beat can make a *bite* attack as a free action.
Miss: The ur beast heals 4 hit points unless it is staggered.

Bite +12 vs. AC—14 damage
Miss: 3 damage.

Bestial clutches: When a creature disengages or pops free from an ur beast, it must roll a save; on a failure, it stays engaged instead.

Mental resilience 16+: If an attack against an ur beast targets its Mental Defense, the attack has no effect other than damage unless the natural attack roll is 16+.

Nastier Specials

Bleeding frenzy: A hit with the *claw claw* attack also deals 2 ongoing damage from bleeding. In addition, whenever an ur beast hits a creature taking ongoing damage, add that ongoing damage to the damage dealt by the hit! (That means a hit with the *bite* attack typically deals extra damage because the *claw claw* attack assigns ongoing damage first.)

AC 21
PD 22
MD 16

HP 120

Mythic Outcomes

When the PCs return to the mortal plane, they most likely have changed metaphysical reality. The results depend on what tactic the group took and how well they fared in the battle they faced.

Suppressed: If the PCs suppress Fangplace, they resolve the crisis and the locals can stay in their homes rather than flee. The local priests maintain their ritual abjurations to keep Fangplace quiet.

Undone: If Fangplace is undone, then all the power of that place is gone. Usually this requires ritual support, with elements of the heroquest worked into the local rituals. These rituals keep Fangplace not just contained but inert.

Rituals: If the PCs undertake a different action from charging and then succeed at the heroquest, the locals have to maintain the new metaphysical reality with new rituals. These rituals reflect the heroquest itself. "Fleeing" is institutionalized partly by a taboo against Orlanthi laying eyes on Fangplace. In the future, failure of these rituals might result in Fangplace becoming malignant again.

No heroquest gifts: This messed up mythic fragment has no boons for eager adventurers, not unless they can achieve a great victory in the thicket of blood and pain.

Mythic Outcomes Table

	Great victory	Costly victory	Flee
Charge	Fangplace undone for good, a heroquest gift for each PC	Fangplace suppressed	Fangplace grows, locals flee
Escape	Fangplace undone, fleeing ritualized	Fangplace suppressed, fleeing ritualized	
Wait	Fangplace undone, patience now ritualized	Fangplace suppressed, patience now ritualized	
Ranged attacks, successful	Fangplace undone, ranged attacks ritualized	Fangplace suppressed, ranged attacks now ritualized	
Ranged attacks, not successful	Fangplace suppressed	No change	
Lure, successful	Fangplace undone, luring ritualized	Fangplace suppressed, luring ritualized	
Lure, not successful	Fangplace suppressed	No change	

MYTHIC ADVENTURES

Heroquesting is more dangerous and exciting when some mortal-world context ratchets up the pressure. Once players get the hang of heroquests, throw them some curves.

Bring out the Dead—Someone nearby has died, specifically someone that the players like, that is important to the plot, and that the PCs have met. If the PCs jump onto the Hero Plane right now, there's a chance you can find the deceased and bring them back. The group undertakes a heroquest, and they do find the dearly departed. But they're changed. Still, better than nothing, right? Later in the campaign, the NPC's transformation is key in helping the PCs defeat their arch foe.

Here Come the Dead—Someone in the group has probably killed an important foe, one with a name, a history, and maybe a destiny. While the PCs are on an unrelated heroquest, the slain enemy appears and exacts vengeance. At the least, the enemy attacks the group while they are already in a battle, making the fight tougher than one might like. At worst, the slain enemy has one last act to perform before moving on, and that is to hurt the group in the worst possible way.

Dogpile—Word comes on the winds that every Orlanthi who can do so should undertake Orlanth's quest against Aroka, the Blue Dragon. All across the land, Orlanthi are answering the call, and the PCs join in. Immediately they find the signs of battle and Chaos. Horrible monsters rise up and attack, and it looks bad, but then more Orlanthi come



HEROQUEST STORY: THE QUEST OF ERINGULF VANAK SPEAR

During the time of the Broken Council, there lived a man named Eringulf Vanak Spear. His father was Brolarulf of the Great Leap, who was the son of Chieftain Rastalulf Vanak Spear, who was also called Rastalulf Harangson. Rastalulf was the first person to gain the Vanak Spear, taking it from a foe upon the Hill of Gold during the time of Haradangian Battles. Chieftain Rastalulf was a close advisor of King Haradangian, but his family was driven to poverty by the feud over the dowry of Rastalulf's second daughter. Lokamayadon interfered in this feud, siding against Rastalulf. At the fight between the mercenaries of Lokamayadon and the sons of Rastalulf was composed the "Immolation Song" which provided the clues for Brolarulf's son to regain the Vanak Spear.

One day Eringulf Vanak Spear visited Arifingor the Generous to seek a wife. The daughters of Arifingor were noted for their beauty, their piety, and their dowries. Arifingor had no sons and his lands would be passed back to the clan for redistribution, and since his daughters were the caretakers of his fields and pastures they would probably get them, as was customary in the clans.

Arifingor always made tests for the suitors of his daughters' hands. He sat in his high seat, sharing the dragon-carved throne with his wife, Alysyndra Yanktori's daughter, who was of the line of Vingkot. Their fifth daughter, Caranistrata the Red, had made her own test, though her father altered it slightly when he told the suitors what must be done.

"In Snakepipe Hollow are the Monster Rocks, placed in a circle around a lightless pit. Inside the pit are seven tunnels, and down one of them lies the trail to the Dark Plenty. In the Dark Plenty is the Hut of Asrelia. Inside the Hut of Asrelia is the Dancing Jar. Inside the Dancing Jar are twelve Bountiful Treasures and Seven Deadly Guardians. Bring back three of the Bountiful Treasures and one of the Deadly Guardians, each alive and controlled, and you may join with my daughter Caranistrata, with my blessing and hers, in the Woman's Concubine Marriage."

Eringulf Vanak Spear was not displeased with this. He had so little property that he would rightfully be flattered by Woman's Concubine Marriage to be part of the home of Arifingor.

Caranistrata's Quest was one that had daunted many men. Ordinary people refused to enter Snakepipe Hollow, a thick and wild place where some things from the Chaos Wars still lurk. The Orlanth priests chanted their best prayers as Eringulf descended through the pit. At its base was a Pit of the Jaws and Eringulf Vanak Spear searched his mind for knowledge, and he chose the right pit. In the Dark Plenty he got lost, as everyone always does, but he had no trouble because he had the Vanak Spear and the help of his six allies. He met Maran Gor before he met Asrelia, and though the pig-dogs that guard her doorway removed his six allies; they captured one of them, bound it with iron rope, and returned with it.

In Asrelia's Hut, Eringulf Vanak Spear bet his left arm and the way he threw his javelins that he could catch the Dancing Jar, and he won. At the same time, beyond the formula, he made two more wagers. The first stake was to wager the way that he could move through the forest against another reach into the Jar. The second was to wager his hard-won ability to see in the dark against a second

and pitch in. Eventually, a mighty NPC comes through and puts Chaos down for good. And they never could have done it without the PCs' help. The mighty NPC is exactly who the players would expect to step in as the most powerful figure around. Maybe in your Glorantha that's the rumored White Bear or the King of Sartar. The figure is whom the players expect, but the means they use to regain control over this myth are unprecedented. Not to say unsettling.

You Can Never Go Home—On a particular holy day, one of the PCs undertakes an everyday ritual, maybe the one where Orlanth invents hop-scotch. The PC is a seasoned adventurer, a trained killer. They have seen much and suffered much. They have been to the Hero Plane on harrowing quests, and maybe they've even mostly died. Now here they are in the Jumping Square Quest, or the Corn Maze Quest, or something equally innocent. But it's different now. The adventurer's mere presence can shape the experience of the quest. What changes does the PC's presence bring to this familiar quest? What might be better now, and what might be worse?

Vindictive Nightmare—The PCs put down a nightmarish creature that has invaded a heroquest. Later, that same creature manifests on the mortal plane to attack the group. It probably manifests when the veil between the worlds is thin, preferably when the PCs are already engaged in battle.



try. Asrelia selected his opponents, and as usual they contested in silence. Eringulf won both times.

After the usual ceremony Eringulf Vanak Spear returned to the sacred grounds with the Blessing of Seeds, the Happy Pigs, and the Shield from Hailstones as marriage gifts, and he kept the Making Fine Horses for himself. He rewarded his six allies with gold after he returned.

When Eringulf returned to the stead of Arifingor all was being prepared for battle. The chief's wife hurriedly received the gifts and promised her daughter. Her husband said to Eringulf, "You can consider yourself married, and if the winged Sons of Gold can be driven off then you may celebrate it when you wish."

So Eringulf Vanak Spear armed himself again and prepared for battle. His six allies stood around him and he went to a grove of oak trees where the Chief had stationed some of his men. All of them had bows, charmed and armed for this fight. A woman named Varanassi asked if his spears would be useful in this fight.

"We must wait and see," said Eringulf Vanak Spear.

The beautiful birds of the winged Sons of Gold were easy prey for the enchanted Vanak Spear. The riders were quickly dispatched on the ground by groups of warriors. Although they tried to ignite the barns and long house only some small outbuildings were harmed as the women inside extinguished the fires with water and magic. No one expected a Firebird to come, but when one did come every mercenary of Arifingor hesitated and said a prayer for themselves and the clan. Eringulf Vanak Spear was the first to act. He cast the Vanak Spear to be the Ladder Spear, and climbed it across the sky to leap atop the fiery creature. With his sword Eringulf tore great holes into the bird so that the red-hot pieces fell to the ground as if the Sun was weeping.

Arifingor the Generous met the Black Dog again here. This time it had red eyes, and was aided by a pack of trolls. When he saw the trolls coming the chieftain knew his doom was upon him. He cursed the witch who had betrayed him and sang his death song. Arifingor the Generous killed the Black Dog again here, but received two fatal wounds from the trolls, all of whom were also slain. Arifingor and all of his mercenaries and allies were killed.

Eringulf Vanak Spear returned from his battle with the Firebird and saw the field occupied by proud lowland troops. They carried a tall banner with a golden griffin shown. Heads of conquered foes hung from the banner. They had taken the valuables from the houses and were setting fire to the buildings. The livestock was already being led away. The fields were already burning.

Eringulf Vanak Spear found his dying chieftain and received his last words. Afterwards, as was customary, Eringulf cut off the head of his lord and carried it away to the woods. Thus the conquerors were robbed of their favored trophy, and the chieftain was preserved from a gruesome fate before his final death.

At this time Eringulf Vanak Spear swore vengeance against the slayer of his father-in-law. Afterwards he found some of his kinsmen, including his beautiful wife, Caranistrata the Red, and went to live at Vanak Spear Farm on the edge of the Snakepipe Hollow, where no one could find him for years. Eringulf Vanak Spear fought against the Broken Council for his whole life, and finally was killed at the Battle of Night and Day in 375.



CHAPTER 8: ADVENTURES

This chapter has five sections: a 1st level introductory adventure, a 3rd level sandbox adventure, a Chaos-centered campaign outline involving a scorpion queen, another set of Chaos-themed battles dealing with the Crimson Bat, and a mystic Orlanthi interlude.

The Horn of Snakepipe Hollow is an introductory adventure for 1st level characters.

Duck Point Venture, starting on page 405, is a sandbox-style excursion for 3rd level characters.

The Epic of Gagix Two-Barb, on page 422, provides guidelines for using a mighty Chaotic scorpion queen and her scorpion man minions as recurring villains in a long-running campaign. (That's her on the other side of the page, snacking while negotiating with the Lunars!) We've also scattered hints of Gagix's involvement through earlier adventures if you wish to use them.

Against the Crimson Bat is a two-part 'adventure.' The first section details an epic-tier assault that leads to a desperate fight on the Bat's back. At full-strength, the Bat is a hellish terrain feature rather than an antagonist, too far above the PCs to notice them. Once weakened, it might be temporarily slain by determined heroes. That's part two: Strike the Bat is Weak! In this case, weak is relative: a quintuple-strength 15th level monster is weak compared to Orlanth, perhaps, but not to Orlanthi.

Finally, for something completely different, *Ascending with the Eleven Lights*, on page 434, is a champion-tier interlude with a band of mystic warlocks who have much in common with some of the members of the Sartar Magical Union. It's a change of pace and possibly a change of perspective.

THE HORN OF SNAKEPIPE HOLLOW

This adventure introduces a new group to Dragon Pass, heroquesting, trolls, Lunars, Chaos monsters and the mythic history of the legendary (and infamous) Snakepipe Hollow. Also there's a chance someone gets their face eaten off, so welcome to Glorantha.

Brief Goal

According to a minor Orlanthi myth, a human warrior once sounded a magical horn to rally the forces of order against an incursion of Chaos creatures from Snakepipe Hollow. The myth is typically easy to replicate, with no combat necessary. Unfortunately, the last quester who walked the myth was turned back by Chaos creatures that had spread too far or arrived in the myth too early. The people of Alda-Chur near Snakepipe Hollow need heroquesters to face the new dangers in this myth and fix it.

Player Characters

By default, the PCs have been recruited to quest this myth as the retinue of an experienced heroquester. She is a priestess of Ernalda named Tavtessa, and this myth should be a piece of cake for her, but having the PCs along will be useful against any Chaos creatures that she encounters.

"Why Were You Recruited?"

Each player should invent a reason for why their character was recruited. They might have encountered Tavtessa personally, or they may be known by reputation. Some combination of chance and merit is typical. If a player invents some sort of personal or unusual connection to Tavtessa, that's fine and may help coordinate future adventures. Providing a reason for their participation explains why the PCs have gathered at Alda-Chur, and it gives each player a chance to say something special about their character. Certain PCs may know each other and might have traveled to Alda-Chur together.

Alda-Chur

This major city has been the site of fierce, magical battles between Lunars and Sartarites. The Lunars controlled the city until recently, but now it is a rallying point for Sartarites, a haven for refugees, and a gathering place for adventurers and opportunists. Theoretically, the city is governed by local tribes, but in practice no one is doing a whole lot of governing. The Orlanthi temple, recently re-sanctified, is the only center of power accessible to outsiders.



Alda-Chur is a major city built on ancient ruins. Surrounding the central quarter are the city's fabled glass walls, which date back to when it was the fortress of the mighty hero Baran Breakearth. Most of the city is much more recent and humble, with wood-plank streets and brick buildings. In better days, the city was home to 3,500 souls, making it the second largest in Sartar after Boldhome. Today, thanks to the catastrophes of recent years, many of those thousands are dead or missing. Sartarite soldiers, tribal warband fighters, exotic mercenaries, and ruthless opportunists more than make up the difference, and the city is now more crowded than ever.

Mucking Around

Assume that the PCs have some time to explore Alda-Chur before everyone is assembled and ready to head out. Give players some time to imagine what their characters look for in the city and what they actually find. This city was recently a war zone, and now it's a gathering place for refugees. You can probably find just about anything here, although you often find what you're not looking for instead.

Runes: If a player wants to start the session with an important scene in Alda-Chur, they can narrate a rune to arrange a serendipitous meeting, a portentous encounter, or some other event. Remind players that runes represent story events that happen to the PCs rather than powers the PCs have.

A Change of Plan

The PCs assemble in the morning at the Orlanthi Temple. An older priest missing one hand provides them with supplies and information, before leading them in the first verse of the prayer that will take them into the myth when they complete the second verse at a now-sacred spot named Watchward near Snakepipe Hollow. The old priest's name is Orlaront; he lost his hand in a cursed battle in which he slew a Lunar witch but lost half his magic, and he's the one helping them because Tavtessa has been called away in the night.

As astute players might have guessed, their leader, Tavtessa, will not actually be leading them, and they will have to undertake the heroquest themselves. They will have to designate one among them to take the Sounder's role as the protagonist of the quest. Invent a good reason for why Tavtessa couldn't be there, one that sets up future adventures you might be interested in running. Use one of the ideas below as the reason Tavtessa has been called away or make up something that fits the stories the PCs have already started.

Troll Trouble—A crucial alliance between the Orlanthi and the Uz (trolls) is breaking down in arguments over how to split the spoils of a recent victory, and Tavtessa has hurried to Ironspike to the east in order to help save the alliance.

Lunatic Lord—The Lord of Slavewall is beset by creeping lunacy, caused no doubt by evil Lunar magics. Tavtessa was dispatched to help cure him, since the Orlanthi are counting on him as a formidable ally.

Delecti's Undead—Undead are surging out of the Upland Marsh, and Tavtessa is needed to bolster the defenses of nearby Runegate.

Something Worse—Invent something horrible or ominous to foreshadow the terrors that you plan to unleash on the unsuspecting PCs in the future.

Marching Orders

Here are the instructions Tavtessa left behind for the PCs.

Journey: The PCs must first march northeast to a shrine in the hills. There they can attempt to receive "the call" to start the quest, in roughly the same place that the Sounder originally heard the call. Regardless of whether they actually get the call, they will then travel by night to Watchward, a watch post on the cliffs above Snakepipe Hollow that was built to

MYTH: SOUNDING THE HORN OF ALARM

In this myth, a young man known only as "the Sounder" hears a call from the gods, travels to Snakepipe Hollow and finds a guard who has deserted his post, goes to the abandoned watchpoint, and sounds the great horn that had been left there. In so doing, he warns his allies of Chaos creatures coming up over the cliff from Snakepipe Hollow. This myth is a minor one, but it is claimed by many people in Dragon Pass. It's one of many myths that bolster mortals against Chaos. Since it's set in the same location as the great anti-Chaos battle of I Fought We Won, the battle that saved the world and created Snakepipe Hollow, it's more important than most minor myths. If the myth is corrupted, then there is bound to be more trouble arising from Snakepipe Hollow. The PCs have all been taught the details of the myth.

Boon: A quester can gain a permanent +1 bonus to all checks involving alertness, being on guard, noticing the encroachment of enemies, etc.

Location: The myth takes place just south of Snakepipe Hollow, north of Alda-Chur. It occurs during the Great Darkness sometime after the creation of Snakepipe Hollow as a trap for Chaos in the I Fought We Won battle, or as close to "after" that as makes any sense in the Godplace when Time didn't exist.

Station One: The Sounder has heard a mysterious "call" to leave his barracks and venture out into the wilds. He is on the plain south of the newly formed (and possibly not yet named) Snakepipe Hollow. It is night, since the Sun is dead and in the Underworld. To the northwest, the Sounder sees a lone figure running south across the plain. As lightning clashes across the sky, the Sounder can see that the figure has the feathered helm of a watchman. The Sounder runs to intercept the watchman, who is out of breath and wild with fear. The Sounder demands that the watchmen tell him which post he deserted, and the watchman says he was on Mendar Hill, and that he left his magical horn there. The watchman says he fled because "it's all over, there's nothing left, it's coming, it's really coming this time, run, flee, oh they're going to get us all." The sight of a warrior sobbing with fear might unsettle a quester. As the Sounder heads north to Mendar Hill, the watchman calls out to him, "Good luck, my son/daughter."

Station Two: The Sounder hurries in the night across the blasted plain. Dog-size squishy and crunchy monsters, half snail and half beetle, are scattered here and there across the plain. They are slow and thinly spread, so the Sounder avoids them without trouble.

Station Three: The Sounder finds Mendar Hill and scrambles to the top, where the watch site is located. It's a wooden platform about 5 feet off the ground, with a simple ladder on one side. A large ram's horn with military embellishments sits upon the platform. In the distance, the Sounder sees a few Chaos creatures that have climbed over the tops of the cliffs, but in the darkness they're just menacing shapes with no details. The Sounder sounds the horn, and the sound carries for leagues to alert his allies to the danger. With the horn sounded, the myth ends, and the quester returns to the mortal world.

commemorate this myth. There they will enter the myth and hopefully drive off the Chaos monsters that have invaded it.

The PCs are expected to hike to the shrine during the day, stay there until nightfall and wait for "the call" to come, and finally travel to the Watchward during the night.

Lunar traps: When the Lunar forces retreated from the area, some of their magicians left curses behind as traps for the victorious Orlanthi. Be careful.

Myth instructions: The functionary reminds the PCs of the stations of the quest, as outlined in the sidebar. Paraphrase it for the players.

Who is the Sounder?: The heroes will have to designate one of their number to play the role of the Sounder during the heroquest, now that Tavtessa is unavailable. A male or female Sounder can portray the role equally well; some people tell the myth saying that the first Sounder was a young woman, and in the past female questers have handled this myth as well or better than men.

Donkey with supplies: The PCs get a donkey to lug their supplies, including food and drink, plus additional food and drink for the guards at the ruin. For fun, say that the donkey has a "weird look" in its eyes, and the stable girl who brings them the donkey says that some people think there's "something wrong with it." With the rise of Chaos, things are going wrong all over, and getting a "jinxed" donkey reminds players that the whole world is messed up, all the way down to pack animals.

If the group is the type that wants animals to have a name, the donkey's name is Daisy.

Getting to the Shrine

The PCs travel northeast, find the shrine being desecrated by a troll, and fight its gang of wretched trollkin.

Marching North and East

The group leaves in the morning and follows a path ten miles north across the plains and into the hills. Then they turn off the main path to follow a small trail through the hills another several miles to the shrine, a modest stone structure on the top of a hill. There's time for any sort of battle or encounter you might want to improvise, and maybe more opportunities for the PCs to get to know each other along the way. They may also see various remnants of recent military action and violence, as suggested in the Scars of War sidebar. Depending on your dramatic needs, you can luxuriously play out the hike to give players a better sense of the campaign setting, or you can fast-forward to when the group finds the shrine.

Runes: The overland trek to the shrine is an open-ended opportunity for PCs to narrate runes, for their individual benefit or that of the group. In our experience, not many beginning players want to narrate a rune during interstitial moments like this, but if someone does, be ready to roll with it.

SCARS OF WAR

- A wagon burned to the ground and looted, still smoldering.
- A farmhouse that's now an improvised fort packed with desperate refugees.
- A field pock-marked with craters caused by Lunar meteorites.
- A mass grave with a simple, rune-carved stone marker.
- Crows massing over the hills to the right, indicating the site of a slaughter.
- A roadside shrine to Yanafil Tarnils, the Lunar war god, now overturned and defecated upon.
- Refugees on the path ahead that scatter into the hills on sighting the PCs.

The Shrine

The shrine is a stone structure on the peak of a rough, rocky hill that is dotted with small, sturdy trees. Unknown to the PCs, a dark troll has been squatting in the shrine, chewing off pieces of the shrine's main stone prayer pillar bit by bit. The troll has a large gang of trollkin with him, and he has kept them hungry and eager for battle.

Overiew: Trollkin spot the heroes coming up the slope and launch sling stones at them, precipitating a fight. Meanwhile, the male dark troll in the shrine slips away, but not before unleashing a haunting troll spirit that will distract the PCs after the battle so that it can make a clean getaway. It heads back east to the troll lands. (And yes, that means that for now we haven't even added the troll's stats; it's not intending to fight and it's willing to use all its Darkness magic to escape; this battle is tough enough already without the troll added.)

First round: There's a horrible buzzing sound as soon as everyone has rolled initiative. During its turn, the spiky black beetle buzzes out of the shrine, circling above the combatants. At the end of the first round, not on its initiative count, it drops to engage a random PC. It then acts normally during its turn in initiative order for the rest of the battle starting on the second round.

The Shrine Fight Chart

# of PCs	Spiky Black Beetle	Starving Trollkin Wretch
3	1	8
4	1	12
5	1	15
6	2	15
7	3	16

Spiky Black Beetle

1st level troop [BEAST]
Initiative: +2

Spiky mandible +5 vs. AC—4 damage, and target is caught until the start of the beetle's next turn. A caught creature takes 4 damage if it moves away from the beetle, and then isn't caught any more.

AC 18
PD 14
MD 10

HP 23

Starving Trollkin Wretch

1st level mook [TROLL]
Initiative: +6

Sharp rocks and sharper teeth +7 vs. AC—3 damage
Natural 1: The target of the attack can destroy the trollkin as a free action. The poor wretch has stumbled and made itself so defenseless that a competent adventurer can dispatch it without breaking stride.

R: Sling with slingstones +10 vs. AC—1 damage
Natural 16+: The target takes 3 damage instead of 1 due to a surprisingly accurate shot.

Face eater: Dark trolls have kept these little creeps hungry so that they are easier to control and more enthusiastic about battle. As result, they consider an unconscious enemy to be lunch, and they like to start with body parts that don't have bones in them, not always the face. When a trollkin drops a creature to 0 hp or below, or when a trollkin starts its turn next to an unconscious creature, the trollkin will spend the next round doing something horrible to that creature's face or other body part, provided it's still unconscious at the start of the trollkin's next turn. Good friends won't let that happen.

AC 15
PD 17
MD 11

HP 8 (mook)

Mook: Kill one starving trollkin wretch mook for every 8 damage you deal to the mob.



After the Battle

The shrine has been messed up and partially devoured by the dark troll. He also left a spirit here haunting the shrine.

Troll mess: The shrine shows evidence that the troll and his trollkin have been camping out here for days.

Chewed up prayer pillar: The physical and spiritual center of the shrine is a blocky stone pillar with images and runes carved into it. As part of his quest for spiritual power, the troll has been eating a little of the pillar every evening just after the sun sets. The shrine is obviously in bad shape. It will take a rune or some other special resource for the PCs to cleanse and repair the shrine.

Haunting spirit: A troll spirit now haunts the shrine. Usually it is invisible. When the PCs arrive, the spirit causes trouble. It can make rocks roll, shake bushes, raise dust, or create minor poltergeist-like distractions. To get rid of the haunting spirit, or even to identify it, the PCs will need something special, such as narrating a rune or having the right background to deal with this sort of thing (DC 20). If the PCs can't deal with the spirit, that's fine. It's harmless. But if they do deal with the spirit, they are more likely to receive a powerful "call."

The Sounder: If they haven't done so already, the PCs choose which one of them will lead the myth. They are also free to change their minds on who "the Sounder" is until they actually enter the myth. In the text that follows, the chosen protagonist is referred to as "the Sounder" because, for the purposes of the heroquest, that PC really does in some way share the Sounder's identity.

The call: When night falls, the PC designated as "the Sounder" prepares to receive a magical call. While receiving the call doesn't count as entering the myth, it's a preparatory step that may help during the myth itself. Typically one waits for such a call by meditating or praying. The PC makes a Wisdom skill check, possibly with an appropriate background. Rectifying the shrine provides a +5 bonus to the check, as does clearing out the haunting spirit. Check the chart below to determine any increase to the PCs' quest score based on the roll. The quest score starts at 0.

Call Check	Call	Quest score
9 or lower	None. After an hour or two, the character can tell that the call isn't coming.	0
10–19	Get the sense that you've been called.	+1
20–24	Hear a small voice, just barely, can't make out the words.	+2
25–29	In your mind, you hear, "Your people need you."	+3
30+	You hear the phrase (above) so clear you could swear that it wasn't just in your head, and your friends can just barely hear it, too.	+4

With the call heard (or not), the heroes set out through the night to Watchward, the watch station created and consecrated for this myth. The station is located near the cliffs of Snakepipe Hollow.

Watchward

The heroes trek through the night without incident. Watchward is a low, sturdy wooden platform with a stone foundation and a set of wide stone steps leading up to it. The four posts on the four corners of the platform are deeply carved with runes, faces, and animals.

Lunar Trap

Lunar magicians left a curse on the Watchward before they retreated. The curse strikes anyone who climbs up onto the platform, which the PCs need to do to enter the myth.

When the PCs begin to climb onto the platform, have the character with most magical sensitivity roll a DC 20 Wisdom check using an appropriate background, or DC 15 if the PCs are specifically looking for a magical trap. If the PC succeeds, they sense something is wrong and can lift the curse with a little work. Maybe it takes prayer, chanting, or an improvised ritual, as appropriate for the character. If the PC fails the check, then no one notices anything—the curse triggers when the PCs climb onto the platform, but it won't actually affect any of them until later.

Lunar battle curse: The next time an enemy rolls a natural 1 with an attack roll against a PC, the attack becomes a hit, and it triggers the curse. The curse deals 5 damage to each PC in the battle and then ends. Any subsequent 1s are treated normally.

Questing the Myth

Once the PCs have climbed the platform, they can sit, or stand, as they prefer, and chant the last verse of the prayer started in Orlanth's Temple. The prayer will take them into the myth. Moving into the Hero Plane is an actual physical transition. The heroquesters leave the mundane world and enter the Hero Plane.

Attune a New Rune?

As detailed in the Runes and Heroquesting section on page 51, when the PCs enter the myth, those who still have a rune attuned can choose whether they want to reroll that rune. The rune that was rolled for the mortal plane is canceled, and the PC attunes a new rune, determined randomly as usual.

If a PC has already used their rune, then they can't choose to attune a new rune in the Hero Plane.

THE MYTH: CATCHING THE DESERTER

The Sounder is on the plain south of Snakepipe Hollow. It is night, since the Sun is dead and in the Underworld. To the northwest, the Sounder sees a lone figure running south across the plain. As lightning clashes across the sky, the Sounder can see that the figure has the feathered helm of a watchman. The Sounder runs to intercept the watchman, who is out of breath and wild with fear. The Sounder demands that the watchmen tell him which post he deserted, and the watchman says he was on Mendar Hill, and that he left his magical horn there. The watchman says he glad because "it's all over, there's nothing left, it's coming, it's really coming this time, run, flee, oh they're going to get us all." The sight of a warrior sobbing with fear might unsettle a quester. As the Sounder heads north to Mendar Hill, the watchman calls out to him, "Good luck, my son/daughter."

Station One: Catching the Deserter

The Sounder and his retinue appear in the dead night on the plain south of Snakepipe Hollow. The sky roils with clouds, which throw lightning back and forth among them, although there is no rain and the ground is dry. This era is the universe's darkest hour.

To the northwest, the Sounder sees a lone figure running south across the plain. As lightning clashes across the sky, the Sounder can see that the figure has the feathered helm of a watchman. The Sounder runs to intercept the watchman.

First, any player who wants to activate a Movement rune can do so, and that allows the Sounder to easily catch the deserter. Otherwise, the Sounder must chance it. That PC makes a Dexterity skill check (for footwork) and a Constitution skill check (for endurance). Remember that skill checks can use backgrounds as bonuses if the player can make a convincing case for why it helps. The DC for each check is 15, or 18 if the Sounder is wearing heavy armor.



Skill Check: DC 15 or 18; Dexterity or Constitution

Success: You catch the Watchman easily

Success: Gain +1 quest score

Failure: Protagonist 3d6 damage stumbling after the Watchman, and **–1 quest score**

If the checks fail, it takes longer for the Sounder to catch up to the Watchman, but he still succeeds at catching up to him.

When caught, the deserter is out of breath and wild with fear. In a divergence from the myth, the watchman's arm is horribly swollen and blackened where it was stung by a scorpion man. The Sounder demands that the watchman tell him which post he deserted, and the watchman says he was on Mendar Hill, and that he left his magical horn there. The watchman says he fled because "it's all over, there's nothing left, it's coming, it's really coming this time, run, flee, oh they're going to get us all." The sight of a warrior sobbing with fear is unsettling. Treat this as an *unsettling collapse* attack.

Unsettling Collapse

Target: The Sounder
Attack: +4 vs. MD
Special: Subtract the quest score from the Sounder's MD (so a negative quest score is a penalty and a positive quest score is a bonus).
Hit: The Sounder is dazed (–4 to attacks) until the escalation die reaches 2+ in the next battle. (*GM:* Note that combat isn't likely to happen in Station Two; this effect probably comes at Station Three.)

Once the Sounder knows that he needs to get to Mendar Hill, he heads north toward it. From behind, the watchman *should* call out to him, "Good luck, my son." Unfortunately, things are messed up in this myth, and instead the guard says something unsettling. It could be a generic perversion of the standard phrase, something like "Gods rest your soul, my son/daughter" or "We're all as good as dead, my son/daughter." For added effect, have the saying refer to the PC's actual life, or to the life of a PC ally. Something like, "You'll never see your sister again, not alive anyway."

Gamemaster: If your players are anything like ours, there is no end to the possible social deviations from the literal text of the myth in this section. Our female Storm Bull berserker changed the myth, narrating a Life rune (randomly acquired for the quest) to give the watchman hope, and simultaneously giving him a big kiss. This certainly isn't in the myth, but it's in the spirit of the myth! Without using a rune it might have reduced the quest score by 1. Narrating the rune changed the PC's story just a bit, making their world a slightly better place when the quest succeeded—and the Watchman gave the berserker his feathered hat!

Player characters who pull absurd gamer-stunts like beating or killing the watchman should be reminded that deviations hurt their chances of success. Actions like these result in big penalties on the PCs' quest score.

THE MYTH: CROSSING THE PLAIN

The Sounder hurries in the night across the blasted plain. Dog-size squishy and crunchy monsters, half snail and half beetle, are scattered here and there across the plain. They are slow and thinly spread, so the Sounder avoids them without trouble.

Station Two: Crossing the Plain

The PCs hasten north, under an ominous sky, across a blasted plain.

Too Many Monsters: There are lots of the snail-beetle monsters. Once the characters start heading across the plain, they see that the monster are packed so close that there's a real chance that they'll grab someone as the heroes run through them. That's not what's supposed to happen.

Narrating a rune: Remind players that they can narrate a rune to face challenges such as these. Luckily for Orlanthi, ᚲ Movement or ᚷ Air seem like they'd be perfect for solving this stage of the heroquest, but with a bit of creativity any number of runes could be narrated to deal the gauntlet of snail beetles.

Skill checks: If the group toughs it out without a rune, each PC makes a Dexterity skill check (stepping carefully) and a Wisdom skill check (finding one's way) using appropriate backgrounds, each requiring a DC 20. Anyone who fails both checks gets a Chaos bug clinging to their ankle at some point during the trek. Describe the hybrid creature clamping onto the PC. It looks horrible, but any PC can peel the creature off with some desperate effort. If the Sounder fails both checks, count that as a failure for the PCs. If two or more allies each fail both checks, the heroes rack up one "failure" for every two such characters. Not much time is lost pulling these little monsters off people's ankles, but it's a disturbing experience, and it amounts to divergence from the myth, so it leads to troubles on the back end.

Each player makes two checks:

Skill Check: DC 20 Dexterity check

Success: The PC avoids the snail-beetles

Failure: See failure below

Skill Check: DC 20 Wisdom check

Success: The PC avoids the snail-beetles

Failure: If the PC failed the Dexterity check and this check, there's a bug on them

Bug on the Sounder: –1 quest score

Bugs on the Sounder's allies: –1 quest score for every 2 bugs

More Chaos: You're welcome to invent more details about what the heroquesters see while they hustle through the Great Darkness. Just don't spend so much time narrating that the action grinds to a halt.

Example Things to See

- Gaunt, half-real mortals lost in the other world and doomed to wander the Great Darkness.
- Open sores in the earth, running with pus or crawling with maggots.
- Something gigantic on the horizon that seems to be larger and closer every time the lightning illuminates it.
- Gnats that can be heard in the darkness but hardly seen; they buzz about the ears, whispering the names of crimes: murder, adultery, bribery, perjury, kidnapping, slander, mayhem, arson, incest, etc.

THE MYTH: MENDAR HILL

The Sounder finds Mendar Hill and scrambles to the top, where the watch site is located. There on the ground is a large ram's horn with military embellishments. In the distance, he sees a few Chaos creatures that have climbed over the tops of the cliffs, but in the darkness they're just menacing shapes with no details. The Sounder sounds the horn, and the call carries for leagues to alert his allies to the danger. Soon, he hears the echo of other horns, blown by other watchmen who are raising the alarm far and wide. With the horns sounded, the myth ends, and the quester returns to the mortal world.

Final Station: Fight on Mendar Hill

In the unreliable light of lightning flashes, the Sounder can see a simple wooden platform on the top of a low, rocky hill. The PCs trek up the side of the hill, where they hear stones being dislodged upslope, and sure enough there's a scorpion man closing on the group.

Chaos Fight

The scorpion man starts far away and is scuttling toward the PCs at fair speed. At the start of the second round, one or more broos also appear far away and charge the group, one round behind the scorpion man. (If there are only three PCs, then there are no broos, or perhaps they are visible in the distance but won't arrive in time for the battle.)

Fighting Chaos: It's not printed in the monster stats below, but the combat rules for *13th Age Glorantha* say that when you are fighting Chaos creatures in a battle, you don't necessarily get the escalation die. The standard rule appears on page 248; we'll restate the rule here: At the beginning of each round, when the escalation die advances, the GM rolls a d20.

1–5: The PCs don't add the escalation die to their attacks this round; instead, all Chaos creatures add the escalation die to their attacks this round.

6–20: The PCs get the escalation die this round as usual.

If the group contains a trickster, the trickster has to roll instead of the GM. That way the PCs have yet another problem they can blame the trickster for.

The horn: The horn the PCs need is hanging by its strap around the shoulder of the scorpion man. (Bringing another horn into the myth? Well the PC can try it, but it just won't work. The horn in the scorpion man's hand is the horn that must be sounded.) The PCs might not see the horn right away, but if a character decides to run past the scorpion man in search of it, let the PC see it hanging on their foe to avoid wasting their time looking for it. If the heroes get the horn before the battle is over (say, by killing the scorpion man while there are still broo to fight), the Sounder can scramble to the top of the watchtower and sound it, which brings the quest to a close. (See **Sounding the Horn** below.)

In this case, any Chaos creatures in the battle that are still alive are swept into the mortal plane along with the PCs. There they can finish the battle. For the rest of the fight, the PCs always get the escalation die; they have "won" the heroquest, and the surviving Chaos creatures have been yanked out of the Great Darkness.

Victory?

Once the Chaos monsters are defeated, the PCs can see more large dark figures on the plains. A lightning flash reveals that dozens of scorpion men and broos are converging on the hill, eager to feed on the PCs. The heroes presumably scramble up the slope to the wooden watch platform, unless the Sounder has already taken the horn up while other people are still fighting broos.

Sounding the horn: When the Sounder is ready to sound the horn, the player makes a Constitution-based skill check, DC 10. A background relating thematically to the role of watching, guarding, or alerting can apply even if that background doesn't normally involve sounding big horns. The player must "sing for their supper." If they want the background bonus, they must entertain the group with an explanation of how the background relates. Success means the Sounder blows a mighty, resonant blast from the horn and the PCs' quest score increases by +2. Failure means that PC is unable to produce a powerful sound on their own. If their quest score is at least 0, then the power of the original Sounder inspires the protagonist, and with this boost, they produce a powerful blast. If the quest score is negative and the check is a failure, the protagonist produces a weak, uneven blast, but there is no penalty.

Skill Check: DC 10 Constitution check

Success: +2 quest score, and see the sounding the horn table below

Success of 20+: +4 quest score instead of +2

Failure: See the sounding the horn table below

Does the quest succeed? After the Sounder sounds the horn, look at the PCs' quest score to see the result. Include the +2 bonus if the Sounder succeeded at the save. If the total is 0 or better, the quest is a success. The PCs can hear the warning echoing far and wide. Some echoes come after impossibly long delays, meaning they must have come from far, far away. If the total quest score is below 0, there is no echo, and the attempted warning is lost in the darkness. See the summary of results on the nearby table.

In any case, the PCs can feel themselves leaving the Hero Plane, and the terrors of the Great Darkness thankfully fade.

Sounding the Horn and Completing the Quest

	Total Quest Score	
	0 or higher, Success	–1 or lower, Failure
Successful Con check	Strong sound, distant echoes	Strong sound, no echoes
Failed Con check	Strong sound (inspired), distant echoes	Weak sound, no echoes



. . . or Defeat

Fleeing from Chaos: If the heroes are forced to flee from the Chaos monsters, they can return to the mortal plane safely, but there are consequences. Chaos had already crept into the myth, and now it will be even stronger. On the Hero Plane, heroquesters will now encounter even more terrible Chaos monsters during this myth. On the mortal plane, Chaos monsters are bound to start coming up out of Snakepipe Hollow at a greater rate. If Chaos continues to grow there, it might devour the horn, capture the runaway sentinel, or otherwise corrupt the myth. It will become a myth of failure, and Chaos will be strengthened in the area pretty much permanently. As heroquesters, the characters will be able to guess as much.

Dying on this heroquest: You can either use the normal rules for dying on the Hero Plane (page 72) or have mercy. The merciful option would be to say that this heroquest took a shallow path into the Hero Plane, and characters who die can return to life when the rest of the PCs emerge onto the mortal plane, provided that the rest of the group vanquishes Chaos and clears it from the myth.

Dying while in the Great Darkness is a horrible experience, and on the mortal plane the hero will have disturbing dreams of dark hells and unspeakable horrors. They may be out of sorts for hours or even days, but they should recover fully . . . unless the PC *likes* being Chaos-damaged for a while.

If one or more characters die and the group has to flee, then the dead PCs are truly dead. Worse, they are probably trapped in the Great Darkness as a lost soul; skip the +7 bonus on the heroic return check (page 73) since the group fled.

Chaos Fight Chart

# of PCs	Scorpion Man Warrior	Broo Tough
3	1	0
4	1	1
5	1	2
6	1	3
7	1	4

Scorpion Man Warrior

Large 2nd level wrecker [CHAOS HUMANOID]
Initiative: +3

Scavenged axe +7 vs. AC—10 damage
First hit or each natural 16+: The target takes 10 ongoing poison damage.

R: Makeshift sling +7 vs. AC (one nearby or far away enemy)—8 damage

Inspire Scorpion man: If the Scorpion man misses with an attack, it rerolls the attack using +15 on the attack roll instead of its normal bonus. If the reroll hits, this ability is expended. If the reroll misses, the scorpion man can use it again on a different attack. This power comes from an epic-level villain, Gagix Two-Barb and her Crown of Needful Hunger (page 424). When the scorpion man uses this power, narrate to the players how momentous the effect is. Also make sure they know that the attack bonus is +19. The crown manifests at the beginning of the scorpion man's action and dissipates at the end of its turn. The PCs see and feel something like this.

As the scorpion man swings its axe, a translucent golden headdress appears on its head. The crown is covered in glowing patterns, and the scorpion man fights with tremendous ferocity. You can feel the presence of some great source of Chaos, something so powerful that it simply outclasses you.

Group ability: For every three scorpion men in the battle (round up, ignore mooks), one of them can use *scuttling legs* as a free action once during the battle.

Scuttling legs (group ability): For such big creatures, scorpion man warriors duck and weave adroitly. Turn a natural odd hit against a scorpion man's AC or PD (but not a crit) into a miss.

AC 19
PD 16 **HP 65**
MD 12

Gods and Runes

Scorpion men adore Bagog. They fondly anticipate being devoured by her after death, hopefully to be transformed into something glorious.

Broo Tough

Filthy, depraved, disgusting creatures of hatred and Chaos.

2nd level troop [CHAOS HUMANOID]
Initiative: +5

Gore-seasoned spear +6 vs. AC—6 damage
Miss: 2 damage (from horns, elbow, hoof, etc.).

R: Gruesome javelin +6 vs. AC—4 damage

Dirty fighting: When an enemy makes a melee attack against the tough and misses, the tough deals damage to it equal to the escalation die. If the attack was a fumble, then the tough also makes a gore-seasoned spear attack against that foe as a free action.

Filthy mind: When an enemy targets the tough with an attack against MD, the tough deals damage to it equal to the escalation die.

AC 16
PD 18 **HP 40**
MD 12

Return to the Mortal Plane

The PCs return to the mortal plane with a magical boon, probably, and also with a sudden vision of terror.

Vision of Terror

Visions are a GM's best friend when it comes to ominous foreshadowing, provided you don't overdo it. In this case the PCs have visions of Gagix Two-barb, one of the most powerful of Bagog's champions and a mighty Queen that the PCs may have to face later in their careers.

As the Great Darkness fades away, the PCs are struck with flashes of visions. These visions portray the Chaos monsters trapped in the sunken earth, Snakepipe Hollow. Mostly the PCs remember fragments, such as scaly hides and twisting limbs. But one creature stands out clearly in the memory of all, a mighty scorpion woman with two tails. She wears the original golden headdress that made the scorpion man fight so well. Somehow it was her magic that released the scorpion man into the myth of the Horn of Snakepipe Hollow. Sensitive PCs may even be left with the feeling that she, whoever she was, was looking at them, as well.

Show the players the illustration on page 392. The Lunar emissaries from this scene are not part of the characters' vision.

Blessings and Boons

Now that the myth has been successfully quested at the Watchward, it is "clean" again, and other heroquesters will be able to deal with the myth as a safe ritual without having to cross to the Hero Plane. The characters also gain benefits, somewhat different from the heroquest gifts that other quests award.

Alertness bonus: If the PCs have succeeded, the Sounder automatically gains a permanent +1 bonus to perception-related skill checks.

Man rune: The Sounder gains the Man rune as a bonus rune. Perhaps it represents a link they have forged to the communities near Snakepipe Hollow, or perhaps it represents connection to the ancestors.

Each other PC can roll a hard save (16+), adding the final quest score as a bonus. If the save succeeds, that PC also gains a Man rune as a bonus rune, and can explain what the rune means to them. (Yes, a PC who already has the Man rune would temporarily double up.)

This bonus rune functions as one of the PC's runes, until it eventually triggers as an empowered rune (page 74), gives the PC a heroquest gift, and goes away.

FACING CHAOS

It's common for villains in fantasy RPGs to be "chaotic," but Chaos in Glorantha means a lot more than that. Here, Chaos is a force from outside the ordered universe, a mad malignancy that nearly destroyed the universe during the Great Darkness. Chaos, on a deep level, is unreal. It breaks the rules of humanity, divinity, nature, and reality. The natural instinct of all healthy things, when faced with Chaos, is to flee. Arguably, being an adventurer doesn't qualify one to be considered "healthy." We assume that PCs are among the exceptional few who can face down Chaos reliably enough that there are no general rules for fear effects or similar mechanics. It's up to you to use narration to convey how unnatural and menacing Chaos is. For example, when the battle against the scorpion man starts, paraphrase something like this description.

"The scorpion man isn't merely fearsome, the way homicidal, inhuman warriors are fearsome. In the way it scuttles and moves, there's a sense of something deeply wrong. Looking at a Chaos creature is like looking at a hole in reality, with an unknown horror looking back at you through the hole. Your worst enemies pale in comparison to what you're facing now. All the mundane hatreds and grudges that you harbor feel like make-believe compared to the revulsion you feel on confronting Chaos creatures. Perhaps you suddenly feel as though your most hated enemy, if they were beside you now, would become your willing ally against this common foe. The hatred between you and your enemies is like nothing compared to the wrongness that emanates from the scorpion man. It looks vaguely humanlike, but you can feel in your soul that it is more alien to you than any dragonewt or troll. They are flesh-and-blood, but somehow their mortal bodies seem like a thin disguise pulled over an all-powerful and encroaching doom."

When the players lose the escalation die to the scorpion man, that's a good time to remind the players how disorienting it is to face Chaos.

DUCK POINT VENTURE

This 3rd level adventure is designed to give your players the opportunity to knock around Duck Point and learn something about the ducks, the ducks' Beast Men allies, and the Upland Marsh area. The characters have things to do, but a lot of the adventure is open-ended roleplaying. The adventure lists a default outline, but it's there to use only in the unlikely situation that your campaign hasn't already generated its own storylines. Most of the material is modular so that you can use it as best makes sense in your campaign.

Everything is optional: This adventure is written as if you're going to include everything, but each element is optional. Use the ideas that work for you, and invent more details of your own.

Freedom is mandatory: You must adapt this material to your needs. Even if you try to follow the text strictly, there's stuff you'll have to make up.



Story Setup

This section guides you as you incorporate Duck Point into your campaign. Before you can run the adventure, review the current storylines of the characters in your campaign. Duck Point is a notable city, and the Upland Marsh is a notable locale. This material is a baseline, but you need to adjust it to fit where your campaign is or where it's going. Whatever is happening here reflects what's happening in the greater world.

When thinking about the adventure, consider the player characters, especially their *uniques*, gods, runes, and backgrounds. Invent whatever you need to give the PCs the right experiences and bring out their stories.

Previously in Your Campaign

This material on Duck Point is designed for a 3rd level group, so the players should have about two levels of adventuring under their belts. While the PCs are 1st and 2nd level, drop in battles, events, or treasures that lay a foundation for their upcoming venture to Duck Point. Here are a few examples to get you started.

Duck Rescue—The characters might accomplish some feat that earns them the gratitude of the ducks. Perhaps they fight off monsters that are menacing some prominent ducks far from Duck Point. This event becomes the reason that they are invited to Duck Point to be taught their special heroquest.

Chaotic Ghosts Haunting a Myth—Horrific ghosts are now haunting a myth that is important to the heroes. Divinations reveal that these undead are vulnerable to magic possessed by the ducks. In this case, the heroes are sent to Duck Point to gain the magic item or heroquest gift that will help them against the ghosts, after which they are to return to their regular stomping ground to use their new magic against the ghosts haunting their myth.

Missing Duck Idol Found—The characters find a major duck treasure in loot collected by monsters they've defeated. The treasure is an ancient idol of Ernalda depicted as a duck, and it was lost in the recent catastrophes. The PCs arrange to return the idol to Duck Point personally, where they will also receive a grand reward.

Humakti Blessing—A Humakti PC finds a magic item, learns a magic phrase, or otherwise gains some access to special Humakti magic. To unlock the power of the item, phrase, or power, they have to go to Duck Point to undertake a heroquest.

History of Duck Point

Three hundred years ago, Prince Sartar magically created Duck Point, with its stone buildings, sturdy walls, and wide thoroughfares that still exist at the heart of the city. Prince Sartar also created the mighty road that leads east to Boldhome. All around the ancient core of stone buildings are human-built structures made mostly of wood and duck-built structures made of wattle and mud. River traffic comes to Duck Point, and from there moves overland or upriver to Sartar. The ducks are well known as enemies of Delecti of Upland Marsh and his undead armies. Currently, a large contingent of Beast Men is stationed in Duck Point.

Big Names in Duck Point

Three NPCs represent the three power factions in Duck Point, and a fourth has a special status as the leader of the local Humakti. Use these characters to frame events in the city, even if only as people that NPCs refer to. There's a lot going on in Duck Point, and these four "anchors" will help ground your players. These NPCs serve a practical role of telling players who's in charge, but their personalities don't figure directly into the adventure so you can substitute NPCs of your own invention if you are so inspired. The short list of four is followed by detail write-ups.

Bolly the Big Duck: She's the duck who gets things done and makes things happen, effectively the lord of Duck Point.

Holden the Overseer (human): Holden controls commerce through Duck Point, and he's known for getting things done under challenging circumstances.

Captain Fleetfoot (centaur): He's the top local military official in Duck Point.

Striker the Sword of Humakt (duck): He's the top-ranking Humakti in Duck Point.

Bolly the Big Duck

Female duck

Recent catastrophes have sunk the loose social structure that the ducks had. In the upheaval, a hen named Bolly has come to power as the "big duck," the equivalent of a "big man" in human tribal societies without chiefs. Although lacking any pedigree, she is the one who has gotten things done, kept the ducks together, settled internal conflicts, negotiated with outsiders, and overall taken control of Duck Point. In the style of a "big man," she controls wealth that comes into the tribe and shares it out among her followers, while keeping a fitting amount of wealth for herself and her family. The ducks admire Bolly and try to please her.

Bolly is an initiate of Ernalda, but she seems to be involved in all the Storm Tribe cults to some extent and not that deeply involved in her own.

In terms of interacting with the PCs, Bolly is their main point of contact. She takes a personal interest in the PCs, perhaps in one hero in particular. If your group is typical, the characters have many traits or histories that might make



Bolly take interest in them. Although busy with the efforts required to keep Duck Point running, she makes time for the PCs. Sometimes, however, underling ducks will deal with the PCs and pass and receive messages from Bolly. In any event, the point of this NPC is to give the PCs a single point of contact and to help keep the story moving forward.

Holden the Overseer

Male human

Like Bolly the Big Duck, Holden has come into power lately through his ability to get things done. Tons of goods move through Duck Point, and Holden's people make it all happen. He is the veritable leader of all the humans in and around Duck Point, especially those engaged in commerce. His title of Overseer is unofficial, and his powers are not written down, but he gets done what needs to get done. Holden is an Orlanthi, if not the most devoted worshiper. He is on good terms with the cultists of Issaries, the Storm Tribe's god of trade. Some people quietly spread the rumor that Holden must have some Chaotic connections to be so successful, such as with Krarshtis, whose disciples often occupy positions of secret influence.

If you want to make Holden into a major character, introduce a dilemma. In this case, Holden is a high-powered man who gets the job done, but he is also cruel. He oversees a small army of slaves: captured enemy soldiers and noncombatants. Holden is known for dreaming up punishments that terrorize the slaves, amuse the Beast Men, and warm his own black heart. The free people working commerce in Duck Point also fear Holden, whose rough men are all too happy to enforce his requests. The rest of Sartar is depending on expedited trade through Duck Point, so any decisive move against Holden will hurt the war effort.

Captain Fleetfoot

Male centaur

Captain Fleetfoot, a centaur, is in charge of the Beast Men stationed in Duck Point, and he talks as though that makes him in charge of Duck Point altogether. As a centaur, he is

used to other Beast Men following him as a leader, and he expects the same sort of instinctive response from ducks and humans. While his troops are stationed here, he considers the place "Beast Man Point" instead of Duck Point.

If the heroes need to win Captain Fleetfoot over to their cause, he has a weakness that they can exploit. He loves to learn and sing new songs, especially anything exotic or ancient. If the characters can share interesting new songs with him, he will be inclined to treat them well.

Messenger rat plotline: The group will be tasked with bringing their messenger rat to Captain Fleetfoot, a mission that lets them interact with the Beast Men (see Adventure Options).

Striker the Sword of Humakt

Male duck

This veteran duck has seen plenty of action and has the scars to show for it. He stays out of politics and focuses on his cause: defeating Delecti's undead minions. Lately he has been masterminding a campaign to reclaim land from the marsh, bit by bit. He uses blessings gained from the Upland Marsh heroquest to push back the edge of the marsh. The PCs might seek him out, especially if there is a Humakti among them.

The Beast Man Contingent

An army of Beast Men has gathered in Duck Point. They are also using it as a staging area for a future march to battle, when the time comes. For now, they are preparing for what comes next. New groups of Beast Men march into town now and then, and shipments of gear occasionally arrive. Official messengers come and go with secret plans shared only with the Beast Man captains, all centaurs.

BEAST MEN?

Although these creatures are commonly referred to as Beast Men, each race of Beast Men is half female, as one might expect. The soldiers stationed in Duck Point are predominantly male, but a number of females are present as well.

Captain Fleetfoot and the Centaurs

Beast Men acknowledge centaurs as their natural leaders, and the captains of the army are all centaurs. Most of the centaurs, however, are "hoof soldiers" and archers. The centaurs spend lots of time away from Duck Point conducting training exercises nearby, or just running free rather than settling down in Duck Point. If possible, give the heroes the opportunity to hang out with a centaur or two. They have high spirits and make good companions, although they can be flighty. The centaurs operate in all-male or all-female companies, mostly all-male.

The centaurs' secret weapon is a sacred circle of mares who have lost all their children in the war. They have spoken ancient oaths of vengeance, and their presence creates a bloodthirsty spirit among the warrior centaurs, propelling them into repeated victories.

? In your Glorantha, what's the centaurs' most noble quality?

Minotaur Shock Troops

These intimidating monsters are hard to miss; they're big, smelly, and noisy. They spend a fair amount of time "training," which is to say brawling. They're also prone to singing in large, lowing choirs, and they sing even when they're not drinking. Most minotaurs don't care much about the ducks or anyone else, but a troublemaker named Hillock is an exception.

Minotaurs are known to occasionally honor someone with a special ceremony called a "wailing." They low and keen with their mighty voices, circling the subject and throwing their heads back as they sing. It's a great honor for minotaurs to salute someone this way. Maybe while the heroes are in Duck Point they will impress the minotaurs enough to earn a wailing. Much more likely is that the adventurers don't have the chops yet, but they'll get another chance when they're champion- or epic-tier heroes. Make them wait for it.

Big bull minotaurs have suffered significant casualties lately, and about half the minotaur soldiers in Duck Point are replacement troops, including cows, juveniles, and elders.

? In your Glorantha, what special vice are minotaurs prone to? Spitting? Flatulence? Know your players and choose appropriately.

Irrepressible Satyrs

There's a war on, people. Would someone please remind the satyrs? Their juvenile good nature just reminds the rest of us how scared and down we are.

Satyrs are adults to judge by their deep voices, grown-up physiques, and, among the men, curly facial hair. But given half a chance, satyrs will carry on like big kids, singing silly songs, making simple music, playing make-believe, dancing (more like careening), chasing each other, enjoying playground games, skipping rope, playing with dolls, pranking each other, and generally carrying on. It is charming, at first. The female satyrs are just as fond of warfare and mischief as the males, and plenty of the satyr contingent is female. The males outnumber the females, however, resulting in more than the usual share of "brotherly love."

As goat-people, satyrs are found of leaping sure-footedly onto precarious perches. They wander Duck Point in little groups, goofing off, stealing food, and often eating garbage. Sometimes they're hungry, but mostly they're just bored.

? In your Glorantha, what dark side do satyrs have?

Manticore Loners

Manticores speak with resonant, articulate voices, but they are about as smart as dogs, so their speech is extremely limited. When excited they babble, and they mumble when upset.

Their speech consists of words and phrases, all as simple as the commands you might teach a dog, or like a child's first words. Manticore words include "kill-it," "eat," "gimme," "go-go-go," "please," and of course, "No!" Manticores speak in discreet phrases that never combine grammatically to make complicated phrases, not even combining "No" with another phrase to indicate negation. All "grammar" is done with context and tone of voice. For example, "kill-it" might mean "I want to kill it," "May I kill it?" "I'm going to kill it," "Let's kill it!" "I can't stop thinking about killing it," etc. So if a manticore looks you up and down and then babbles, "Eaty eat, eaty-weaty," there's no mistaking what it means.

Gloranthan manticores have venomous scorpion tails rather than tails that throw spikes, so if you have the *13th Age Bestiary*, take advantage of the two scorpion-sting manticores on pages 139–140. In terms of their taste for human flesh, however, they are much the same.

Beast Men are known for their honor, and manticores instinctively obey centaurs; as long as there is a centaur around, a manticore is bound to obey the rules and not eat anyone. In fact, the manticores of Duck Point are well-trained enough that they usually don't eat anyone even when there is no centaur in sight.

Manticores aren't big fans of each other. They will work together if they have to, but they would rather fight alongside other Beast Men. The Beast Men's great Hero-commander, the centaur Ironhoof, would like to be able to field a squadron of manticores to concentrate their power, but he's never been able to get a unit to cohere. Instead, each manticore supports a contingent of ground troops, probably including a centaur as the captain. In Duck Point, manticores are scattered here and there among the Beast Men, with two rarely together.

Among the supplies that come into Duck Point are barrels of food for the manticores. Don't look in the barrels.

As the most beastly and least man-like of the Beast Men, a manticore might have a special affinity for a certain type of PC, such as someone with the Beast rune. For the right person, a manticore can be as loving and cuddly as they usually are intimidating and hungry.

About half the manticores are female. If any player makes a joke about "womanticores," tell them they lose 10 experience points.

? In your Glorantha, what special quality is the venom of a manticore rumored to have?

Preparations for War

Shipments of provisions come in by river to Duck Point, with supplies stacking up for defense of the city or, more likely, for the coming campaign. At some point, all across the land, the word will come to attack, and then these provisions will feed the soldiers as they march victoriously into the enemy's heartland.

THINGS TO SEE AND FEEL IN DUCK POINT

Depending on the content of your campaign, you might want to include any of these themes in your Duck Point adventures. Be selective. If you know a particular shtick wouldn't work well with your group, skip it.

Cluckling ducks: Anyone who spends any time in Duck Point notices that the ducks cluck or chuckle softly to themselves, almost like a nervous habit. Sensitive characters who spend days at Duck Point gradually become aware that ducks make this noise back and forth among each other. Once an outsider is attuned to it, it seems like the whole duck community is constantly in contact, like one big family. Then the outsider really feels like an outsider. If asked about it, ducks say it's no big deal and they hardly even notice it themselves. They call it cluckling.

Cursed veterans: Several ducks are stricken with disturbing afflictions: palsy, crazy eyes, drooling, shambling, and creepy babbling. As these signs show, something terrible has touched their souls and broken their minds. These fallen soldiers are casualties of a vicious wraith attack that the ducks would rather not talk about. The ducks all treat them with patience and generosity. The veterans themselves can be quite friendly, but that just makes them creepier.

Ancient treasure: The ducks of Duck Point are simple people, with plain houses, boats, and dress. But the ducks are proud of one particular treasure they own, an ancient work of great beauty and magic. It might be a complicated organ (certainly not of God Learner make—perish the thought!) that generates delightful music, a blessed statue of an earth maiden that dances on holy days, or a gem that fills the air with colorful phantasms when thrown into a fire. It also wouldn't hurt if the treasure were significant to a character somehow.

Secretive ducks: The ducks are effusively friendly to the characters and generous, but it doesn't take long for perceptive PCs to notice that the ducks are playing everything close to the chest. When characters enter a room, the ducks stop talking, and they seem to be feigning ignorance about things that have already been decided behind closed doors. It's not sinister. It's just that the ducks are their own, close-knit community and you're not in it.

Aura of strangeness: The ducks are cursed, and most people find them odd-looking, if not freaky. The strange thing is that this sense of oddity remains no matter how long you spend living among the ducks. Instead of becoming acclimated to the sight of ducks, visitors retain their sense that there's something odd about them—something wrong. For those with the insight to notice this effect, it confirms that the ducks are a cursed race.



No horses: Since the "cavalry" at Duck Point are centaurs, and the ducks are semi-aquatic, the only riding horses are a few owned by high-ranking humans. Thanks to Prince Argrath's deals with the Praxian beast nomads, a fair number of high llamas are available as mounts. Draft horses are also common for overland travel, as are oxen. The whole point of this detail is to force PCs to ride high llamas if they want anything that moves decently, which should be a hoot. There are also a couple bolo lizards in town. They are like small, two-legged dinosaurs usually ridden by small humans, but some of the ducks are learning to ride them.

Fighting spirit: Everyone at Duck Point is thinking ahead to the coming battle. Officially, the forces at Duck Point are ready to move out and conquer. But what's the reality of the situation? Each time the PCs go to a new territory, that territory is new evidence of how well things are going. Dial the mood up or down to fit your campaign arc, anything from the giddy readiness for battle to the grim fatalism of soldiers ready to die. Your level of optimism colors everything you narrate in Duck Point, which as written is balanced between optimism and pessimism.

Precious cargo: After the Duck Point adventure is over, where do you want to lure the PCs? Maybe you can entice them to go where you want with a handy rumor. While the PCs are in Duck Point, they hear word of a precious cargo moving quickly or secretly through the city. Later, when this adventure is over, the next expected shipment of that cargo fails to arrive. The missing cargo is a hook to get the PCs to the "X" on your map. For example, perhaps the Sartarites have been taking shipments of enchanted copper weapons and ritual paraphernalia from the Shaker Temple held by the Tarsh Exiles to the northwest. The Sartar Magical Union is using these sacred items for a powerful magical effort that they have underway. When these shipments mysteriously cease, the characters are sent to the sacred mountain of Kero Fin, Wintertop Fort and the Shaker Temple, to find out what has blocked them.

Touch of Chaos

When civilization is shaken, Chaos grows stronger. There are bound to be some people associated with Chaos in Duck Point, though the PCs probably won't notice them unless something comes up. One of these ideas might suit your campaign, and two is probably too much, but don't force any of these ideas where they don't belong.

Mallia, Mistress of Disease: Desperate people sometimes turn to Mallia to protect them from plagues. Once good people have committed this sin, they must continue to sacrifice to Mallia or have diseases double back on them. Perhaps the cluckling isn't a form of communication, but rather a type of communicable disease?

Krarsht, the Hungry One: The cult of Krarsht supports an international network of well-connected colleagues, allowing it to flourish wherever gold, goods, and lives are changing hands. War and upheaval have created plenty of

opportunity, and there may be Krarsht cultists involved in the lucrative trade that comes through Duck Point.

Thanatar, the Severed God: Head-hunting, knowledge-stealing devotees of Thanatar have made their way into Sartar from the great metropolis of Nochet, 150 miles to the south, and they might be passing through Duck Point or establishing a base there.

Red Moon: Thanks to the recent presence of Lunars, some good people of Duck Point have been illuminated, though they're likely to keep quiet about it.

Adventure Options

The Duck Point adventure is basically a place and lots of stuff to do in that place, so it's not linear. Adapt this outline to your game's needs.

The "Carrot": The PCs may be attracted to Duck Point for any of several reasons that occur earlier in the campaign. It's a good idea to come up with a promising reward that the players respond positively to. Consider the ideas that are laid out in the Setup section, above.

Secret message: Before they leave for Duck Point, the heroes meet a satyr who gives them a "messenger rat" to take to Captain Fleetfoot, the centaur commander of the Beast Men.

Travel to Duck Point: Travel battles and encounters are at your discretion.

Welcome feast: When the characters arrive, the locals hold a large meal in their honor. It serves as an introduction to Duck Point, duck life, and what ducks are like in your campaign's version of Glorantha.

Beast Man interlude: The heroes travel around the countryside looking for Captain Fleetfoot. They meet various Beast Men and get attacked by a juvenile manticore.

Free-form roleplaying: Back at Duck Point, the PCs have to wait several days for the ducks to prepare for the heroquest, during which time the heroes are welcome guests. Characters get into fun or trouble, as characters do.

Humakt the Champion: The ducks are happy to give the heroes a shot at this secret Humakti myth, provided there is a Humakti character to take on the main role.

Undead guard duty: The characters are recruited to take night watches at a site where the local Humakti are reclaiming the land from the marsh bit by bit. To no one's surprise, horrible undead monsters slosh up out of the marsh and test their mettle.

Minotaur trouble: The characters brawl with Hillock, a trouble-making Beast Man.

Upland Marsh heroquest: The Humakti ducks teach the heroes a strange variant on a popular Ernalda quest. It takes the heroes under the Upland Marsh and into a haunted grotto, where an imprisoned daughter of Ernalda grants them a powerful blessing. The ducks are enthusiastic about it and have been using newly gained Lunar secrets to get a new blessing to use against Delecti. The heroes can complete the quest without the Lunar secrets, but that makes the quest harder. If the group needs powerful magic to use against undead, this quest is a great place for them to earn it.

Secret Message for the Beast Men

This encounter takes place before the PCs set off for Duck Point, or possibly during the trip. It sets up a reason for the PCs to interact with the Beast Men, and it puts a character in the paradoxical situation of being nice and patient with a disgusting rat.

One of the PCs' regular contacts has a special mission for them. Ironhoof, the heroic centaur leader of the Beast Men, is leading an elite regiment of centaur spirit archers in coordination with the Sartar Magical Union, so he is far from Beast Valley. He needs someone to bear a message to his captain in Duck Point, and since the heroes are going that way. . . .

Butthead the Satyr: Sadly, since satyrs are known to literally butt heads, this name has masculine connotations in satyr culture, and it's regrettably common. Worse, it really does fit this satyr. He's one of Ironhoof's personal attendants, and he's here to pass along the message for the heroes to take to Duck Point. Arrange for the PCs and the satyr to meet. Typically, a superior of some sort informs a PC that they have an opportunity to do a favor for Ironhoof, and they want to take it. That involves picking up a message from the satyr and taking it to Duck Point. The satyr is happy to be social and in no hurry to get on with the message. It can't stop making childish jokes and laughing at them. Soon, however, the PCs are likely to ask about the message. That's when the satyr makes an exaggerated play of retrieving the message from a big pouch. He reaches in and pulls out . . . a big, brown rat.

Messenger Rat: The ugly, dirty rat looks like it might have been chewed up by a dog at some point in its past, but it has held together well. Its black eyes display a keen intelligence and a deep disdain for you. As the satyr explains, it has Ironhoof's message for Captain Fleetfoot. As a messenger rat, it is metaphysically silenced and can speak only its message and only to the recipient. Someone needs to carry it, protect it, feed it, etc. When they arrive at Duck Point, the heroes must personally deliver the rat to Captain Fleetfoot. On the trip, to the extent that the rat is able, it treats the heroes as if they are servants.

Travel to Duck Point

Just because it takes a long time for the PCs to get to Duck Point doesn't mean you need to spend a long time playing out the travel itself. Take a look at the material available in Duck Point. If there are points that you want to foreshadow or develop, then by all means add travel encounters that serve those purposes. Unstructured time like overland travel is also a good opportunity to elicit creative contributions from the players. What sorts of creatures do they think their characters might meet and what types of things might they encounter? In general, it's better to be too brief when summarizing an overland trek rather than being too long-winded.



Welcome Feast

When the heroes arrive in Duck Point, they are welcomed with a feast.

Messenger rat: The heroes are supposed to deliver the messenger rat to Captain Fleetfoot, but it will have to wait for the next day. The welcome feast should come before the PCs hunt down Captain Fleetfoot, because it's a better introduction to Duck Point. Perhaps he's away on a scouting mission.

Bolly and other hosts: Bolly herself hosts the feast, along with any other notables you want to invent or pull in. A mix of ducks and humans compose the assembly, maybe with some satyrs.

Stricken veterans: See the "Things to See and Feel in Duck Point" sidebar to read about the stricken veterans. They are in attendance at the welcome feast. Perhaps they're honored guests, but possibly they are servants, eager to help in the best way they can considering their condition.

Duck food: Ducks love snails, worms, bugs, and waterlogged vegetables, which they typically eat raw, and sometimes alive. They know that humans won't eat that sort of food, so they serve up cooked snails, worms, bugs, and vegetables. It means a lot to the ducks that the heroes share their food. The taste is unusual; let the players narrate how they react to the meal.

The food is served group style, heaped onto wicker platters and placed along the center of each long plank table. Ducks use silverware—to pull the grub off the platters and onto the table near them, where the duck can snap it up with their bill. They demonstrably enjoy eating. Humans are not required to eat off the table like animals, but there's probably at least one joker at your gaming table that will want to.

Oaths: Use this storyline if you want to give each PC a little spotlight.

The ducks have a tradition of oath-making, sort of the equivalent of a toast. Each oath starts with a formulaic introduction, such as "I swear . . .," "By Death I swear . . .," "By the gods I swear this oath," or something similar. Then it turns into what sounds like a regular toast, such as ". . . I wish Duck Point a safe and prosperous year," or ". . . it's been far too long since I've had food this good or company half this good." The sort of oaths that the ducks make depend closely on how you are presenting Duck Point. After some ducks swear their oaths, a clamor goes up of ducks suggesting that the PCs go next. Here's a chance for each hero to make an individual impression.

Dance: As the meal comes to a close, some ducks start playing drums, and then a few pull out trumpets. Soon everyone helps to move the tables from the center of the room, and then begins dancing. Most Sartarites recognize the dances and can join in with little trouble, although there's a lot more tail-waggling in these versions. The music also attracts some satyrs who crash the party, to the general delight of the crowd. They know none of the songs but have no trouble improvising their own impressive moves.

The PCs can dance, mingle, steal away, or whatever they like.

MANAGING POTENTIAL FIGHTS

"Duck Point Venture" is a free-form adventure where the PCs are liable to encounter Beast Men who are allies but whom they might want to fight. There are several possible encounters in Duck Point that are ambiguous as to whether the group should attack. In classic roleplaying, any player at the table can decide whether their character attacks. If their character attacks, the NPCs probably respond in-kind, and one player at the table decides for the group whether a fight starts. These days, the story is more important than each player's sovereign right to operate their PC the way they like. When the players are faced with a potential fight, have the group agree which route the heroes are going to take. They can discuss it out of character and decide on the approach that seems most likely to give them the experience they want. If the players can't agree, you can institute "story points." A player can decide what the group does by spending their "story point." Each player gets one and can use it once. If more than one player wants to use a story point for the same scene, they dice for it. After everyone has used their story points, everyone gets a second one, and so on.

Beast Man Interlude

This element lets the PCs tour of the area and allows them to interact with Beast Men. They also ride high llamas, and there's a fight with a juvenile manticore.

Finding Captain Fleetfoot: The morning after the welcome feast, the PCs are expected to deliver the messenger rat to Captain Fleetfoot. The plan is to talk to the local Beast Men about where to find Captain Fleetfoot and then ride out to wherever he may be.

Beast Man camp: The heroes' hosts guide them to the Beast Man camp in Duck Point.

Creating a stir: The heroes draw the interest of centaurs, satyrs, and at least one manticore. Satyrs in particular are curious and eager to see what the newcomers are about. Make sure that the players get a good sense of what manticores are like, because they'll be fighting one soon.

Sent along: A centaur finds the heroes and has word that Captain Fleetfoot can be found

overseeing training exercises in the fields several miles out of town. For that, they'll need mounts.

Barbarian mounts: The centaur messenger explains that Captain Fleetfoot moves around a lot, and if you're on foot you might walk all day and never catch up to him. If you're going to deliver a message to him, it's got to be on mounts, and what few horses there are in town are jealously guarded. The centaur offers a solution: the beast barbarians of Prax are Sartar's allies, and they've provided the humans of Duck Point with fine steeds from the plains: high llamas. The PCs' hosts provide them with mounts, tackle, instructions, and help.

Assume that all the adventurers are competent to ride a trained riding animal. In some games, you'd have to make riding checks at a penalty to ride high llamas, but all that does is make players not want to let their PCs ride high llamas. Assure the players that this isn't a trick to get them to make a bunch of rolls and maybe take some damage.

Make the best of it: Ask the players to each narrate how their character handles getting onto a high llama and riding it around. No one needs to roll. They can just narrate it as it suits them.

Heading out of the city: The characters ride out of the city following the centaur's directions. They pass duck neighborhoods, human farmsteads, burned out buildings, and more.

Sounds of trouble: As the heroes are passing a collection of ruined buildings, they hear something big moving around among the structures. As good heroes, they should dismount and investigate.

Juvenile manticore surprise: A juvenile manticore with a bronze muzzle springs out from around a building, lands near them, and gives the heroes a quizzical look, as if not sure what to make of them. Have the players decide whether the group is going to attack or parley. Get the players to decide as a group rather than letting one player start a fight when the others don't want them to. If the heroes decide to parley, tell them that it's attacking. Roll initiative, and add +10 to the manticore's roll. If they decide to fight, just roll initiative normally.

Juvenile Manticore

He looks nearly full-size, but he's gangly, with oversize paws and tufts of soft facial hair. A bronze muzzle is strapped and locked onto his head.

Large 4th level spoiler [BEAST]
Initiative: +11 (or +21)

Battering paws +9 vs. AC (2 attacks)—13 damage
Natural 16+: The juvenile manticore can make a *stinging tail* attack against a random enemy engaged with it as a free action.

Muzzled maw +9 vs. AC—0 damage. The manticore wraps its jaws around the target, but due to the muzzle all it can do is snap its jaws. Use the attack as a cinematic moment to impart to the PCs that the manticore's jaws are large and deadly, but don't bother to make this attack again once the players know that it deals no damage.

Stinging tail +9 vs. PD—10 ongoing poison damage (hard save ends, 16+), and the juvenile manticore takes 3 damage, or 6 damage if it's staggered

Flight: Manticores are poor fliers in tight spaces, and this young hothead isn't that great in the wide open, either.

Nastier Specials

Tenacious poison: If the PCs haven't suffered enough, they discover at the end of the fight that the manticore's poison isn't as easy to shake off as usual. Normally, a character suffering ongoing damage saves once the battle ends. In the case of the juvenile manticore's poison, you must continue to make saves until you fail two more, at which point you save on the next one (but still take damage that turn).

AC 20
PD 18 **HP 110**
MD 14

Battle aftermath: This manticore has been unreliable. It had attacked a satyr, so its handlers put a muzzle on it. But then it escaped, and now it's on the loose. The Beast Men will be sad to hear that it's dead, but they are also unhappy to see that one of their own hurt the heroes.

Finding Captain Fleetfoot: The heroes continue on to the Beast Man training camp. There they find lots of centaurs and satyrs, and they point the heroes to where Captain Fleetfoot is reviewing defenses at a human village. A centaur escorts them there, and finally they meet Captain Fleetfoot. He is accompanied by contingents of elite satyrs with centaur lieutenants.

Messenger rat: When the rat's host finally hands over the messenger rat, the rat eagerly scampers off of the hero and onto the centaur's outstretched arm, clambering up to the centaur's shoulder and whispering in his ear. The rat tells the centaur how the hero has treated it on the journey, and the centaur relays this back to the hero. Try to be positive. If the rat chewed up some of the hero's clothes or personal effects, the centaur says, "I hear that you gave the rat some special food to eat. I'm glad you treated it well." The rat is used to shoddy treatment, so its standards are low.

If it's at all reasonable for the rat to give the hero a good report, the centaur thanks the hero and provides a special gift—several flasks of exotic wine from the revels at the Wild Temple.

If the relationship with the rat has been rocky, maybe now is when the hero finds out what last "surprises" it has left for them: poop in a pocket, leather bags chewed up, rat hair in food, etc.

If the heroes eventually plan to return from Duck Point to the place where they got the rat, Captain Fleetfoot asks them to carry the rat back again. Is the rat's message actually going to be important in your campaign? Or was this some other style of test?

There's no particular reason that the PCs should find out what the secret message is, but if your players are disappointed not to find out, you can drop a hint. The characters soon hear that Fleetfoot is sending scouts to Tarsh, in the northwest, suggesting that his Beast Men may soon be on the move.

Back to Duck Point: The heroes are welcome to hang out with the Beast Men, but most likely they'll ride back to Duck Point for the night.

Free-Form Roleplaying

The heroes have a chance to hang out in Duck Point and interact with the denizens, yielding good opportunities for free-form roleplaying.

The heroes' goals: This adventure is set up loosely to allow you to adapt it to your players' needs. Once the heroes have been welcomed at the feast and have delivered the messenger rat, they have some unstructured time in Duck Point. This open space allows the players to drive the unfolding story. Ask them what their heroes want to do or see while in Duck Point. In fact, the players might have ideas for what their characters encounter that are different from the heroes' goals. For example, one player might want their character to become enamored of duck culture and so has their PC examine the buildings that Sartar erected 300 years ago to learn about their history. Encourage the players to generate goals that create action and possible conflict. Goals such as "not being noticed" usually don't lead to as much fun at the table as something like "learning some Beast Man songs."

Good and bad omens: When there's a lull in the action and you want to spend some time helping the players feel more immersed in Duck Point, have them narrate some good and bad omens.

Narrating omens: Each player narrates one good or bad omen. Each player rolls a d20, and those who roll 11+ will narrate good omens, while those who roll less narrate bad ones. Set this number at 6+ or 16+ if your campaign is especially optimistic or pessimistic. In any order, the players narrate their omens. Omens are primarily symbolic. They don't substantially change the current situation. For example: news of a healthy birth, a tragic death, images in the clouds, lights in the heavens, lights in the swamp, sounds from the swamp, freak accidents, a missing person found, someone fixing a bell so that it sounds for the first time in years, a plague of bugs, a vast graveyard for earth worshipers where people are buried vertically to save space, a pyre site for deceased Orlanthi that shows the traces of countless cremations but also reveals signs of new life, visionary dreams, patricide, or a chill wind.

If you like drawing stones, puts stones of two colors in a bag, at least one stone per player. The light stones are good omens, the dark ones are bad, and each player picks one. Choose the ratio of good and bad stones to reflect the mood of your Duck Point.

Narrating runes: While narrating an omen, it's also a natural place for a player to narrate a rune.

Myth of Humakt the Champion

While in Duck Point, if the group includes a Humakti, the local Humakti invite that PC to undertake the myth of Humakt the Champion. That character will be the myth's protagonist, enacting Humakt's role. The other characters are Humakt's allies that fight alongside him. In undertaking the quest, the characters learn a secret of the myth that only the ducks and their friends know.

Use the "Humakt the Champion" quest on page 365 for the heroquest. Then use the following special version of Station Four of the quest and *The Ducks' Secret* to represent the ducks' version of the myth.

Station Four: Final Battle

The local Humakti explain that the "special foes" at the conclusion of the heroquest are almost always undead. It varies when the heroquest is performed in other locales, but here next to Upland Marsh the PCs should expect undead.

The enemies turn out to be a contingent of dark troll zombies, one per PC. One zombie is crisscrossed with runes and magic symbols, making it nearly thrum with power. Give it 50% extra hit points and damage. These zombies have been sent by troll magicians somewhere else in the world with the hopes of stealing some of the heroquesters' power. They can steal the power if they can knock the Humakti character to 0 hit points while the rune-powered zombie is still "alive." If this misfortune occurs, the PCs suffer a –10 penalty on the heroquest gifts roll instead of the standard –2 penalty. Be sure to let the characters intuit the situation well enough that the players know what's at stake. How effectively do the zombies concentrate their attacks on Humakt? The magically powered zombie preferentially attacks Humakt, and use your discretion to decide how focused the other zombie dark trolls are.

The Ducks' Secret

At the conclusion of the quest, after Orlanth says, "Your thanes shall answer only to you" and before he says, "Now I humbly beg of you," the Storm Lord says one more thing:

"And your only kin shall be those cut off from themselves."

The ducks refuse to answer questions about this extra line, although when you bring it up, they might look wistful.

Undead Guard Duty

You can drop this battle in at just about any time, since it's not directly related to other events in Duck Point. Players are going to expect to fight undead from the Upland Marsh, and this encounter satisfies that expectation.

Reclaimed land: The local Humakti are slowly reclaiming land on the margins of the marsh, using magic that they gain from the Upland Marsh heroquest (and a certain Lunar secret). This newly dry land is marked by a sword plunged into the earth, and the Humakti post guards there at night to keep undead away. If undead pull down the sword, it can reverse the reclamation process. The heroes are recruited to take a couple nighttime shifts, as many as make sense in your story.

***Dire warnings*:** The locals warn the heroes that there are several undead creatures too dangerous for them to face; if any of them show up, the PCs should run. Here's your chance to play up the crazy creatures that call the marsh home.

- **Dancers in the dark:** Seductive female vampires.
- **Zombie giant:** It's really big, too big for adventurer-tier characters.
- **Undead killer whale:** With metal teeth and dinosaur legs.

Site of reclaimed land: The PCs are conducted to the edge of the marsh where a sword sticks into the ground. The sword is about 70 or 80 feet from where the soil becomes boggy and waterlogged, and another 70 or 80 feet past that are the waters of the marsh proper. Stunted trees and gnarled shrubs appear here and there on the dry land, and the trees become thick in the marsh itself.

***Sights and sounds*:** Even on nights when nothing happens, there are creepy things to hear and see in the marsh. Improvise some sights and sounds, but don't spend too much time before getting to the fight. The PCs might notice:

- *greenish lights* bobbing far away among the trees;
- *sloshing sounds*, as if something big were swimming by under the surface and causing ripples near and far;
- *hoots and howls*, which might be owls, other animals, or the undead;
- *shrieking* far in the distance.

Zombie attack: When you're ready, have two hybrid zombies crawl up out of the marsh and scramble toward the sword. Have each PC who's on watch roll a DC 15 Wisdom check, using a background that will help them with spotting creepy undead. If any PC succeeds, the heroes spot the zombies as they come out of the muck while they're still far away; otherwise, the zombies manage to get nearby before the heroes see them. Roll initiative when the zombies first come into view. If the zombies are far away, they will have to spend a round using a double move to get close, unless a PC moves toward them. If nearby, a single move allows the zombies to engage two of the PCs. The zombies attack mindlessly until the PCs hack them apart, returning them to the pieces from which they were constructed.

Note that this isn't a battle against Chaos. These zombies are creations of Delecti. His sorcery creates abominations without invoking Chaos.

Hybrid Zombie

This nightmare is a two-headed, four-armed zombie that has somehow grown to monstrous proportions. It has fins for swimming stitched to its back and to the backs of its arms and its legs, but it operates just fine on solid ground, too.

Large 3rd level wrecker [UNDEAD]
Initiative: +5

Rotting clawed hands +8 vs. AC (4 attacks)—4 damage, and the target is stuck (to it) until the zombie moves or until the target hits the zombie with an attack; or 8 damage if the target is already stuck.

Grave's grasp: When the zombie drops to 0 hp while one or more creatures are stuck to it, each stuck creature takes 15 damage as the zombie's clawed hands clamp down with unholy strength. In addition, if the zombie dropped to 15 hp or less while a PC is stuck to it, it dies, activating *grave's grasp*.

Headshot: The first critical hit against the zombie destroys one head and dazes it until the end of its next turn. The second critical hit against the same zombie destroys the second head and drops the zombie to 0 hp.

Nastier Specials

Built to kill: When the zombie drops to between 16 and 30 hp while one or more creatures are stuck to it, *grave's grasp* triggers without slaying the zombie; it will still trigger and die at 15 hp or below if a creature is stuck to it.

Unholy ichor: The foul "blood" that sustains this thing is inimical to natural life. Anyone stuck to the zombie is also weakened.

AC 16
PD 16 **HP 120**
MD 12

Minotaur Trouble

This encounter sets up a showpiece battle between one or more PCs and an ornery minotaur named Hillock. How often do PCs have the opportunity to experience a bare-knuckle fight with a minotaur? Not often enough. It's also a fight that the PCs can lose without something terrible happening.

Miscreant minotaur: Minotaurs are brutish and violent, and the one named Hillock is worse than average. He is easy to distinguish from other minotaurs because the right side of his face looks like it was once hit by a small, red-hot meteor launched by a Lunar magician, which it was.

Setup: Hillock has been causing the ducks grief: drinking, bragging, insulting people, breaking things, and coercing bystanders to laugh at his obnoxious jokes. Try to have the PCs run across this troublemaker early on to foreshadow the confrontation. When it's a good time for the fight, invent some slight by the minotaur against a duck that the players like, something to serve as a last straw. Maybe someone left a large cow pie in the duck's modest wattle and daub home, or something similar. In any event, the ducks have had enough. They could send their own enforcers to deal with the issue, but they are keen to avoid a confrontation with the Beast Men. If some of the PCs could be cajoled into putting the bully in his place, that option would be ideal. It shouldn't be too hard to get the players to want to see the minotaur get his comeuppance. The trick is that the ducks will want it to be a bare-knuckle, unarmored fight. A fight



with weapons would escalate the problem and probably lead to hard feelings among the Beast Men. But if some heroes can put the big minotaur in his place, that will settle the issue. Presumably, the PCs seek out Hillock among the Beast Men.

Number of challengers: Before the heroes confront Hillock, they should decide which of them will fight him. Those that fight him will use the unarmed combat rules on page 168 of the *13th Age* core rulebook, and they won't have armor. Show the players the minotaur stats on page 239 of the core rules and tell them that Hillock has stats like these, only he'll be honor bound not to use armor, an ax, or even horns. Those that don't join the battle can fight in spirit as they watch the combat and cheer on their side. If PC spectators use magic to sway the battle, that's interference, or at least it is if anyone catches you. Beast Men are known to be honorable, and getting caught cheating would be worse than losing the fight.

Confrontation: The heroes have an easy time finding Hillock, and might hear his derisive laugh before they see him. He is happy to respond to a challenge, delivering insults and an offer to brawl, and he pointedly refers to the PCs as "little ones." He'll fight any number of them at once, though the fewer brawlers there are on the heroes' side, the more dramatic the victory will be.

If Hillock is staggered, he drops to one knee to accept defeat, unless the PCs themselves are also staggered and near to dropping to 0 hp. If all the PCs are staggered, they can honorably concede defeat to keep from taking a worse beating. While the fight takes place, other Beast Men form a ring around the combatants, hooting, hollering, and enjoying the show.

Resolution: If the **PCs lose**, the ducks thank them for their efforts, but Hillock and his Beast Men friends become more insufferable. If a **lone PC** takes out Hillock, that champion becomes a hero among the ducks and Beast Men, and Hillock becomes bottom dog, sullen and defeated. If **two PCs** defeat him, the ducks and Beast Men hail them as victors, but Hillock loses less face. If **three or more PCs** defeat Hillock, he is put in his place and cuts back on his bullying, and the Beast Men accept the result of the fight, but only the ducks congratulate the heroes on their accomplishment.

HOW TO PUNCH A MINOTAUR

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Rules for Brawling with a Minotaur

The players need to decide how many of them are going to challenge Hillock, and to do that they will need to know the rules for the fistfight.

Weapons and Armor

No combatants are allowed to wield weapons or wear armor. If a minotaur happens to have a tough hide, well that's not unfair. It's just good luck. Hillock will be honor-bound not to use his horns and instead just pound you into the ground with fists like bricks.

Attacks

Unarmed attacks take a –2 penalty. Damage dice are 1d6 per 2 levels and an additional 1d3 for the remaining level if your level is odd. In general, characters can use maneuvers and other combat powers. That's what makes them heroes. Anything that looks like a spell or other powerful magic effect is not allowed, although PCs who are willing to cheat might have magic that's indiscernible. Heroquest gifts are allowed: they're more or less who you are now, not magic you're channeling from somewhere else. The escalation die applies as normal.

Defeat

When a combatant becomes staggered, they must leave the fight. Rally if you need to before that happens.

Spectators

Characters that aren't in the fight, including those that have been staggered, can fight in spirit. They can't interfere, but powers like battle cries might look mundane enough to spectators—if the PCs are willing to cheat.

Fleeing

Fleeing isn't really an option here. Politically, fleeing would make the PCs look like cowards. A PC can drop to one knee if they want out of the fight, and Hillock will lay off. A PC who then tries to continue fighting will be viewed as dishonorable.

Hillock the Minotaur

Challengers will want to know how tough this opponent is. A kind GM might show them Hillock's stats on the next page. Generally, he's like the minotaur on page 239 of the core book, but doesn't use his axe or light armor. (In other words, he's not as tough as a 4th level monster should be, which is why he's not in the Monster List on page 234.)

Challengers

The fewer challengers in the fight, the bigger an impression the heroes make.

Minotaur Brawler

Hillock's well-worn axe and his gore-spattered armor are stowed in the barracks. His well-worn knuckles and gore-spattered hide will still work just fine.

Large 4th level troop [HUMANOID]
Initiative: +8

Fists like bricks +7 vs. AC—15 damage
Miss: Hillock becomes enraged and can use *clobber* during his next turn.

[Special trigger] **Clobber +6 vs. AC**—25 damage and Hillock's rage abates.
Miss: Hillock stays enraged and can use *clobber* during his next turn.

Life rune blessing: Once per battle when an enemy misses Hillock with a melee attack, Hillock can heal 10 hit points as a free action.

Nastier Special

Lucky skewer: When an enemy misses Hillock with a melee attack, it takes 10 damage as the minotaur "accidentally" hooks that creature with a horn. This can happen as often or as rarely as you like.

AC 16
PD 17
MD 13

HP 95

Upland Marsh Heroquest

The ducks have a special version of a popular Ernalda quest that they are quite fond of and willing to share. The special secrets of this quest connect it to a daughter of Ernalda imprisoned under Upland Marsh, and she can grant powerful blessings. Local Humakti have been using this magic to reclaim land from the marsh, which until now had been spreading for the last 800 years. Unfortunately, the locals use some newfound Lunar secrets to make the quest easier and the blessing more powerful. The characters can do the quest without the Lunar secrets, but it will be harder. See the next section for the heroquest.

GM, there is an information sheet for players included here. You can copy or print it for the players, but you should read it too, because it describes the basic premises of the myth.

Upland Marsh Heroquest

Use this heroquest only if one of the heroes is a Humakti.

Learning About the Myth

The local Humakti ducks don't let on that they are using Lunar secrets. Before they train the protagonist in the myth, they try to get that hero talking about Lunars to make sure the protagonist isn't a zealot. If that character is one, the Humakti will find a sympathetic member of the group to approach about this delicate matter. They hate the Lunars, but this myth is helping them make advances against the Delecti.

Preparations

One character is designated as the protagonist, "the shepherd." The ducks also coach the heroes on how to conduct the heroquest properly. They provide a bag of nuts for one of the battles. Give the players a copy of the Hero Briefing sheet or paraphrase it for them. You might also want a copy of the briefing, because it describes the basics of how the quest plays out.

Lunar secret: If the heroes want to use the Lunar secret for an advantage in the big fight, they need to have the protagonist use a scimitar, which the ducks provide. The scimitar can be a light weapon or a heavy one, as the wielder prefers. The ducks also paint a Life rune on one of the wielder's cheeks and the Death rune on the other. Explain to the players how this choice plays out at the table. Usually when the heroes fight a tougher battle, it gets them to their next heal-up faster. But for this heroquest, the fight is going to count as one regular battle no matter how tough it is. If the PCs want to be purists who refuse the Lunar secret, then they pay for that purity by taking on a tougher battle without getting credited for it. How important is that ethical purity when there's a big practical advantage to using the Lunar secret? You'll soon find out.

Running the Heroquest

The Hero Briefing sheet (below) describes the quest in detail and gives you most of the information you need. Elaborate on the outline provided there, and use the following notes for your secret information.

Station One: Hushing the Babies

The heroes follow the sound of singing down the stairs and into the first room. The briefing has prepared them for what they encounter.

Floor and walls: Throughout these underground chambers, the floor and walls are fitted stone, each block a different size and shape from the others. Each block has disturbing runes or figures carved into it, but so shallowly that one can easily miss them. A ghastly greenish light comes from here and there in each room, and these intangible sources of light shift around, causing shadows to move and crisscross. These chambers are under the water level, and smelly water trickles out of the floor in places. Strangely, the water trickles across the floor and then up the walls to disappear in cracks between the blocks on the ceiling.

The "Babies": Placed against the walls are half a dozen tall, round, sealed glass containers filled with semi-clear liquid, each with a misshapen fetal creature of some sort floating in it. Judge your table and describe these horrors in lurid terms but not too lurid. They are primarily human, but each is deformed, and they sport inhuman details, such as extra limbs, hooves, or outsized grins. As the players enter, some of the waterlogged creatures open their baleful eyes and look around the room. Some fix on one PC or another. Incongruously, the shepherd sings a lullaby to them.

Haunting: Pick one PC, randomly or deliberately, to be haunted by this encounter. A creepy embryo fixes its asymmetrical gaze on the PC and mouths an incomprehensible message. Describe this creature in a way that's relevant to the PC, such as noting any special features or animal parts it might have. If nothing comes to mind, maybe it's a bigheaded monstrosity with countless, quivering spider legs in place of its hips and legs. The creature seems to be trying to tell the PC something, but no one can make sense of it, and it goes to sleep with the other creatures once it hears the lullaby. Once the PCs have left Duck Point behind, have this creature resurface in the mortal world, haunting the PC. It could appear in dreams or visions, or it might manifest in physical form, only to discorporate when convenient. Use this device to advance whatever plot points fit the character and your campaign: omens, misfortune, unholy secrets, etc.

Lullaby: The protagonist PC makes an easy skill check to soothe the monsters. On a success, the fetal abominations close their eyes. If the result is 20+, the fetuses seem genuinely comforted, and the quest score increases by +1. If the PC fails the skill check, have the player narrate what creepy detail unsettles them so much that they choke on the lullaby. It could be a fetus that reminds them of a loved one, or a nightmarish memory that suddenly resurfaces. On a failure, the creatures get more agitated and begin to twist in place. If the shepherd tries to soothe them more, they just get more agitated until the players get the idea that they should move on.

Skill Check: DC 10 Charisma check.

Success: The monsters sleep, gain +1 quest score.

Success of 20+: Gain +2 quest score.

Failure: Protagonist takes 10 psychic damage, and the quest score drops by 1.

Moving on: The PCs can still hear Ernalda singing, and they follow the voice through the one doorway in the room.

Station 2: Chamber of Cadavers

This room is filled with bodies of various types hanging from the ceiling. If the image of pushing one's way through heavy, swinging corpses is too much for some of your players, the bodies are wrapped tightly in shrouds, which is pretty creepy anyway. The PCs can't see the walls of the room, but they can follow the singing to the exit.

Attack of the doppelgängers: As the PCs wend their way through the cadavers, in any order have each PC roll an easy save (6+). Each one that fails gets attacked by a double, and if they all succeed, then whoever rolled lowest is attacked. In each case, a body next to the PC suddenly turns into a gruesome "double" of the PC and attacks. First, the ambush drains power from the PC. Choose the PC's best available limited-use attack power, and it gets expended. This energy powers the doppelgänger, which makes a melee attack against the PC.

Doppelgänger smash +10 vs. AC—15 damage.
Made their save: If the PCs saved but was attacked anyway, the damage is 7 instead of 15.

After each attack: The temporarily mirrored features smudge away and the body reverts to being a normal cadaver, no matter how you poke and smash it.

Each failed save: Each failed save that leads to an attack is **-1 quest score**. There's no quest penalty if everyone made their save and the lowest roll got attacked anyway.

Exiting: The room is large, but soon enough the heroes follow the singing to another doorway leading toward Ernalda's daughter.

Interlude: Tempting Peephole

As they've been warned, the heroes see many strange chambers, niches, and hallways as they follow the singing through this interminable underground complex. Invent whatever Delecti-appropriate scenes you like, or rope the players into narrating some details. If the PCs see something that they can't help but touch, it probably isn't fatal.

Temptation: While walking down a wide corridor, the PCs come across a peephole right at eye level. Light comes out of it, and the sound of what might be conversation. This is the peephole that they've been warned about. If your group is like a lot of groups, there's at least one player who wants their character to look in. Perhaps the best outcome is that the curious PC is stopped by their allies. That allows the player to play their character as stupidly curious without actually looking. If your group is used to letting each player play their own character however they want, even self-destructively, this peephole is an opportunity to practice balancing player autonomy against the group's shared goal of succeeding.

When someone insists on having their PC look, and the group can't come to a different resolution, then the lesson is what happens when you ignore important advice on a heroquest. Any character that looks in the hole gets sucked in. In an instant, the hole expands and pulls the PC through it, then the hole disappears altogether. The character will be alive on the Mortal Plane, but they are out of the quest. They can fight in spirit, but that's not much help for the big fight that's coming up. Of course, that would be a good opportunity for them to come up with a story about where they ended up, what they overheard, if anything, and so on, possibly setting up another adventure when the rest of the heroes return.

If you think your group can't handle a temptation that's going to plaster one of the PCs, skip the peephole.

Station Three: Ravenous Swine Monsters

According to the myth, the shepherd needs to toss nuts to some pigs, to feed them and keep them calm. But that was how things worked out before Delecti took over, so instead of simple pigs, this station always features terrible monsters. You still have to toss them nuts though!

At some point as the heroes move through these hallways, several swine monsters attack. They come scrambling around a corner behind the heroes, starting the battle near them but not engaged with anyone. Roll initiative for everyone in the battle.

Describe them as zombie-like undead with tusked boar maws grafted onto the ends of their arms where their hands should be. Their maws are closed, and the monsters are carrying extra tusks in them. If these monsters have a name, the PCs don't know it, though the shepherd, at least, will be certain that on this heroquests, these are the 'pigs' the myth referred to. Maybe the players can come up with a name for them.

Nuts for pigs: Incongruously, the shepherd is supposed to toss nuts to these monsters as if they were actually pigs! This detail is designed to make the encounter particularly surreal, partly funny, and partly scary.

Throwing the nuts with the required mythic *gravitas* requires a standard action. We're not going to ask for a skill check for throwing nuts, but if you do it right, you'll do better on the heroquest: **+1 quest score** if the shepherd throws nuts on the first round and has not yet been hit this battle. If the shepherd gets hit right away but still throws nuts to the "pigs" the first round, then the questers get **+0 quest score**. If the shepherd doesn't throw nuts to the "pigs" on the first round at all, then the group takes **–2 quest score**.

Stats: The full-strength swine zombies are the equivalent of ghouls. Ghouls from page 225 of the *13th Age* core rules are scary when they're in big groups. Fighting undead in the Upland Marsh on the Hero Plane is scary, so these monsters have the nastier special: *paralyzing bite*.

Additional monsters: The full-strength swine monsters are the only monsters in the battle at first. On the first round of combat, while the shepherd is supposed to be throwing



nuts, each undead swine monster uses a quick action to fling tusks out of their hand-maws. The tusks scatter across the floor with no discernible effect, yet. At the start of the second round, each tusk turns into a monster similar to the others, but twisted and scrawnier ("newly-risen ghouls," also from page 225 of the *13th Age* core rulebook). Roll initiative (+5) for this second group at the start of round 2, and they join the fight.

Lunar trick: If the shepherd/protagonist is using a scimitar and has the Life and Death runes on their cheeks, then at the start of that character's turn the escalation die advances by 1. This happens each turn, in addition to the die's normal advance, and this power can get the die up to +8 (switch to a d8 once it goes to 7). When the shepherd is at 0 hp or below at the start of their turn, the die doesn't advance this way.

Number of Monsters Encountered

There's no time pressure in this fight, but the number of enemies faced make this a tough fight for a group of 3rd level heroes. Even so, count it as a regular fight in terms of progress toward the next full heal-up. If the players think that's unfair, remind them of the Lunar trick, and may the wisdom of the Moon be with them.

Station Four: Wooing the Daughter of Ernalda

Here the hero wins over the earth goddess, hopefully. After fighting the swine monsters, the PCs travel only a little way farther before coming to the cursed grotto, as described in the Hero Briefing.

Ernalda's daughter: The goddess is still full of her divine power, but she is different from what one would expect from a daughter of Ernalda. Life under Delecti's ruins has warped her. At best, she has been sickened and distorted by Delecti's evil magic. At worst, she may be so corrupt that now she considers herself at home here.

# of PCs	Full-strength swine monsters	Lesser swine mooks
3	2	12
4	3	14
5	4	16
6	5	18
7	6	20

Charisma check: The shepherd/protagonist has to attempt a DC 10 Charisma check to gain the blessing of the goddess. Lots of backgrounds can help with this check, especially anything having to do with leadership, status, accomplishment, ambition or puissance. The shepherd delivers some stock lines about their flocks of sheep, but the real trick is to bear in mind some actual heroic deeds that from the hero's life. Have the player explain what the PC is bragging about in their own mind.

Skill Check: DC 10 Charisma check

Success: +2 quest score

Success of 20+: +4 quest score instead of +2

Failure: –2 quest score

After the protagonist brags about his sheep, the quest succeeds if the PCs' quest score is at least 0. Success means that the daughter blesses the shepherd and embraces her or him. You know your group. Let "embrace" mean what's best for your table.

A quest score that's negative means that that heroquest failed. There's something missing from the shepherd's interaction with the daughter. Perhaps she turns her back. Or perhaps the daughter embraces the shepherd but doesn't let go, temporarily imprisoning the shepherd with her.

In any event, with the heroquest finished, all the PCs reappear swiftly in the mortal plane, or a bit slower in the case of an imprisoned protagonist.

Conclusion

With or without the goddess's blessing, the heroes return to the mortal plane. Remember to spring the creepy embryo ghost on the PC that it is haunted by it!

Heroquest Gifts for the Uplands Marsh Heroquest

If the quest ends in success, roll on the Number of Heroquest Gifts Earned table, reprinted just below then choose the gifts from the custom list offered by the heroquest. These gifts have runic associations but any character can receive them. Characters who call on the appropriate runes might gain these gifts in addition to those granted by the quest itself. If the PCs are in Duck Point to gain a special blessing, it's probably *holy annihilation* or a gift that you invent for the occasion.

Number of Heroquest Gifts Earned							
d20 + quest score	Number of PCs						
	2	3	4	5	6	7	8
1–5	1	1	1	2	2	2	2
6–10	1	1	2	2	3	3	4
11–15	1	2	2	3	3	4	4
16–20	2	2	3	3	4	5	6
21+	2	3	3	4	5	6	7

† *Holy Annihilation (daily):* When you drop an undead enemy to 10 hp or fewer, destroy that undead (champion: 25 hp; epic: 60 hp). If you or an ally has the ritual casting feat, this power can generally be used to break undead magic. This is the gift that the Humakti are using to reclaim the Upland Marsh. **Basic bonus:** +1 to attack and damage rolls. You can receive this gift only if you speak a Lunar phrase. It taps into the goddess's ability to survive the baleful environs of Delecti's Ruins.

□ *Wild Life (daily):* When you drop to 8 hp or fewer, heal using up to two recoveries (champion: 20 hp or fewer; epic: 50 hp or fewer). If you do, then for the rest of the battle you can use standard actions only to make basic attacks, and you gain a +8 damage bonus with these attacks (champion: +20; epic: +50). **Basic bonus:** You gain an additional recovery that heals exactly 20 hit points instead of rolling (champion: 40 hp; epic: 60 hp). This gift represents the pent-up bounty trapped in the daughter of Ernalda.

ϒ *Clarity of Self (daily):* When an enemy hits you with an attack that would confuse, misdirect, or befuddle you or otherwise compromise your hard-won clarity, it must reroll the attack. The new attack is against MD 17 (champion: MD 22; epic: MD27). **Basic bonus:** +1 to Mental Defense. This gift is not available to anyone who failed to keep hold of their identity while in the chamber of cadavers.

ᘐ *Step by Step:* You can always find your way in woods, foreign seaports, caves, and other daunting terrain. You can't automatically find whatever you're looking for, but you can explore without worrying about getting lost. **Basic bonus:** +1 to Mental Defense. This gift is available only to a character who calls on an empowered Mobility rune during this quest. Ernalda's daughter doesn't grant it.

ᘓ *Whispers on the Wind (daily):* Sometimes the breeze brings you sounds that you otherwise wouldn't hear. Usually what you hear is inconsequential and just flavor, but sometimes it matters. To try to gain information from this power, roll a normal save (11+). If you succeed, then at some point in the current situation you will hear something that gives you a clue or helps you meet your goals. If you fail the save, the power is not expended, though it will not serve you in this situation. You can't just roll again. This subtle power works only outside the clamor of combat. **Basic bonus:** +1 to Mental Defense.

Hero Briefing

Permission is granted to photocopy these briefing pages for personal use only.

This information paraphrases the instructions that the heroes receive from their sponsors. Players are not expected to memorize anything just because the PCs have to. Assume that your PCs remember what they're supposed to do on the quest.

Delecti and His Demesne

Background for newcomers.

Delecti the Necromancer is an undying sorcerer with mysterious powers. He created the Upland Marsh starting in the Second Age, and he has populated it with monstrous creations. He animates the dead, usually after operating on them to turn them into grotesque hybrid creatures. Somewhere under the marsh is an ancient grotto, once the happy home of a daughter of Ernalda. She is still there, but as Delecti's captive.

Myth of the Clever Shepherd

A popular myth found in many forms.

The heroes already know the myth that this quest is based on. In the standard Orlanthi version, a clever shepherd called Voriof (an incarnation of Orlanth) follows Ernalda's singing into her cellar. He hushes a waking baby with a lullaby and calms some pigs with nuts. Finally, he finds Ernalda, earns her respect, and gains a blessing from her. The myth is well-known and widespread with many local variants, but it's not particularly powerful. Now the heroes are going to learn a new version of the myth. In the ducks' version, Voriof is not in evidence and the heroes can gain a blessing from a daughter of Ernalda who is trapped under the Upland Marsh. The gifts are more powerful, but this light-hearted romp is now a perilous venture.

To the Hero Plane

The Humakti send the heroes forth.

The Humakti erect a circular tent large enough for a dozen people to walk around in it. In the center, they create a smoky fire, and they gather around it, chanting and drumming. The wood is cursed Blackthorn wood from the Upland Marsh, and the smoke is noxious. The heroes walk as a group in a circle counterclockwise around the tent. As the smoke gets thicker and vision gets worse, the drumming and chanting swell with otherworldly power. Soon the music fades, the mists part, and the heroes are on an island in the Upland Marsh, somewhere on the Hero Plane.

Station One: Hushing the Baby

The hero follows Ernalda's song into a cellar, where he almost wakes a baby. His sweet lullaby puts the baby back to sleep.

The heroes are on a wooded island in a haunted marsh. They hear singing and follow it to a stairwell descending into the ground. At the bottom of the stairs is a large room. In the regular myth, there's a baby there that needs to be lulled back to sleep. But for this myth, it's a bunch of ungodly embryos floating in large, glass tanks. You sing them back to sleep, just like the baby in the regular myth.

Station Two: Chamber of Cadavers

You weave your way through a chamber filled with cadavers hanging from the ceiling. Sometimes they turn into your doppelgangers and attack.

In the regular myth, the shepherd slips through a room with countless strings of large gourds hanging from the ceiling, making it impossible to see across the room. Welcome to Upland Marsh—it's bodies instead. For the most part, this place isn't dangerous, but sometimes you get attacked. That's when a body next to you instantly transforms into your double, and it takes a swing at you. It's all over in an instant, and then the body is back to being just a dead body.

Station Three: Ravenous Swine Monsters

Fight off vicious undead monsters, possibly with a secret advantage.

You walk for a while past some really weird chambers and hallways, but follow the song without detours down any side passages. On separate quests, heroquesters have reported different sights, all mythic reflections of Delecti's ungodly experiments. *Don't touch anything* is the advice. In particular, questers sometimes report a peephole in one of the walls, but our best questers say not to look through it. If there's a trickster or other unreliable sort in the group, the ducks drive home the need for keeping that person from looking.

Eventually, the pigs will find you. In the regular myths, they're Ernalda's hungry pigs, and they won't be satisfied with anything other than the nuts that the shepherd has with him. In this case, the pigs are always with some horrible monster or monsters that have pig-like body parts. The shepherd should toss nuts to the monster or monsters, preferably before doing anything else. This battle is hard.

Thankfully, we have a secret that really helps. If the shepherd is fighting with a scimitar, and they have the Life and Death runes painted one on each cheek, then this fight goes much better.

Station Four: Goddess in Prison

The hero brings an offering to the goddess and embraces her to receive a blessing.

The voice brings you to a large underground chamber, with massive roots coiling along the walls. In the original myth, this is Ernalda singing to herself as she sorts root vegetables. In this version, it's a daughter of Ernalda, the one trapped under Upland Marsh. In the center of the chamber stands the goddess, still powerful and lovely but clearly confined. Around her, on the floor and ceiling, are wards that keep outsiders out, but if you follow her voice you can walk right over them. If you stumble, you'll suffer, but it won't kill someone like you.

The goddess's ankles are held by undead arms that stick up out of the ground. Hundreds of arms stick out, filling a wide area. At any time, at least one arm has an iron grip on her ankle, usually both ankles if she is standing still. She can walk the length and breadth of the prison, with her feet swinging from one hand to the next. At the perimeter of the arms, just inside the wards on the floor, she can go no further. The arm holding her won't release until another hand is gripping her other ankle.

Give her the wine offering. Don't be shocked if she goes a little crazy drinking the wine. If she offers you some, take it, but not a lot.

Boast about your flocks of sheep, but in your mind hold the thought about some actual deed or possession of which you are rightfully proud. Then ask for her blessing. If she is pleased with your offering and with you, she will offer to embrace you. That's when you gain your gifts and complete the quest.

If you want to gain the *holy annihilation* gift, you need to speak a short phrase before asking for the blessing. The phrase is, *"Life is suffering, but suffering is not life."*

EPIC OF GAGIX TWO-BARB

These notes guide you, the game master, in creating one possible story arc focused on Gagix Two-Barb, an epic-tier scorpion woman.

Queendom of Jab

In the standard Gloranthan timeline, Gagix is the closest thing ❣ Chaos has had to a Hero-level warrior in quite some time (since we're going to let the Lunars count as something other than Chaotic for the moment). Gagix is doing her best to recreate the mythic exploits of her goddess, Bagog the Scorpion Queen. Followers of Bagog are known as Bagogi, and Gagix Two-Barb is setting herself as the badass Bagogi of all time. Like her goddess, Gagix wants to eat the world, then rebirth it as something new and Chaotic.

In the canonical Gloranthan continuity, Gagix rules the Queendom of Jab, centered on the Chaotic hellhole south of Sartar called Larnste's Footprint. For someone to rule a Chaotic kingdom is almost unheard of, but the turmoil of the Hero Wars has helped Gagix beat the odds. She began her conquests in 1626 by taking the fortified city of Backford. With powerful magic backing her endeavors, she spreads corruption far and wide.

In your Glorantha, the Queendom of Jab is wherever you need it to be. It is Gagix's horrific land, and its borders are expanding. This expansion may drive some of the story arc in your campaign.

Likewise, Bagog was such a terrible all-consuming threat during the Great Darkness that most any god who fought ❣ Chaos could have had serious battles against her and her creations. Feel free to create myths, as well as lost myths, that detail battles against the Scorpion Queen. Unlike Gagix Two-Barb, Bagog herself was not really capable of subtlety, so the myths from the Great Darkness may be brutally straightforward battles with Chaos.

Campaign Story Arc

As a villain, Gagix Two-Barb recurs through the story arc. Her servitors and allies, mostly scorpion men, are able to channel her powers to work their evil; see the Aspects of Gagix Two-Barb section that starts on page 424.

As a result, the heroes can "encounter" Gagix repeatedly, but all they really face is her destructive abilities. This conceit allows the characters to interact with Gagix even while they are low level and couldn't actually face her in person. This setup also allows them to encounter her without defeating her or being defeated by her. She remains the mysterious power operating behind the scenes until the heroes finally battle her at the climax of the story arc. Since she's 14th level, this climactic battle may be near the conclusion of the campaign.

First Adventure, the Sounder

The PCs face one of Gagix's minions, a scorpion man inspired by her power. They also catch a glimpse of her in a vision.

Adventurer Tier

Early on in the campaign, the heroes encounter Gagix's forces directly and indirectly. They may have adventures or encounters that, unbeknownst to them, relate to Gagix. Battles with Chaos cultists and broos might seem like typical encounters, but maybe the Chaos forces have been secretly motivated by Gagix. Another way to have the PCs indirectly "encounter" Gagix is for them to deal with the results of her machinations. If her influence is spreading, she displaces people and monsters who may roam into the heroes' territory. Alternatively, if her minions have captured or killed the inhabitants of an area, that could leave a power vacuum, tempting neighbors to expand into the territory that the victims used to control. As for direct encounters, another scorpion man or two is a great encounter for the group at 3rd or 4th level, when they PCs are significantly more powerful than they were when they fought their first scorpion man.

Heroquest interference: Heroquests are a great place for scorpion men to show up and wreck things. Gagix is a mighty magician, and she sends her forces across the Hero Plane to spread destruction and capture victims. The invasion of the Sounder myth in *The Horn of Snakepipe Hollow* adventure was not an isolated incident. Her scorpion men could massacre the PCs' allies on the Hero Plane, and Gagix can corrupt figures as well as killing them.

If you want to increase the amount of mystery and suspense in the campaign, then Gagix has human servitors who have infiltrated society to spy and to spread her evil. Scorpion men are easy to spot, but human traitors to reality can blend in.

Champion Tier

At this tier, it gets personal, and you start ramping up the campaign for an eventual confrontation with Gagix. At some point during this tier, Gagix's forces destroy something beloved by the heroes. This loss occurs off-stage; it's not necessarily the result of the PCs' failure. Start with some foreshadowing. Provide some hint that dangerous forces are on the move or that evil omens are polluting the winds. For the means of destruction, see the Destruction of the Beloved Table below. You can use the form of destruction suggested there according to the victim, pick your favorite from those options, or come up with your own. Gagix and her forces are killers, but she also tempts mortals with knowledge, power, and spiritual insights.

The tragic loss can come when it makes sense in the story, and if you can make it look like the unplanned result

of a campaign loss, all the better. Typically, the group first finds out that the ones they care about are missing, and only later do they learn that Gagix's forces are the enemies who got to them. Stretching out the loss this way increases its impact, especially if the players hold out hope that the people missing will be rescued alive and well.

If they can, the PCs will want to hunt down the scorpion men who did the destroying and apportion out some payback. That's a fine adventure, although the elite scorpion men leaders are long gone when the PCs face down the scorpion man forces. The group should be able to track down these champion-tier villains without ending up on Gagix's doorstep. The villains are working under her, but the players should feel as though they have successfully dealt with the local danger rather than feeling a need to trace the chain back to Gagix. If the group defeats the scorpion men, that seems to close the issue. Scorpion men are no longer a problem, or so it would seem.

Destruction of the Beloved Table

If the beloved is…	Gagix's forces might…
…a person,	…devour them.
…a leader,	…destroy their people and drive them mad.
…a priestess,	…capture her in a Chaos hell.
…a clan,	…lead them to victory and corruption.
…a village,	…capture them and trade them to the Thanatari to be sacrificed.
…a mighty warrior,	…poison them, leaving them stricken, pitiable, and nearly helpless.
…a cadre of sages,	…capture them so Gagix can devour them personally.

Epic Tier

Gagix's minions should keep making trouble on the Hero Plane, inserting themselves into the heroes' myths.

Worse, Gagix's forces again destroy something that the heroes love. This time the action is closer to Gagix herself, and the PCs face more powerful scorpion men with more ambitious schemes.

To be fair, you might give the players a chance to save their beloved people from Gagix, but stack the odds so that they'll probably fail. You don't want a battle that they'll lose because that's too punishing. Instead, create a fight that they can win, but not fast enough to help the others. Maybe they can't fight through the guards fast enough to stop someone from escaping. Or they can't stop the leader from uttering the incantation to summon the doom of the beloved one.



Final Confrontation

When you're ready for the final confrontation, kick off the following plotline.

Gagix has an evil scheme that will bring great sorrow to the land if the PCs don't stop her. She is setting up a ritual that will allow her to poison one of the most powerful leaders on the PCs' side. The intended victim might be Prince Argrath, an NPC of your devising, or even Orlanth himself. She is collecting objects or people associated with her target, creating a spiritual connection to them. She is also collecting hundreds of captives to be sacrificed as part of the ritual. If she succeeds, the victim is permanently stricken by her Chaos poison, and maybe their retinue is stricken as well. If this plot doesn't suit you, choose a scheme that works for your group, especially if it's customized to make the players care.

The PCs will gear up to confront Gagix, then face off with her in an epic showdown. Perhaps insights gained in earlier battles with the Bagogi help them face and defeat her.

Aspects of Gagix Two-Barb

Gagix's allies and minions can channel elements of her power to help them in their battles. At low levels, these aspects are relatively powerful and scary. That threat provides a good first impression for Gagix to make on the heroes.

These aspects are meant to be over the top. They're epic-tier effects, and the heroes might face one in the very first adventure, if you're running *The Horn of Snakepipe Hollow*. Many of these abilities scale with the power level of the monster using them. For example, the *inspire scorpion man* ability lets a scorpion man reroll a missed attack. The effectiveness of this power is limited by the damage dealt by the scorpion man. These scaling effects are powerful at low levels, but they won't massacre the heroes. Gagix has one big attack that doesn't scale, but she doesn't lend that one out to minions.

Acid jet: A minion conjures a stinger that shoots a jet of acid. A phantom image of Gagix's stinger appears, most likely taking the place of a minion's stinger or possibly an arm. For lower-level battles, it could be a one-use attack. Since the targets can avoid the ongoing damage by sloughing it off, it's not too nasty an attack, even against adventurer-tier characters. For higher-level battles, a strong enemy could use this power at-will. The stinger could even appear as a second stinger on a scorpion man, allowing an extra attack each turn (or some turns). The jet can also be autonomous, appearing as a disembodied stinger that shoots acids at the PCs, accompanied by Gagix's piercing cackle.

C: Acid jet +19 vs. PD (up to 2 nearby enemies in a group)—25 ongoing acid damage (see special to remove)
Natural 16+: The target also takes 25 acid damage.
Special: The target doesn't get a save to end the ongoing damage. Instead, it can use a standard action to slough off the acid (even multiple dozes of acid). Another creature can also use a standard action to clear the acid off an ally. Let the players know these options.

Devour hope: Once per battle at the start of a round in which Chaos has not stolen the escalation die, Gagix's magic can "eat" it as a free action. The escalation die has no value that round, and any effect that would increase the die is cancelled. On the next round, the escalation die returns to its previous value and even increases by 1 normally. When Gagix's minions channel this power, Gagix's visage appears. It might replace the visage of a minion, appear on a nearby statue, or simply manifest as a phantom head. She mimics eating when she devours hope, making nasty smacking sounds with her oversized maw. This power works equally well at any tier.

Slave skulls: As an interrupt action when an attack hits it, a minion can force the attacking enemy to reroll the attack against a defense of 35. If the attack hits again, then a minion can use this ability again later this battle. If the attack misses, the enemy takes 50 psychic damage and the ability is expended until the end of the battle. When a minion uses this ability, glowing runic tattoos appear briefly on its body. These are Gagix's runes, and they have a way of breaking your soul. Sometimes Gagix's cackling laugh sounds as well. It's primarily defensive, so it will frustrate the players, and it packs a wallop, but you know how much damage it's going to do, so you can balance it. This aspect would be deadly at adventurer tier, powerful at champion tier, and substantial at epic tier.

Inspire scorpion man: When a scorpion man misses with an attack, it can reroll the attack using +19 on the attack roll instead of its normal bonus. If the rerolled attack hits, the ability is expended until the end of the battle. If the rerolled attack misses, the ability isn't expended. This ability works fine at any level. It's scarier at lower levels, but the damage is normal for the PCs' level, so it isn't too scary.

Whip-fast stinger: This weapon is Gagix's surprise (see her stat block). The PCs first encounter it when they face her personally. You can use it ahead of time as part of the story rather than during battle, but in that case it needs to be scary. Maybe the characters witness an NPC being messily assassinated by a cultist who manifests this stinger.

Running Gagix's Minion Abilities

Gagix's minion abilities are designed to make the players hate and fear Gagix, so play them up.

It's Gagix all right: The PCs can easily discern that these powers originate with Gagix. Anything they see, hear, or sense "clicks" with them, especially if they glimpsed a vision of Gagix during the Sounder adventure. By the time the PCs confront Gagix, she will be familiar to them.

Inflict pain on the PCs: These abilities can be a little unbalanced, especially for adventurer-tier heroes. That's okay if they come in small doses. Epic-tier abilities are really powerful against champion- or adventurer-tier characters. As the PCs progress, they encounter the same abilities again, but each time those abilities are less scary.

Individuals or groups: Sometimes an individual channels these abilities, so only that individual can use them. Sometimes Gagix blesses a whole group of minions, in which case the ability might benefit any of those opponents. Sometimes Gagix blesses only certain individuals in a group, such as only the scorpion men in a mixed-type band. In these cases, any opponent of the chosen type can use the ability. An ability can be associated with monsters differently from one battle to another. Maybe at adventurer tier, it's associated with a single, powerful opponent. At champion tier, the same ability might be available to any enemy in the battle.

Temptation: What if a PC gets the opportunity to channel Gagix's power for their needs? Maybe they could really use some of her special mojo. Players are likely to balk if scorpion men offer Gagix's power to the PCs, but if they capture her power then they might feel okay using it. Perhaps their enemies have a charm that channels Gagix's power, and a PC who captures this charm can use the power, too. The PC may have to work to get the charm under control. The charm is good for only one use, or maybe a few at most. According to cliché, a PC should suffer for dabbling with Chaos power. Maybe it's more interesting for the PC to gain a valuable insight into Gagix's magic, something that could help the heroes in their repeated struggles against her and her minions.

Not just for scorpion men: It makes thematic sense for scorpion man minions of Gagix to channel her powers, but it can be a rude surprise for the PCs when humans, broos, and other sorts of enemies use them, especially if Gagix has human spies working for her.

YOUR GLORANTHA: REPURPOSING GAGIX'S ASPECTS

You might find a different way to use Gagix's abilities against the PCs. Maybe in your Glorantha Gagix is slain and dismembered, and now Chaos priests wield her powers and body parts. Or maybe she has made a deal with the campaign's major villains, so those villains and their minions can call up Gagix's aspects even though they're not Bagogi. As you can see in the art on page 392, the Lunars may even now be sending emissaries to Gagix, supplicating her with the larval souls of sacrificial victims. Instead of making the aspects a recurrent feature, you could concentrate them all in one adventure arc as the special powers that are special to those battles. If you don't find some way to use at least some of these overpowered attacks against the PCs, your players will secretly laugh at your weakness.

Gagix and the Thanatari

The Thanatari are scaled to operate at a lower level than Gagix. This difference lets you run both story arcs simultaneously, with the climax of the Thanatari arc coming several levels earlier than the Gagix climax. The two arcs can interact in various ways.

Unlikely aid: While struggling against the unspeakable Thanatari, the heroes have the opportunity to use Gagix's magic power against them. Doing so has the add-on bonus that they gain an important insight into her personal power.

Unfortunate confluence: The Thanatari seem terribly powerful, but the heroes catch a break when scorpion men undermine the Thanatari. The good news is that the PCs have an easier time defeating the Thanatari. The bad news is that the scorpion men capture the severed heads of the Thanatari and return them to Gagix. She devours them and lays eggs that hatch into scorpion men with great Chaos powers.

GAGIX TWO-BARB

This scorpion woman reeks of Chaotic power. Her two tails set her apart even at a distance. Compared to regular scorpion men, she looks healthy. Her human skin is smooth and even, and her features are symmetrical and well-formed. Anyone looking her in the face gets the sense that she is immediately in front of them and can even smell her breath, even if she is actually a distance away.

Large 14th level wrecker [CHAOS]
Initiative: +20

Double-stinger attack—Gagix has two stingers that look almost the same but, oddly, act completely differently when she attacks with them. She can make both a *whip-fast stinger* attack and an *acid jet stinger* attack as a standard action (but not as a basic attack). The whip-fast stinger stretches horribly and recurves like an actual whip. The acid jet stinger swells grotesquely as if it's about to burst with pus, and then aggressive, acidic goo shoots out the end, momentarily deflating it.

C: Whip-fast stinger +19 vs. PD (one nearby enemy)—75 damage, 75 poison damage, and the target can't heal using recoveries (save ends) because they are infected with Gagix's unwholesomeness
Natural 16+: The target also takes 50 ongoing poison damage.
Miss: 50 poison damage.
Special: Gagix can make opportunity attacks with the *whip-fast stinger* even though it's not a basic melee attack.

C: Acid jet stinger +19 vs. PD (up to 2 nearby enemies in a group)—25 ongoing acid damage (see special to remove)
Natural 16+: The target also takes 25 acid damage.
Special: The target doesn't get a save to end the ongoing damage. Instead, it can use a standard action to slough off the acid (even multiple dozes of acid). Another creature can also use a standard action to clear the acid off an ally. Let the players know these options.

Venomous reflex: When an enemy moves to engage Gagix and no other enemy is engaged with her, she can make an opportunity attack against that enemy.

Devour hope: Once per battle at the start of a round in which Chaos has not stolen the escalation die, Gagix can "eat" it as a free action. The escalation die has no value that round, and any effect that would increase the die is cancelled. On the next round, the escalation die returns to its previous value and even increases by 1 normally. Gagix actually mimics eating when she devours hope, making nasty smacking sounds with her oversized maw.

Slave skulls: As an interrupt action when an attack hits it, Gagix can force the attacking enemy to reroll the attack against a defense of 35. If the attack hits again, then Gagix can use this ability again later this battle. If the attack misses, the enemy takes 50 psychic damage and the ability is expended until the end of the battle. Her blasphemous skulls protect her with a curse that distorts enemies' attacks, potentially twisting them in ways that bleed the soul.

Inspire scorpion man: When a nearby allied scorpion man misses with an attack, as a free action Gagix can have it reroll the attack using +19 on the attack roll instead of its normal bonus. If the rerolled attack hits, this ability is expended until the end of the battle. If the rerolled attack misses, Gagix can use it again on a different attack. A phantom image of her Crown of Needful Hunger appears on the scorpion man when it is subject to this effect.

Nastier Specials

Remember all those times the players have laid waste to your villains and robbed you of a climactic battle? That's what these nastier specials are for—payback.

Stinging frenzy: The first time Gagix is staggered in a battle, she can make a double-stinger attack as a free action after taking the damage. In addition, she heals hit points equal to 30 x the escalation die.

Demonstrate the futility of resistance: When an enemy misses Gagix with an attack, she heals 50 hit points. In addition, glowing symbols appear on her body and pulse with energy. And somewhere, a kitten dies.

Sticky acid: When a creature cleans the acid from *acid jet stinger* off themselves, it deals damage before being removed. When a creature cleans the acid off someone else, they take half the acid damage, and the creature being cleaned takes the other half.

AC	**31**	
PD	25	**HP 1000**
MD	31	

AGAINST THE CRIMSON BAT

The Crimson Bat isn't an enemy you can hope to defeat the first time you confront it. Slaying the Bat is a campaign goal, something that should require preparations, heroquesting, and preliminary battles to weaken the Bat by slaying its priests. If the PCs aren't the ones to weaken the bat before the Final Battle, something else will have worked out in their favor.



Even slaying the Crimson Bat only puts the threat it poses on hold. The Red Emperor can bring the Crimson Bat back through rituals requiring vast numbers of human sacrifices. To take one example from the canonical Gloranthan timeline, King Broyan defeated the Crimson Bat at Whitewall back in 1620, but that didn't stop Jar-eel herself from riding the Crimson Bat to victory against the Pentans at the Third Battle of Chaos in 1626.

THE CRIMSON BAT AT FULL POWER

When the Bat is well fed, it is too powerful for PCs of any level to fight. The bright side of this near-invincibility is that the PCs will be beneath the Bat's notice. At full power, think of the Crimson Bat as a strategic nuclear bomber. It's meant to be used against cities and populations and massed armies; individual warriors aren't a problem it notices, even if they're on the Hero path.

Instead of fighting the Bat itself, the PCs will confront the Bat's priests and worshipers. You might find such priests away from the Bat foraging for prisoners to bring back as sacrifices, but they'll most often be found on the Bat's immense back, so that's the setting of the first battle in this diptych: the Crimson Bat's back becomes a unique battleground on which the PCs battle the Bat's priests.

This section describes how to use the Bat as an epic-tier (8th level) battleground. The PCs fly or otherwise find their way to the back of the Bat where they fight its servitors and then escape before they are destroyed.

Possible Mission Goals

In this battle, the PCs have no chance of defeating the Bat itself. Instead, they are undertaking some great deed, something so important that going to the Bat is a reasonable tactical maneuver. Here's a detailed example and some short-form possibilities to get you started.

Rescue a captive: The bat lords have captured an important NPC, and the Bat's feeding day starts tomorrow at dawn. The PCs scramble in a desperate attempt to rescue the captive and hopefully kill some cultists in the bargain. Unfortunately, this high-profile prisoner is kept on the back of the Bat. It's best if the prisoner is someone that the PCs know and like. If that's not possible, she's a powerful Chalana Arroy healer who was captured because of her inconvenient vow of pacifism.

Alternatives: If captive rescue isn't right for your campaign, perhaps one of these options will fit:

- Perform a ritual to weaken the Bat.
- Unleash a mythic weapon, maybe the stinger of Bagog, the Mother of the Scorpion Men.
- Gather blood from the Bat for a ritual to be completed somewhere safe.
- Strike one of the Bat's eyes with the Spear of Yelmalio, god of light and battle.
- Kill the bat priest who has stolen a sacred torc and recover the torc.

Divine Victories

In your Glorantha, the Bat may have suffered at the hands of gods and heroes. If so, it may not be as powerful as depicted here. The Bat doesn't need "nastier specials," so here are "unnasty specials." If you can arrange it, before their assault on the Bat the PCs might undertake adventures that help their allied gods strike the Bat with these weaknesses.

Blasted eyes: Yelmalio, god of light, order, and battle, has blasted some of the Bat's unholy eyes. It's *baleful gaze* attack deals only half damage.

Cringing lice: Gorakiki, the troll goddess of bugs, has cursed the Bat's lice. They are all weakened (–4 attacks and defenses).

Frazzled hair: Orlanth's lightning bolt has seared the jagged hairs of the Bat, destroying their saw teeth. The *saw-toothed crimson hairs* attack becomes **+10 vs. PD**—20 damage, with no ongoing damage.

One of us: Eurmal knows something about blending in and seeming harmless. It's not dignified, but a touch of the trickster god's magic makes the Chaos lice unsure whether the PCs are enemies. Instead of attracting a Chaos louse every turn automatically, PCs now roll a hard save at the start of each of their turns. Success indicates no new louse. PCs who are willing to be severely undignified and participate in the louse impersonation effect might get that down to a normal save.

Approaching the Bat

The PCs presumably fly to the Bat for this mission. Flight seems like the best option because teleporting to a mobile Chaotic destination is possible but terribly dangerous and not an auspicious start. (Teleporting away



should work okay.) If you're dead set on teleportation as the access mode, double the chance that Chaos steals the escalation die until it has stolen the die twice.

By epic tier, several of the player character classes and one of the groups of the Sartar Magical Union have some form of access to flight powers. If the PCs don't have enough flight to get them all up to the Bat's back in the middle Air, questing for flight gifts and flight abilities should be part of their preparations. Lists of possible unusual flight methods include a powerful ritual prepared by NPC allies, the blessed feathers of a wind child Hero from the Second age, a mighty air elemental that owes the PCs a favor, or Storm Bull's narrated intercession with loaned sky bulls that want to see a big fight.

Glowspot: The Bat glows with the power of the full Moon. Lunar magic is at full strength while the Bat is nearby. This effect is called the Glowspot. There's nothing in this battle that hinges on this Glowspot effect, because we didn't want a game where Lunar magic hinged on the day of the week, but in case the PCs are narrating any tricky magical effects, one thing that's pretty much off the table is saying that the Moon isn't at full strength!

Zone of Madness

Flying onto the Bat from any direction necessarily means coming under the *baleful gaze* of its many eyes, which is guaranteed to hurt some and might hurt a lot, even as a disinterested once-or-twice-over. The Bat has no end of eyes, but you have only so many hit points.

C: Baleful gaze +20 vs. MD (each enemy)—30 psychic damage, and the Bat can make another *baleful gaze* attack as a free action against this target with a –5 penalty (cumulative).
Natural 18+ on the first attack roll against an enemy each turn: An NPC that the PC loves dies. They'll find out who it is when they get home, or maybe not even then. No one understands how this terrible Death ability actually works. Don't attack the Bat unless you really mean it.
First miss each turn against an enemy: 10 psychic damage, and thank your lucky stars.

In for the penny: After the *baleful gaze* attacks, let the players know that if the PCs continue on to the back of the Bat, they are not going to have an easy time fleeing. This is their last chance to flee normally if they want. If the players want to know exactly what "not easy" means, leave them guessing.

Cover of hairs: Landing on the back of the Bat means passing through the layer of red hairs, each as thick as a human wrist, covering its back like a forest. These hairs are saw-toothed and incline toward intruders with unsettling enthusiasm. Everyone who lands on the Bat suffers one *saw-toothed crimson hairs* attack on the way in. If the players get the idea that they are going to fly or float over the Bat, let them know that they have to get under the layer of hairs in order to face what's on the Bat and to avoid more *baleful gazes*.



Saw-toothed crimson hairs caked with the blood of countless fools who have attempted what you are attempting +15 vs. PD (each creature landing on the Bat)—20 damage, and 20 ongoing damage as your precious blood adds yet one more layer of caked-on blood to the hairs and skin of this unspeakable monstrosity.

Landing: PCs need to land on the Bat, not float or fly among the forest of hairs. If they're not on the Bat as it flies, they get left behind, are subject to the *baleful gaze* again, and need to force their way through the hairs again. Landing precisely on the Bat is tricky, but these are epic-tier heroes, so you can assume that the group lands near enough to their goal that they can immediately start fighting guardians.

Alternatively, a longer struggle: If the group doesn't land where it needs to be for some reason, they have to fight a smaller battle first, and then must hurry across the Bat's back to their actual goal to face the final battle.

Building the Bat-Back Battle

This battle is a tough one. These opponents don't include the petty Chaos lice that emerge continuously during the battle. If you'd like to mix things up, creatures like the lunar jailer or red shadow from the Monster List in Chapter 5 might also be at home in this fight.

PCs	Bat Priests	Bat Lords	Vicious Lice
3	1	1	1
4	1	2	2
5	1	3	3
6	2	3	4
7	2	4	5
8	3	5	5

Environment: The skin of the Bat is rough, uneven, and covered with scabs and sores. Giant hairs stand everywhere, limiting line of sight. With a little care, people can maneuver safely among them. The Bat's back slopes one direction or another, depending on where the PCs are, and the whole body of the Bat heaves as it flies through the air, but assume that the PCs can all maintain their footing. A sickly red glow suffuses everything, allowing the heroes to see at any time of day.

No recharges: From the moment the first d20 hits the table in this battle, the PCs will not regain limited-use powers. Even if they fight more than one battle, they'll be able to use per-battle powers and recharge powers only once. They can still heal using recoveries, and their ability to rally resets if a new battle starts.

Heroic returns: If a PC ends up dying while fighting the Bat, or fighting on its back, we expect that their heroic return is going to be complicated. We don't want to say it *can't* be done because the best heroic returns are *inconceivable*.

Chaos lice: Every time a PC ends their turn on the Bat, one petty Chaos louse bursts through the Bat's skin and engages the PC. It acts next on an initiative count of 20, along with all the other petty lice. A louse arrives even if the PC is at 0 hp or below. Unless they are engaged by an active threat, lice will continue to attack a PC that's down. The PCs can outpace the lice if they run across the back of the Bat rather than engaging in battle.

Lunar Chaos: Remember that the Crimson Bat is both Lunar and Chaotic, so use both the rules for Chaos stealing the escalation die (page 248) and the Lunar cycle rules (page 309).

Escalation of the escalation: Each time Chaos steals the escalation die, increase by 1 the chance that Chaos steals the escalation die in subsequent rounds.

Prisoner: The priests are ready to feed the prisoner to the Bat first thing at dawn tomorrow. For now, the prisoner is being held on the back of the Bat, wrapped in the Bat's hairs, bled to within an inch of death, and unconscious. Epic-level characters that are not engaged in battle can free the prisoner with two standard actions. Two characters can cooperate. The two actions must be in the same round or on consecutive rounds. A suitable attack or power might free the prisoner with one action (GM's call).

Killing the prisoner: If the bat lords or priests see that their prisoner is about to be released, they might take time to try to kill the prisoner. Even this eventuality is something of a victory because it prevents the prisoner from being fed to the Bat and suffering for eternity. Who knows, they might even make a heroic return. In fact, killing the prisoner is probably Plan B for the PCs. If the group is pressed into this option, that's fine. This outcome lets the PCs gain a partial victory while still demonstrating the terrible power of the Crimson Bat and its cult.

Terrible eye: If the heroes have the misfortune of fighting near one of the Bat's eyes, it will make a *baleful gaze* attack against one PC each round (initiative 25). The eye is 20 to 60 feet across, and any normal creature knows better than to climb on it. What are the odds that the priests would keep their prisoner under the watchful gaze of the Bat? It's definitely possible.

Escaping: Flying away from the Bat means each character takes another *saw-toothed crimson hairs* attack and *baleful gaze* attack before the PCs get to safety. If they're lugging the half-dead body of a prisoner with them, assume that the prisoner isn't subject to these attacks.

Fleeing: As you have warned the players, fleeing from the Bat is not an automatic option. Specifically, the group can flee only during a round when Chaos has not stolen the escalation die.

Victory: Defeating the Bat's defenders should give the PCs the opportunity to accomplish their mission if it was something other than freeing a prisoner. That might involve a skill check or a narrated rune—the story of the mission is up to you. But sticking around on the Bat's back is no way to continue living: petty bat lice will continue to flock to the PCs and true dawdling will attract another wave of priests and lunar demons.

Fly you fools! Fly away home and prepare for the moment when the Bat has been weakened and can be confronted like a monster instead of as demonic terrain in the sky!



UGLY BAT MOJO

As the Gamemaster, it's your job to adjudicate ambiguous situations fairly, such as positions or legal targets in battle. When stupid mortals set foot on the Red Goddess's personal steed, however, it's a different story. During the battle, if any situation requires a judgment call, have the player roll a hard save (16+). If they fail, the judgment call goes against them. If they succeed, the player earns your outspoken sympathy, but the call still goes against them. Maybe next time they should steer clear of this abomination, like every sane being does by instinct.

Petty Chaos Louse

These dog-sized, bloated bugs live in and on the Bat. There are lots of them, more that anyone would want to admit. If you look at them closely, well... just don't.

8th level mook [BEAST, CHAOS]
Initiative: 20 (don't roll)

Razor mandibles +13 vs. AC—23 damage
Natural 18+: Improbably, another one of these little monsters bursts messily up through the Bat's skin and engages the target. That finishes the new louse's turn, it acts next round on the same initiative count as the other petty lice (typically 20).

Nastier Specials

Blood burst: When a petty Chaos louse drops to 0 hp, it bursts apart, spraying foes with a mix of its own blood, the Bat's blood, and the blood of various mortal victims. Make a *blood burst* attack.
Blood burst +13 vs. PD (each enemy engaged with the louse)—15 ongoing moon damage

AC 22
PD 20
MD 16

HP 45 (mook)

Mook: Kill one petty Chaos louse mook for every 45 damage you deal to the mob.



Vicious Chaos Louse

Giant, bloated, misshapen, eight-legged bugs live on the Bat. Their diet of Bat blood grants them strange powers, and in no way does it slake their thirst for your blood. Each one is covered by a layer of fist-sized lice, each the spitting image of its parent.

9th level troop [BEAST, CHAOS]
Initiative: +11

Gaping mandibles +14 vs. AC—50 damage
First hit each battle: 15 ongoing damage (hard save ends, 16+) as the "little" lice swarm onto the victim and find dozens of soft places for their spiked tongues to enter. The victim can spend a standard action to get the lice off, and an ally can use a standard action to remove the lice from a helpless character.
Natural 18+: Improbably, a petty Chaos louse bursts messily up through the Bat's skin and engages the target. It acts on the same initiative count as the other petty lice (typically 20).

Burrow through flesh: These terrors burrow through the upper layer of the Bat's skin. With a move action, a louse can disappear into the Bat's flesh. Likewise, with a move action a burrowing louse can appear just about anywhere in the battle. When engaged, a louse can use a move action to attempt to disengage like normal, and if it succeeds it burrows into the Bat's flesh where it can't be attacked. Then next round it can emerge wherever it likes.

Nastier Specials

Mist of soul blood: This louse has fed deep in the Bat, near the hell where its countless victims suffer endless torment. It has absorbed enough of this soul agony that it can release a mist that wrecks the minds of all who are sane. When first staggered, the louse can use *tormenting mist* as an interrupt action.
Tormenting mist +14 vs. MD (each enemy engaged with the louse)—20 psychic damage, and the target is weakened (save ends) as they suffer a vision of the torments suffered in the Bat's unique hell
Miss: 10 psychic damage.

AC 23
PD 21
MD 17
HP 234

Bat Priest

Priests of the Crimson Bat guide it and manage its diet. Thanks to them, the Bat is a reliable force in the Lunar army rather than a rampaging Death demon. Bat priests are not insane, and they can't have Chaotic features. They are responsible to the Red Emperor, who relies on them to keep the Bat under control. Insane priests would not be reliable enough to control the Chaotic Bat and its great hunger. Despite their reputation, they're not crazy, just zealous, sadistic, and homicidal.

*Of course, if things are *REALLY* bad for the Lunar Empire in your campaign, and the PCs are just delivering the coup-de-grace to an Empire already reeling beneath Chaos, then by all means, give the bat priests nasty Chaotic features.*

10th level wrecker [HUMANOID]
Initiative: +14

Crimson scimitar +13 vs. AC—20 damage
Natural even hit or miss: 15 ongoing psychic damage as some of the "crimson" slips off the blade and into the target's mind.

C: Baleful gaze +15 vs. MD **(up to 2 enemies engaged with the priest, or one nearby enemy)**—40 psychic damage
Miss: 10 psychic damage.

Bat blending: While a priest is on the Bat and not engaged with an enemy, natural odd attack rolls targeting it are misses at best. A priest blends its identity with the Bat's, and they get are hard to track among the Bat's hairs.

Personal Glowspot: Even while away from the Bat, a priest is imbued with the power of the Full Moon at all times.

Nastier Specials

Call of lifeblood: When the priest dies and its blood spills onto the Bat, a vicious Chaos louse burrows up from the pooling blood. It acts on the same initiative count as the other vicious lice (if any) or on the priest's count. At the end of that initiative count each round, another vicious louse burrows up. A resourceful character can probably find a way to destroy the priest's blood with a standard action and some purifying force, in which case the lice stop coming.

AC 24
PD 20
MD 24
HP 240



Φ Bat Lord

These warriors fanatically defend the bat priests, and they lead missions when initiates gather food for the Bat.
10th level blocker [HUMANOID]
Initiative: +15

Whirring scimitar +16 vs. AC—40 damage
Miss: 10 damage.

Vengeful scimitar +16 vs. AC—80 damage
Miss: 20 damage.
Limited use: The bat lord can use this attack until the end of the battle, but only after it uses *bloody resurgence*.

R: Hefty dart +15 vs. AC—40 damage

Bloody resurgence: Once per battle while on the Bat, a bat lord can heal as a quick action. It heals up to 100 hit points and is energized by the blood of the bat. For the rest of the battle, it can make *vengeful scimitar* attacks.

Menacing blade: When an enemy engaged with the bat lord targets it with an attack, the lord can make an attack against that enemy as an interrupt action.

Nastier Specials

Swift riposte: When an enemy engaged with the bat lord misses it with an attack, that enemy takes 10 damage (miss damage).

AC 27
PD 24
MD 20

HP 194

NO CHAOS?

Are the priests and lords who serve the Crimson Bat themselves Chaos creatures? We say no, because it's more interesting if the priests who are charged with controlling the Bat are reliable. It's the Lunar way, intelligent control of Chaos. But you might disagree, since anyone worshiping or serving the Bat feels Chaotic. Even if the priests start as proper Lunars instead of as Chaos maniacs, it could be that they eventually succumb to the heart of Chaos and slide into madness.

Strike! The Bat Is Weak

If the player characters flew into a fight on the Bat's back at 8th level, maybe by 10th level they'll be strong enough to face a weakened Bat. Normally the Bat is strong when it has been fed and weak when the flow of properly prepared human sacrifices becomes a trickle. Methods of accomplishing that could include:

- Victories against Lunar forces, so that the magicians charged with preparing sacrifices are too busy putting out other whirlwinds.
- A successful 8th level raid against the Bat followed up by further story successes.
- A heroquest of the GM's invention to weaken the Bat's toehold on reality.
- A successful heroquest meant to temporarily weaken the power of Chaos in the region occupied by the Bat.
- A temporary (?) weakening of Chaos thanks to the destruction of a mighty Chaos being such as Gagix Two-Barb.

Given that your campaign has survived all the way through epic tier, we expect that you have plenty of other campaign threads to pull on.

Bat Combat Advice

By the time you're an epic-tier GM, you've probably got the game thoroughly under control. Here are a couple tips you may not need.

- The most important element of a fight with the Bat is that it takes four turns a round thanks to the flippantly named *slaying early, slaying often* ability. These are full turns with the full complement of actions, ongoing damage, and saves against effects at the end of the Bat's turn.
- You can play up the Bat's Chaotic nature by randomly determining which of its 1/round attacks it uses. That may be quicker than judging the situation and there's nothing about the Bat, particularly when desperate, that suggests tactical mastery.
- The *giant body part* attack models things like flailing wings and a whipping tail and even squirting eye fluids. Use it for opportunity attacks.
- The bat has one attack that grabs. Use the new grab rules on page 66.
- The *baleful gaze* attack deliberately deals less damage in this fight. The Bat is weak . . . .



Famished Crimson Bat

It's not a coincidence that when the Bat shrinks while famished, it becomes the right size to appreciate you as a meal.

Quintuple-strength 15th level spoiler [CHAOS BEAST]
Initiative: It goes first, and then three more times (see *slaying early, slaying often*)

Giant body part flattens smaller creature +20 vs. PD—80 damage
Natural 16+: The target is weakened (save ends).
Miss: 20 damage.

Maw that consumes armies +20 vs. PD—180 damage
Natural 16+: The target is grabbed (page 66 for full rules)
Natural 13: Repeat the attack against a different nearby enemy.
Limited use: 1/round.

C: Baleful gaze +20 vs. MD (each enemy)—20 psychic damage, and the Bat can make another *baleful gaze* attack against this target with a –5 penalty (cumulative).
Natural 18+ on the first attack roll against an enemy each turn: An NPC that the PC loves dies. They'll find out who it is when they get home, or maybe not even then. No one understands how this terrible Death power actually works. Don't attack the Bat unless you really mean it.
First miss each turn against an enemy: 10 psychic damage, and thank your lucky stars.
Limited use: 1/round

C: Flicking tree-sized tongue +20 vs. AC (one enemy for each time Chaos has stolen the escalation die in this battle; minimum one)—100 damage, and 30 ongoing acid damage (hard save ends, 16+)
Miss: 30 damage.
Limited use: 1/round

Devouring Chaos: Chaos steals the escalation die on a natural 1–10 instead of a natural 1–5. Decrease this range by 1 for each PC who hit the Crimson Bat with an attack during the previous round (so remember to track hits).

Saving easy: The Bat gains a +5 bonus to saves. If Chaos has stolen the escalation die this round, it also adds the escalation die to its save bonus.

Slaying early, slaying often: The Crimson Bat takes the first turn in the battle; set its first initiative count one higher than the highest initiative character. Then it takes its second turn on an initiative count 5 less, a third turn on an initiative count 10 less, and a fourth turn on a count 15 less.

The blood you draw will be your own: When an attack against the Crimson Bat is a natural odd hit or miss, after the attack roll on the table below that corresponds to the defense that was being targeted, and apply the effect to the attacker or the specified creatures.

Attack vs. AC (roll 1d6)

1–2: Attacker takes 25 damage.

3–4: Attacker takes 50 psychic damage.

5: Attacker is stunned until the end of its next turn unless it takes 75 damage instead.

6: Randomly choose one of the attacker's runes. Each enemy that possesses that rune takes 50 moon damage. The Bat also gains a new random Chaotic feature (roll on the Chaotic Feature Table on page 251).

Attack vs. PD (roll 1d6)

1–2: Attacker takes 30 moon damage.

3–4: Attacker takes 30 moon damage and is weakened until the end of its next turn.

5: Attacker is hampered until the end of its next turn unless it takes 40 moon damage instead.

6: Randomly choose one of the attacker's runes. Each enemy that possesses that rune takes 30 moon damage. The Bat also gains a new random Chaotic feature (roll on the Chaotic Feature Table on page 251).

Attack vs. MD (roll 1d6)

1–2: Attacker takes 20 psychic damage.

3–4: Attacker takes 20 psychic damage and is dazed until the end of its next turn.

5: Attacker is confused until the end of its next turn unless it takes 50 psychic damage instead.

6: Randomly choose one of the attacker's runes. Each enemy that possesses that rune takes 40 psychic damage. The Bat also gains a new random Chaotic feature (roll on the Chaotic Feature Table on page 251).

Flight: This famished version of the Bat can't fly high. It scrapes along at treetop height, at most. But it also never has to touch the ground, its wings and magic keep it aloft until it dies or until some magical effect forces it to ground.

Nastier Specials

Chaotic features: Start the Bat with between one and three additional Chaotic features, or use major features from page 253 instead of minor features..

AC 31
PD 29
MD 27

HP 2880



NARRATING RUNES WHILE FIGHTING THE BAT

Generally PCs don't narrate runes during combat, but a battle with the Crimson Bat is more like a cosmic struggle than a melee. The GM may allow the fight with the Bat to be the exception to the rule, especially if the PCs have prepared in some particular way.

Still, nothing is easy when you're tangling with the Bat. If you narrate a rune, you must roll a save; if you fail, the rune you have narrated is stricken from you. You now possess one fewer runes, which could be a very big deal if the rune was central to your character, or less of a big deal if you were narrating a rune you'd obtained in a recent heroquest.

What does it mean for a Humakti not to have the ᛉ Truth rune? How can you ever get it back? You're bound to find out—the hard way.

If you lose the rune that you're narrating, you must roll a second save; on a failure, the narration fails. It's not fair, but who told you that you should attack a monstrous Chaotic demon of † Death? Do you still have to roll for a complication if the narration fails? What do you think?

ASCENDING WITH THE ELEVEN LIGHTS

This section shows you how to bring the PCs into contact with a mysterious band of unorthodox Orlanthi magicians, the Eleven Lights. This encounter is social, cultural, mystical, and philosophical rather than violent. The crux of the encounter is a ritual that gives the PCs an enlightened vision of Orlanth's home on the God Plane. This section also includes enough background for you to use the Eleven Lights warlocks in other contexts. Since the warlocks are epic-level magicians, it makes sense to have the encounter while players are in the champion tier. It's also a "talking" encounter, so it could really happen at any level.

The Eleven Lights Band

These powerful magicians call down spirits from Orlanth's Ring, a constellation of stars associated with Orlanth. As Orlanthi, they are allies who will interact with the PCs in various ways. As star-oriented magicians, however, they have an outlook on life and the universe that is unusual and possibly unsettling. It's this ambiguous nature that makes the Eleven Lights an interesting group for the PCs to encounter.

Common folk look on the warlocks of the Eleven Lights with a mix of awe and suspicion. They're powerful allies against Chaos and other enemies, and they're wise magicians, but they see things differently from regular folk. All magicians see the world differently, but these warlocks even see magic and spiritual truths differently. Your players will take cues from other NPCs. Have NPCs talk about or react to the warlocks in such a way that the players develop ambiguous expectations as well.

In the standard timeline, Prince Argrath incorporates the Eleven Lights into his Sartar Magical Union, teaches them valuable secrets to empower their magic, and sets up a high priest as their leader to coordinate their activities and to lead them in war. The Eleven Lights existed before Argrath arrived, so this encounter works even if Argrath isn't part of your Glorantha.

Altogether, the band consists of dozens of magicians plus a bodyguard, all mounted. The bodyguard consists of warriors, not magicians, but they have a good deal of personal magic. Under Argrath's leadership, the number of bodyguards swells to hundreds.

The contingent that interacts with the PCs is about a dozen warlocks and two dozen bodyguards, with a dozen attendants.

Astral Philosophy

The star-oriented mysticism of these warlocks sets them apart from Orlanthi in general. Think of the difference between a storm and a star, and that gives you an idea of the difference between a typical Orlanthi and an Eleven Lights warlock. Remember that the sky world is associated with purity, superiority, and enlightenment. See the table for some examples of how to portray the different temperament of these warlocks.

Orlanthi in general	Eleven Lights
impetuous, active, passionate	reflective, observant, clear-thinking
boastful, poetic, dramatic	clever, articulate, understated
in the thick of things	above it all

Custom Angle

The details of the encounter with the Eleven Lights hinges on some way in which it might affect one or more PCs. Figure out what you want the "take-away" to be, and that will guide you in defining the Eleven Lights. The description of the encounter is vague so you can finalize it to fit the needs of your campaign. If you have no particular result in mind, the encounter still provides a lot of flavor and color, and some special result might come of it, as the players improvise their characters' responses to the Eleven Lights.

Where they meet: Warlocks of the Eleven Lights could conceivably show up just about anywhere you need them. They are mounted and powerful, so they can travel even in dangerous wilderness. By default, they come to a settlement where the PCs are staying because they are seeking extra participants for a ritual that must be conducted that day. Alternatively, the PCs might seek them out for personal reasons or be sent to conduct someone safely to them.

Preparations

The warlocks want people who can contribute to a ritual they are going to undertake. Find reasons for them to want to include the PCs. If no PC has a background, *unique*, class feature, or anything that fits, the warlocks value the PCs as powerful people capable of handling an epic-tier ritual. There may be powerful NPCs in the settlement who are also invited to participate in the ritual. At your discretion, the warlocks might not announce their intentions until they've had a chance to get to know the PCs.

Meal: Before the ritual, the warlocks, PCs, and other NPCs have a shared meal. They take turns telling stories, making toasts, leading the room in prayer, etc. This meal allows the warlocks to get to know the PCs and allows the players to get a sense for what the warlocks are about. The meal is your opportunity to portray the warlocks as powerful, reserved, alert, and calm. They might also be odd, touched, otherworldly, and mysterious.

Larka Starsister: She is of indeterminate age, although her gaze seems ancient, as if it has already seen everything and now can never be surprised. Her stance, poise, and mannerisms are confident and practically regal. Her clothing and adornments are simple. As warlocks go, she is less "out there" than some, and she's the warlock who most likely engages the PCs in conversation. If a PC engages with



her, maybe pose them a question like the following.

"She looks at you with eyes that seem to be staring down at you from far above, taking in and understanding everything. How does it feel to be observed this way? Are there things that you hope she understands about you or things you don't want her to comprehend? How do you wish you would react, and how do you actually react?"

Enlightened outlook: The PCs will learn at least something of the warlocks' mystical outlook. They see themselves as bringing "pure lights" to Orlanth and to the Storm Tribe. They offer the connection Orlanth lost when he killed Emperor Yelm, the Sun. Luckily, the Eleven Lights band is here to reconnect Orlanth with his greatest power, his latent enlightenment. With their help, Orlanth will prevail in the Hero Wars.

"In touch with the lights": Larka is interested in discerning which PCs are "in touch with the lights." That means being in contact with higher truth, rather than caught up in the distractions of the mortal plane. It doesn't relate to magic power. Larka might favor a berserker whose life is sage-like in its simplicity rather than a priestess who is protective of those in her care.

Starlight Ritual

As the warlocks reveal sooner or later, they are looking for participants in the starlight blessing ritual, which they intend to undertake. This ritual is possible only under rare astrological conditions, which means they will conduct it tonight and then not again for a long while. They want to include the PCs and perhaps some worthy NPCs if there are any around. It involves going to the home of the Storm Tribe on the God Plane. What the warlocks don't say is that the stellar perspective of the ritual is different enough from the PCs experience that it might have profound and lasting effects on how they see life and the world. Explain that the warlocks instruct them on what to do in the ritual, but don't play out the instructions. As the ritual progresses, tell the players what their PCs have been instructed to do.

Purification: As is standard for a ritual, it starts with the magicians purifying the physical space and the participants. These preparations are more thorough than normal, since starlight is associated with purity. All participants bathe, don simple white robes with hoods and meditate as a group. Larka even instructs the PCs to take off all jewelry. Ask the players if any of the PCs have jewelry that they are emotionally attached to. If so, it would usually be worn on heroquests, so this requirement is unusual. How do the PCs feel about leaving behind their weapons, charms, and other personal items?

Identity: When preparations are final, the participants stand in a circle. The robes of the warlocks make them all seem alike—perfect and identical. What about the PCs? Which of them "blend in" and become indistinguishable? Which of them stand out? Let the players decide. What makes a participant stand out or fit in is one's spiritual alignment. Even a burly troll might magically appear the same as the humans, while an Orlanthi rebel with a standard human frame might stand out just because their personal magic is idiosyncratic and nonconformist. The warlocks don't show any concern if some of the PCs stand out, and it doesn't affect the ritual.

View of the Storm Realm: The PCs can't tell who it is, but someone starts singing a repetitive phrase of nonsense words. More participants join in as the spirit moves them until everyone is singing along. Soon enough, the song seems to be singing itself through the participants, and that's when the ritual first "takes hold." The participants stay still, but the physical world seems to recede behind a haze, and a wispy layer of fog covers the floor. Eventually, the PCs no longer feel the floor underneath their feet. Then the mist parts, and the participants gaze downward. Below them, far below, is the Storm Realm. Now the singing stops.

The Storm Realm features a spiral of towering mountains that serve as a wall around Orlanth's tula (the Orlanthi term for a clan's settlement). Primeval forests and other mountains surround the tula. At the center is Karulinoran, Orlanth's Great Hall. Near it are Ernalda's lodge and other homes. Some gods, such as Humakt, have homes that are outside the spiral of mountains. Any PC who is devoted to a particular deity of the Storm Tribe can spot that deity's home here. Even Yinkin has a place in the forests that surround the place.

The view is majestic, but it could be unsettling. As mighty members of the Storm Tribe, the PCs have probably visited Orlanth's home before, such as during major rituals on high holy days. The way one normally reaches Karulinoran, however, is to fly over the trees and past the towering peaks. In the starlight ritual, on the other hand, the participants are looking down on the mountains, a perspective that the PCs have never had before. On previous visits, Orlanth's home seemed monumental and bigger than life. Now the PCs can see the whole thing laid out beneath their feet. Explain this to the players and ask how the PCs react. Is the sight exhilarating? Confounding? It's possible that a PC might not even recognize what they're seeing because it looks so different from high above. Someone who is not devoted to a Storm god might have special trouble making sense of what they see, or they might feel more connected to Storm than ever.

This view is potentially enlightening. It might give PCs new ways of understanding the world, their place in the world, or the Storm Tribe. Use the word "enlightening" but not "illuminating." Illumination is associated with the Moon and involves potentially accepting Chaos as a legitimate part of the universe. Enlightenment from the Eleven Lights is about feeling attuned to a higher or purer order of knowledge and magic. How different is enlightenment from illumination? Different people will have different answers to this question.

Secrets revealed?: Maybe there's a plot going on in your campaign that can connect to this vision. Potentially a PC can see something unusual or powerful in the Storm Realm, a vision that gives them secret knowledge that they need or important information about other people associated with the Storm Tribe. This sort of vision is also a way to foreshadow an upcoming plot of which the players are not yet aware.

Blessing: Any PC with a Wisdom ability of 12+ can now

perform a blessing. Even a highly magical character needs a good Wisdom score to send down a blessing. A powerful storm voice with an 11 Wisdom, for example, simply finds that their personal magic doesn't align with the starlight ritual. To perform a blessing, a participant looks down on one of the divine homes in the Storm Realm and focuses on it. All the deities of the Storm Tribe are represented here in some form. After some time, singing begins again and becomes louder. At this point, anyone who wants to call down a blessing makes a DC 20 Wisdom check, possibly applying a background related to magic or to religion. If the check succeeds, the player has called down a blessing on the worshipers of the god whose home they concentrated on, and they will find out what the blessing is later. There's no telling what form the blessing will be in. If they fail, the blessing works, but it applies to worshipers or places that the characters will never find out about. That is, no benefit accrues to the PCs.

Finally someone lets out a keening cry, and the mists roll back in. Under the mist, the floor returns, and gradually the mortal plane comes back into focus. The ritual is over.

Alternative blessing: Maybe there's some particular blessing, knowledge, or power that the PCs are after. If so, you can change the blessing so that it relates to the thing the players want.

AMBIGUITY

The point of this encounter with the Eleven Lights band is that they operate on the boundaries of proper Orlanthi loyalty. The Sky Tribe has been Orlanth's enemy since before Time began, and the Sky's purity is at odds with Storm's energy and impetuosity. Adjust how you portray the warlocks to keep them ambiguous. If the players are too suspicious, remind them that these starlight magicians are not Lunars because they're not about madness and paradox. They're not Sun worshipers either because they are talking about mystic plurality rather than patriarchy. They are Orlanthi in good stead, and lots of other Orlanthi have unorthodox ways as well. If the players get too comfortable with the warlocks, play up how "out there" they are, and have them talk up the virtues of being "enlightened."



After the Ritual

Let the players explain how their PCs feel after the ritual is over. The warlocks thank the PCs for their help, saying that they have called down mighty blessings on the Storm Tribe.

Return to one's own life: When the participants retrieve their personal effects, such as jewelry and weapons, how do the PCs feel about these items? They represent each person's connection to this world and to their individuality, but the ritual they just did brought the participants in contact with a universal perspective. Is it a relief to regain one's weapons and effects? Or do these familiar items now look unfamiliar and arbitrary? Compared to floating high above the Storm Realm, handling one's personal effects might seem limiting and limited.

Blessing effects: For each successful blessing, figure out a tangible result that benefits the PCs or their allies. Even though the PCs can't determine what the effect will be, the players might have good ideas for what the blessings could be—their own blessings or the blessings of other players' characters. For the warlocks' blessings, invent a significant positive campaign development as its result, something the characters care about, and that lots of other people care about as well.

Enlightenment: Ask the players how this contact with the Eleven Lights has changed the PCs' perspectives, if at all. Some of these effects might be delayed, not noticed until the PC is in a particular situation that triggers a new way of thinking or understanding.

APPENDICES

Our appendix is a combination of material that doesn't fit into the main flow of the book and material that's worth repeating. Contents include:

- The two troll class variants mentioned earlier, the troll adept and the troll necromancer.
- A roundup of ideas for using existing classes from core *13th Age*.
- A couple more detailed implementations of devotees of ☉ Fire/Sky gods we haven't dealt with yet.
- Notes on multiclassing, 13G capitalization style, and price lists.
- Silhouettes of monsters and magicians meant to show relative sizes.
- God lists.
- Tables and charts and maps you may find useful.
- Our index, and an alphabetical monster index.
- Our character sheet.

TWO TROLL CLASS VARIANTS

With tweaks, two of the classes in *13 True Ways* work well as troll classes. These variants are quite short, so we've put them here instead of splicing them into the class chapter.

Troll Adept

The word 'druid' is out of place in Glorantha and surely can't apply to trolls. But a few specific implementations of the druid class work well as a troll class. We'll refer to this class as the troll adept.

- The druid's Elemental Caster talent is off limits. No elemental spells for you.
- The Nature Talking class feature doesn't let you talk with all plants and animals, but it works for beings like bugs and ● Darkness spirits and fungus. It seems likely to us that these creatures have even less to say than the general population of plants and animals and elemental spirits, but you can play that as you wish.
- The Animal Companion talent works well with the understanding that the troll adept's companions are giant spiders and giant bugs! Tweak the flavor as needed.
- The Shifter talent works along the same lines: you're always shifting into the form of giant bugs and spiders, so reflavor the druid's current aspects. This talent suits trolls who pay homage to Gorakiki (goddess of insects) and Aranea (goddess of spiders). Note that scout form powers for the Shifter talent don't seem to apply to troll adepts. If there's something unique about you that makes you the one troll who can shapechange into a small flying bug, well, congratulations, but we sort of expect you to get eaten or at least severely harassed by any other trolls you deal with! GM, if you're soft-hearted and want to compensate the troll adept for missing out on scout form, feel free to give them a bonus feat related to the beast forms.
- The Terrain Caster talent works for you, but not as well as it works for the druid. You can choose feats and cast spells from the Cave, Forest, Ice, and Ruins lists, but the Mountains, Plains, and Swamp lists aren't available. You'll notice we didn't mention the Koru Behemoth list. There are no Koru in Glorantha, but lucky for you, you use the Koru feats and spell list as the feats you can cast in Mountains! Stick to Caves, Forests, Ice, Ruins, and your trollish version of Mountains and you're at home.
- Trolls can generally handle rough-housing. That's what the Warrior Druid talent is about. Your version replaces namby-pamby druid names with solid troll names, and all the features you're acquiring come from bugs, spiders, ● Darkness spirits, and fearsome ancestors. Make two small adjustments: *elemental pivot* is off limits since you don't use elemental magic, and *invoke the storm* deals psychic damage instead of lightning damage; call it something like *invoke Hell* (in the Gloranthan sense!).
- The Wild Healer talent reflects a troll magician who is in touch with Xiola Umbar, ● Darkness goddess of mercy. We think it would be unusual that a troll adept would spend two talents on Wild Healer in order to be a healing adept, but maybe that's the story you want to tell.

Troll Necromancer

Trolls aren't squeamish about undeath like Orlanthi and most other Gloranthan humans. Undeath is a tool that's wielded by Zorak Zoran and closely related to Kyger Litor's control of ᛟ Spirit. Here's a short list of adjustments that tailor the necromancer class to suit Gloranthan trolls.

- Ignore the Wasting Away class feature that created gaunt necromancers with low Constitution scores. We're going to accept that troll necromancers are like the rest of their race, tough and full of hit points. But in the spirit of the Wasting Away class feature, ***all troll necromancers take a permanent –1 attack penalty***. It applies to their

spells, their melee attacks, their summoned creatures' attacks, everything. So you're tough and full of hit points, but you're not as close to sweet sweet death as the punier human necromancers of the Dragon Empire.
- Ignore the Dead Wizard talent, because if there's one thing a troll is not, it's any kind of wizard.
- Ignore the Death Priest talent; it's tuned to Dragon Empire icon rules.
- We're going to keep the second paragraph of the It's Complicated talent and reinterpret the first sentence: when you narrate runes, you get a complication on a roll of 1–7, not 1–5 like most other characters. Taking the champion feat connected to this talent increases the chance of a complication when you narrate a rune to 1–10. So go ahead, take this talent and take the champion-tier feat, you know it will just make the game more interesting for everyone!
- The existing necromancer spells work fine for a troll necromancer, particularly if you rename some of your summoned creatures with Underworld, trollish, and ● Darkness names instead of the F20 originals. See the hell mother class for inspiration.

CLASSES FROM CORE 13TH AGE

Our focus has been on adding new classes custom-made for Glorantha, but most of the existing classes from the *13th Age* rulebook, *13 True Ways*, and other Dragon Empire books can fit into 13G games somehow.

Originally we broke this list up into recommended classes and undesirable classes, but those categories broke down under scrutiny. Now we're spending less ink on why some classes aren't right for some Glorantha campaigns and more time on how each class could be useful in many games.

Some of the suggestions that follow are obscure. Our apologies to those who don't know Glorantha well enough to track these obscurities. If something sounds good, dig it out of the usual texts, the **Glorantha.com** site, or the online discussions on Google+ and elsewhere.

This is just the start of possible conversions and adaptations. We look forward to seeing what else people do!

Barbarian

If you're not happy with the Orlanthi warrior and the troll warrior who have borrowed the barbarian's stuff, dropped a couple bits, and upgraded other ideas, by all means play a barbarian. The class can also suit tribal warriors who have nothing to do with the ᘏ Air rune, such as the Rathori Bearwalkers from the forests of northern Glorantha.

Bard

It's no stretch at all to play a battle skald devoted to Orlanth or one of the minor Orlanthi gods. After all, some of your best spells (hello, *soundburst*) involve thunder. The Orlanthi have a minor bardic god named Donandar whose focus on ᚺ Harmony makes him a bit of an oddball compared to battle poets who worship Orlanth himself. If you want to sound tougher than a bard, call yourself a battle-skald!

We haven't done much to support Lhankor Mhy battle sages yet. A bard with the Loremaster talent and a tendency to know-it-all seems like a good start. If you want to put the emphasis on the *sword* in the sword sage, you could multiclass bard and fighter.

Issaries is another Lightbringer who hasn't received much attention, aside from the notes on the ᚺ Trade rune on page 40. The charismatic social aspects of the bard make the class a good fit for an Issaries worshiper. If the idea of a singing Issaries worshiper bothers you, portray the songs as having more to do with ongoing magical effects and little to do with singing.

However you use the bard, skip the icon relationship talents that appeared in the core *13th Age* rulebook. Those talents don't apply in Glorantha where we're using runes instead of icons. Nor should the Dragon Empire talents be translated into Gloranthan equivalents: the bard's relationship with the gods and runes isn't any closer than anyone else's.

Chaos Mage

The (lower-case) chaos mage from *13 True Ways* isn't entirely at home in Glorantha, but it could work. If one of our players begged to play a chaos mage, we'd start with three possible explanations for their weird magic:
- It's part of a hitherto unknown magical tradition, maybe something that was thought lost in the Gods War.
- It's a gift or a curse from ᛝ Disorder demigods.
- It's just another way of being an Eurmali trickster!

The last option may be best. There's certainly room for types of tricksters other than the type focused on. The chaos mage version of the trickster is an unpredictable wild magician, not a buffoon, at least so far as powers and spells are concerned. It feels like a version of Eurmal from an action film when he's pissed off, focused, and back for vengeance.

In most campaigns, the chaos mage, whatever its name, shouldn't be tainted by actual ᛘ Chaos. You're better off referring to yourself as a wild mage or a *Disorditarian*. If your version of the chaos mage truly *is* Chaotic, and that works in your PC group, your campaign is either built along different lines than what we've been aiming at, or your group has enviable talents in philosophical ambiguity!

There's potential game mechanics problem with the class. You'll need to decide how you want to handle the chaos mage's icon-flavored spells. The Dragon Empire icons aren't running around on the Gloranthan lozenge. It's possible that if you're the type of person who wants to play the chaos mage in Glorantha, you don't care about the fact that the icons, per se, aren't in Glorantha, and you'll just go ahead use the powers as is and translate the favor as you like on the fly.

Alternatively, you could make all sorts of syncretistic connections between icon powers and Gloranthan deities, creating a character that harnesses powers from many of the gods within a pantheon instead of just one or two gods. That sounds like a trickster stunt.

GMs, it's worth noting that the chaos mage class contains a large number of odd and random effects. You might find things to inspire ᛘ Chaos adventures in the class even if no one in the campaign is interested in using the class as a hero.

Cleric

We're not fond of using our *13th Age* cleric as a central part of Orlanthi culture. Most of the cleric class' assumptions don't work for us as a standard part of the Orlanth/Ernalda pantheon. We don't think there are clerics of Orlanth or clerics of Ernalda or clerics of Yinkin or Barntar or Maran Gor or Kyger Litor. The flavor and powers are wrong.

But on the other hand, if we had been more concerned with handling the ☉ Fire/Sky rune cultures and classes in this book, we might considered using the cleric class as a guide. For a treatment of how the cleric might fit into 13G adventuring and Orlanthi society, see ☉ Fire/Sky Devotees on page 442.

Commander

The commander class from *13 True Ways* works fine, particularly for worshipers of Orlanth and Humakt who rely more on Charisma and insight than magic.

Demonologist

This class appears in the *Book of Demons*. Of the demonologist's three paths, corruption seems deeply mired in Chaos. A corruption devotee or fanatic would need a special One Unique Thing to have gotten themselves out of the Unholy Trinity's clutches.

The path of flame and the path of slaughter hold more promise. Rephrase the demonologist's demons as Darkness creatures, spiders, and Fire/Sky spirits. In various initiate/devotee/fanatic combinations, the paths of flame and slaughter could depict a variety of human or troll Cragspider worshipers!

Druid

The full range of druid options covered in *13 True Ways* doesn't fit into 13G as a single character class. Gloranthan heroes operate with narrower elemental and thematic constraints than the widely inclusive *13th Age* druid. There are no people known as druids in Glorantha and in most Gloranthan campaigns there probably shouldn't be any druid PCs with the full range of talent options from 13TW.

That doesn't mean your 13G games have to ignore all the interesting mechanics in the druid class. You've already seen the troll adept's adaptation of druid mechanics earlier in the appendix. Other combinations of druidic talents can model a number of Gloranthan heroes, some of whom we haven't done much to support yet. Most of the suggestions below require a bit of work from player and/or GM, but it could be worth it to add something interesting to your campaign.

First, a structural problem: Most Gloranthan gods don't appreciate worshipers who master multiple elements. We'll mention a couple exceptions below, but in general a druid in Glorantha who has the Elemental Caster talent should probably focus on one element. That sounds simple enough, but we didn't originally design the druid intending its spell selection to be limited to a single element: there aren't enough spells.

One fun solution would be to have a character who worships multiple gods in the Orlanthi pantheon. For such a character, Elemental Caster could provide ☊ Air and □ Earth spells, probably not ☉ Fire/Sky. Heler might add ≋ Water. Mix with some of the other elements that fit the Orlanth/Ernalda pantheon, like ▽ Beast powers from Yinkin, and you've got an interesting and somewhat unique hero. (Make them a Telmori and maybe you can use the whole package!)

Yinkin angles: Animal Companion is a fine talent for Orlanthi who love alynxes. The druid class would work well for a worshiper of Yinkin who has powers and spells that aren't what's typical for the god's lesser worshipers. If you stick to the standard conception of Yinkin's powers, Warrior Druid is better than Shapeshifting, because shifting shape is more of a Telmori thing in Glorantha. Unless you're using the full tribe idea from the paragraph above, a Yinkin worshiper probably wouldn't have the Terrain Caster talent.

Ernaldan devotees: An Ernalda worshiper probably wouldn't have the Warrior Druid talent or the Shifter talent, but she might have Earth and Air spells from Elemental Caster and could certainly have the Wild Healer talent. Animal Companion would also work at initiate level (snakes!), though it doesn't seem as right to devote two talents to it. Terrain Mastery might also work, especially if you're interested in playing an Ernaldan whose powers are distinct from most all the other priests of her goddess. For access to the elemental spells from other pantheons, emphasize that Ernalda has many husbands and lovers.

Fighter

Fighters fit in anywhere. By Gloranthan standards, they appear a bit short of personal magic, but reinterpreting fighter talents and attacks and some choice heroquest gifts can alter that impression.

Monk

It's easy to associate monks with the Kraloreli culture far to the East of Dragon Pass. Those characters have never had much attention in Glorantha games and they might be fun to add as a unique hero in Dragon Pass.

Or you could play up monks' mystic abilities and present them as magical warriors from several different cultures. You could create a fast-moving ☊ Air or ☯ Movement mystic-warrior from the Orlanthi OR a transcendent warrior-illuminate associated with ☾ Moon.

In a couple cases, like the Sun Shield Monk on page 177, you'll still want to use the term "monk." Other versions won't have much to do with a monastery and will enjoy springing new names upon us.



Part of the evolution of Glorantha has been to fold exotic mystic edges into gods and storylines that once appeared merely-Celtic or as conventional fantasy. Understanding that most of the warrior cultures and gods of Dragon Pass could generate someone who would function like a 13th Age monk lines up with the world's unfolding.

Necromancer

If we're paying attention to Glorantha as it's presented in the *Glorantha Sourcebook,* there are at least two story hooks where a necromancer could end up as a player character hero instead of as a terrible ᛘ Chaos enemy.

The first option is the troll necromancer that appears on page 438 above. It's one of the five current official troll classes.

The second necromancer option recruits a human or duck hero from the vicinity of the Upland Marsh who has stolen some of Delecti the Necromancer's power to use it against Delecti and against ᛘ Chaos. If this player character necromancer isn't Chaotic, they might survive interactions with Storm Bull berserkers. Friendly associations with Humakti? Not as likely. But this could be a very interesting One Unique Thing for a character who wants to take a path not often followed by Gloranthan heroes. The Redeemer talent which supplies powers based on taking undead away from the forces of evil fits this character concept nicely.

In light of the ducks' opposition to Delecti and the class feature of the necromancer class called Wasting Away (*13 True Ways*, page 82), a duck necromancer makes a bit more sense than a human necromancer. Especially good for a duck who wants to piss off the duck Humakti.

Use all the necromancer rules from *13 True Ways* for duck and human necromancers rather than the trollish variations.

There are some compelling questions about your choice of deity, because not a lot of Gloranthan gods deal with undead. What's most likely is that you could go with a ● Darkness god (Kyger Litor or Zorak Zoran), or Daka Fal (whose runes are ᛯ Man and ᛟ Spirit) and who is mixed up with shamanic tricks that the rest of the gods shun.

Of course you might also want to cleave to the dominant ✝ Death rune path and think of yourself as a Humakt worshiper, in which case you can attach 'the Heretic' as a sobriquet to your chosen name.

Occultist

The occultist from *13 True Ways* is a slightly disturbing freak in the Dragon Empire. So of course someone is going to want to play *the* occultist in Glorantha! Here are a few angles on how the class might come into play, phrased as backgrounds your character might possess: *reincarnated God Learner*; *broken spring of the World Machine*; *escaped demon of the (now dead?) God-King*; *potential Zzabur*.

Paladin

The paladin has the same issues as the cleric. It's also discussed in the ⊙ Fire/Sky Devotees section just below.

Ranger

The *13th Age* ranger is a simple class, meant to appeal to new players who want a straightforward experience and a limited range of decisions. That may be a good fit for two Gloranthan gods who are otherwise only partially served by our new Gloranthan classes, Odayla and Yinkin.

Odayla is the Orlanthi god of the hunt. Of all the Orlanthi gods, Odayla is the best with the bow. Playing an Odayla worshiper as a ranger with the Double Ranged Attack talent feels right.

Yinkin is the shadow cat, aka the alynx, Orlanth's friend and companion. Earlier we mentioned using the Orlanthi warrior for a Yinkin worshiper. That's possible, but a melee-oriented ranger with the Double Melee Attack feels even better.

Rogue

Glorantha isn't usually on the thieves' guild side of the fantasy spectrum. It's not a Prince of Shadows-oriented world, and crime has a way of mixing with Krarsht. But there are a few great cities that supply the proper context for an urban rogue, notably Nochet, the city/ruins environment of the Big Rubble, some of the Lunar cities, and arguably even the Sartarite capital of Boldhome.

Alternatively, a rogue played as an assassin-type (Black Fang, anyone?) or as a spy makes sense for many sectors of the map.

Sorcerer

The sorcerer's style of powerful and unpredictable magic is perfect for Glorantha. The class could be used to portray powerful magicians devoted to many different gods. You might want to take a cue from the way we adjusted the storm speaker's energy types to match the elemental type favored by your god, but the gather power mechanic doesn't need to be adjusted.

For the record, the words 'sorcerer' and 'sorcery' mean something completely different to most Gloranthans, referring to a type of godless magic that's not related to the magic of our sorcerer-class characters. The Orlanthi culture, as well as the trolls, consider the godless/monotheistic magicians known as sorcerers, from the West and from the oceans, to be almost as evil as ᛘ Chaos.

Of course Glorantha's Malkioni cultures are not in our game yet. If we did have Western magicians in our game, they'd probably be more like the wizard class than the sorcerer class. That's apt, because many of the magicians that the Orlanthi refer to as 'sorcerers' happen to refer to *themselves* as wizards! Gloranthan terms weren't coined with F20 conventions in mind. Or maybe they were, and they flew the opposite direction.

If you're new to Glorantha, don't worry about all this naming-of-things, just use the sorcerer class as a magical devotee of whichever god you like, but rename the class as something fun for your character and their god.

Wizard

We haven't given Malkioni magic much thought. That's partly because of our Dragon Pass focus and partly because every time we do think about it, we reckon that the *13th Age* wizard does a good-enough job of handling Malkioni wizards from the land West of Dragon Pass.

QUICK TAKE DEVOTEES

The next section is mostly for people who know Glorantha well enough to bring in cults and pantheons we have not covered in detail. It contains a couple detailed adaptations that didn't fit into the previous section's quicker summaries.

⊙ Fire/Sky Devotees

In some eras, Elmal is known as Orlanth's loyal thane, a former Fire/Sky pantheon god who left Yelm's service to guard Orlanth's halls. Likewise, in some areas, a son of Yelm named Yelmalio has become a rivalrous ally of the Orlanthi. For those already familiar with the myths and characteristics of Elmal and Yelmalio, there are two core *13th Age* classes that can be easily adapted to portray warriors devoted to these Fire/Sky gods who fight alongside Orlanthi and maybe even trolls.

⊙ Fire/Sky Cleric

The word 'cleric' is out of place in Glorantha. For clarity's sake we'll use it now, but in Glorantha these characters would be known as priests or warriors or specialized cult names. The same goes for the paladins discussed next.

GM: If you find that adding a cleric/priest to the party adds a bit too much healing, feel free to make every fight just a little bit tougher.

Let's cover possible modifications to the cleric class in quick-hit bullet points.

- Replace all uses of holy damage with fire damage. That means that game elements like Domain: Sun that referred to holy damage now also refer to fire damage.
- Unless you're telling some odd story, odds are that neither the cleric of Elmal nor the cleric of Yelmalio should have the following domain talents: Knowledge, Love, and Trickery.
- Clerics of Elmal should definitely have Domain: Protection.
- Neither clerics of Elmal nor clerics of Yelmalio should have Domain: Healing. They can still cast clerical healing spells, they just shouldn't be able to specialize in it.
- Clerics of Yelmalio should definitely have Domain: Sun. But it doesn't make Gloranthan sense for that talent to help against undead, so revise the talent's champion feat like so; Elmal: +1 bonus to all defenses against attacks by Chaos; Yelmalio: +1 bonus to all defenses when staggered.
- The *javelin of faith* spell makes more sense for a Yelmalio cleric than an Elmal cleric.
- Yelmalio clerics favor spears.
- Elmal clerics aren't picky about their melee weapons, but they always use shields rather than two-handed weapons.
- Experienced players know that clerics have attack penalties with the martial weapons that deal more damage. That doesn't feel entirely right for Elmal/Yelmalio, but if you don't like it for your character, choose the Domain: Strength talent. Solved.
- Yelmalio worshipers use bows as sacred weapons. That means they should not suffer the attack penalties with bows that clerics suffer and should deal miss damage equal to their level with ranged weapon attacks. The cleric is already a fairly powerful class, so let's not give them this entirely for free: let's subtract 1 from the Yelmalio cleric's Mental Defense. They start with base of 10 instead of 11.

⊙ Fire/Sky Paladin

Notes on weapons and armor from the cleric also apply to the paladin.

- You can use the talents Path of Universal Righteous Endeavor and Way of Evil Bastards but they require new names that fit your character.
- Unlike core *13th Age*, those two talents don't exclude each other in Glorantha, because the world's morality is tuned differently, a bit grayer until it comes to fighting Chaos.
- Ignore the feats attached to these two talents. They're mainly connected to icon relationship rules that are used in 13G.
- Yelmalio-worshiping paladins who want to be good with ranged weapons can be, just like the cleric, and with the same penalty.

☾ Lunar Devotees

Characters making use of interesting Lunar magic are beyond the scope of this volume. We hope to create them someday. For now, if you want to play an Illuminated sort, take the Moon rune as your personal rune, roleplay jolts of insight, and trust your GM to complicate your life.



What about Chalana Arroy? At one point in the design process I thought we might be able to make a Chalana Arroy healer class that was just as much fun to play as the classes that roll dice to kill monsters. Jonathan was sure I was wrong. I went ahead and designed the character with Cal's help. Playtesting indicated that Jonathan was right.

There are philosophy-of-play reasons that lead us to suspect an all-out healer class is bad for the game. That said, I have some ideas for how I'm going to introduce Chalana Arroy healers into my 13G campaign. If those ideas work out we'll at least have them in the game some day, though not exactly in the character class line-up.

MULTICLASSING

13 True Ways added multiclassing options to the core *13th Age* classes. As you've noticed, we didn't extend that treatment to the new Gloranthan classes. Classes like the earth priestess, hell mother, wind lord, trickster, and berserker have their own shtick running, and don't need another class added in.

But if you like the flexibility and scope of multiclassing, you have some options with this book.

Transformation Class Multiclassing

The transformation classes in this book can pretty much use the multiclassing rules that apply to their base class from *13 True Ways*. You may need to do a bit of translation, but not much. This opens up the rebel, Orlanthi warrior, storm voice, and wind lord, and to some extent the troll warrior.

The rogue or rebel plus sorcerer or storm voice could model devotees of many gods. Troll warrior plus troll adept is a natural.

As usual, this type of exploration is better left to you. There are many character concepts we haven't approached yet and multiclassing options could hit a few of them.

Runic Transformation (Optional Rule)

Multiclassing was the most convoluted puzzle we faced during system design. It works, and it might even be slightly elegant, but it has many nuances and not everyone can be bothered.

Glorantha's runes open another possibility for characters who want to have elements of powers that are usually not part of their class.

You already know which classes are associated with which runes—storm voice and rebel and wind lord with ֍ Air, earth priestess with well-that's-obvious, hell mother with ● Darkness, trickster with ⧗ Disorder, and so on.

As a once-per-tier thing, when you have narrated a rune that has wonderful dramatic impact on the campaign, perhaps you want to alter your character a bit to show how events have changed you. With the approval of your GM, you could trade one of your existing spells or powers for an equivalent level spell or power from a class that's associated with the rune you have narrated.

For example, a human wind lord named Varza has ● Darkness as her personal rune. At some point she narrates a scene in which Darkness spirits flowing through the Hero Plane in her wake consume the ᛘ Chaos ghosts that had been left behind in a battle that the PCs had to move quickly away from in order to slay a Thanatari cult leader. A complication ensues and the GM asks whether Varza is feeling like she might be more in touch with Darkness than she had been before. That sounds good to Varza's player, and after the session, player and GM put their heads together and decide that Varza's *Helemakt's winds* exploit has been replaced by the hell mother's *old & hungry* bound spirit! It could be the switch is temporary, or it could be that it becomes permanent, the story will tell.

We suggest using this sparingly in adventurer tier, when characters are establishing themselves. We wouldn't want to rule it out, because some story moments do seem to call for change. New heroquest gifts are nice but the GM doesn't want to hand those out freely, so sometimes a power or spell swap could be the way to go.

The GM is always free to decide that a particular swap is being used abusively and rein it in or restore the status quo. This isn't meant to be a min-maxing search for the power combo! It's also not meant to steal another character's thunder; unless there are compelling story reasons why it's cool to have two characters using the same spell or power, steer away from duplicating abilities that define one of the other player characters. Use runic transformation once or at most thrice in a character's career; the goal is fun and compelling character development.

Ability scores: It's often the case that the ability score that powers a spell or attack from another class isn't the ability score that you've got. It's up to the GM whether you can use one of your better ability scores with a new power. If the answer isn't automatically yes, a player should be able to use a feat to enable all of their transformed spells or powers to function using ability scores that are better for them.

Orlanth-centered corner-cases: If you allow this route, and your campaign features a rebel with the Kennings and Killings talent that lets them choose a spell from the bard class, consider improving the rebel's talent since you're allowing other characters to storytell their way to the same effect while the rebel has spent a talent. The same goes for a wind lord with the Voice of the Storm talent.

NOTE ON STYLE

If you play other Glorantha games, you may have noticed that 13G doesn't use the same capitalization patterns as *RuneQuest* and *HeroQuest*. One reason is that Jonathan prefers writing with a minimum of capitalization! Our 13th Age style is probably most distinct for using casual language and avoiding Many Capital Terms.

The capitalizations in RQ have a lot to do with in-world roles that correspond with game mechanics differences from other characters. In RQ, Wind Lords and Death Lords and Sword Sages are rune-level characters who occupy a specific spot in their cult hierarchy *and* have access to unique abilities no one else possesses. We start player characters at a much higher power level, where the term wind lord can be applied without hesitation to one of our core classes. True to Jonathan's preferences, we decided against capitalizing most of our classes, even in cases like the earth priestess where there could be an argument for capitalization, since we capitalize the runes.

The classes named after their gods are an

exception. Orlanthi warriors, Storm Bull berserkers, and Zorak Zorani berserkers invoke the gods' names, so of course they're capitalized.

Of course the truth behind our much-abused editor's suffering is that both Jonathan and I are fine with a bit of inconsistency in the language used to describe Glorantha. It's a magic world with a Godtime (or a God Time!), lost myths, competing cosmologies, and many illiterate heroes. Go one generation back in my family and three different spellings of the family's surname appear on the children's birth certificates! If a few inconsistencies have fought through, we embrace them.

NO PRICE LIST

Our take on Glorantha isn't hugely concerned with monetary rewards. It's not a game about buying power. If you're using the Chaos Rising setting, prices will fluctuate wildly or collapse into barter, where the final questions are things like "how many sheep is a farmer worth now?"

If you are running games set in other eras of Dragon Pass history and want well thought-out price lists detailing economics before the crash, check out pages 234-238 of *HeroQuest* or several of the chapters in the upcoming new version of *RuneQuest*, which carefully considers things like characters' economic power and culturally accessible items.

Ransoms: One aspect of the RQ economic system that has a big impact on that game's play is that non-Chaotic enemies frequently take hostages for ransom instead of slaying their foes. We've paid little attention to that aspect of the world because a) we're not focused on money; and b) with everything falling apart, it's not clear whether ransom systems survive smoothly, and if they don't survive smoothly they're not surviving at all; c) many battles are vs. Chaos, and Chaos just eats you, at best; d) our PCs can always flee and take a campaign loss. All that said, there might be room for ransoms, occasionally, certainly it makes for interesting stories. If you like the RQ approach, being captured and held for ransom seems like a reasonable translation of an event akin to fleeing that would result in something like a campaign loss.

USEFUL THINGS

Random Rune Table . . . with Gods!

We've added a few relevant gods to each of the runes in case you want inspiration on the fly.

D20 Roll	Rune	Gods
1	Air	Orlanth, Storm Bull, Vinga, Barntar
2	Beast	Yinkin, Odayla, Aranea, Gorakiki, Eiritha, Aram
3	Chaos	Bagog, Krarsht, Mallia, Thanatar, Thed, Wakboth, Crimson Bat
4	Darkness	Kyger Litor, Zorak Zoran, Kaarg, Aranea, Gorakiki, Xiola Umbar
5	Death	Humakt, Zorak Zoran, Babeester Gor, Shargash, Maran Gor
6	Disorder	Eurmal, Zorak Zoran, Maran Gor, Lodril, Shargash
7	Dragonewt	dragonewts and True Dragons, not gods
8	Earth	Ernalda, Babeester Gor, Maran Gor
9	Fire/Sky	Elmal, Yelmalio, Yelm, Shargash, Lodril
10	Harmony	Ernalda, Chalana Arroy, Heler, Donandar
11	Illusion	Eurmal, Donandar
12	Life	Ernalda, Uleria, Lodril, Sedenya the Red Goddess
13	Man	Kyger Litor, Daka Fal, Karrg, Red Emperor
14	Moon	Red Goddess, Red Emperor, Anilla
15	Movement	Orlanth, Vinga, Barntar, Mastakos, Donandar
16	Plant	Aldrya, Flamal
17	Spirit	Kyger Litor, Daka Fal
18	Stasis	Yelm, Mostal, Krarsht
19	Truth	Humakt, Yelmalio, Lhankor Mhy
20	Water	Heler, Magasta

Number of Heroquest Gifts Earned (p. 360)							
d20 + quest score	Number of PCs						
	2	3	4	5	6	7	8
1–5	1	1	1	2	2	2	2
6–10	1	1	2	2	3	3	4
11–15	1	2	2	3	3	4	4
16–20	2	2	3	3	4	5	6
21+	2	3	3	4	5	6	7

Minimum Heroquest Gifts Table (New Gifts) (p. 75)

Level	Adventurer	Champion	Epic
1	—	—	Dream on
2	—	—	—
3	Wait for it	—	—
4	1 adventurer	—	—
5	2 adventurer	—	—
6	3 adventurer	—	—
7	4 adventurer	1 champion	—
8	4 adventurer	2 champion	—
9	4 adventurer	3 champion	—
10	4 adventurer	3 champion	1 epic

Monster Equivalents

Monster Level compared to party level	Adventurer Battle	Champion Battle	Epic Battle	Weakling counts as...	Normal counts as...	Elite counts as...	Large counts as...	Huge counts as...
	2 levels lower	1 level lower	SAME LEVEL	.25	0.5	.75	1	1.5
	1 level lower	SAME LEVEL	1 level higher	.35	0.7	1	1.5	2
	SAME LEVEL	**1 level higher**	**2 levels higher**	**.5**	**1**	**1.5**	**2**	**3**
	1 level higher	2 levels higher	3 levels higher	.75	1.5	2.25	3	4
	2 levels higher	3 levels higher	4 levels higher	1	2	3	4	6
	3 levels higher	4 levels higher	5 levels higher	1.5	3	4.5	6	8
	4 levels higher	5 levels higher	6 levels higher	2	4	6	8	

Monster Equivalents: Mooks

Monster Level compared to party level	Adventurer Battle	Champion Battle	Epic Battle	Weakling mook counts as...	Mook counts as...	Large counts as...	Huge counts as...
	2 levels lower	1 level lower	SAME LEVEL	.05	0.1	.2	.3
	1 level lower	SAME LEVEL	1 level higher	.075	0.15	.3	.45
	SAME LEVEL	**1 level higher**	**2 levels higher**	**.1**	**.2**	**.4**	**.6**
	1 level higher	2 levels higher	3 levels higher	.15	.3	.6	.9
	2 levels higher	3 levels higher	4 levels higher	.2	.4	.8	1.2
	3 levels higher	4 levels higher	5 levels higher	.3	.6	1.2	1.8
	4 levels higher	5 levels higher	6 levels higher	.4	.8	1.6	2.4

Skill Check DCs, Trap/Obstacle Attacks & Impromptu Damage by Environment

Tier	Degree of Challenge	Skill Check DC	Trap or Obstacle Attack Roll vs. AC/PD/MD	Impromptu Damage (Single Target)	Impromptu Damage (Multiple Targets)
Adventurer	Normal	15	+5	2d6 or 3d6	1d10 or 1d12
Adventurer	Hard	20	+10	3d6	1d12
Adventurer	Ridiculously hard	25	+15	3d6 or 4d6	1d12 or 2d8
Champion	Normal	20	+10	4d6 or 4d8	2d10 or 2d12
Champion	Hard	25	+15	4d8	2d12
Champion	Ridiculously hard	30	+20	4d8 or 2d20	2d12 or 3d10
Epic	Normal	25	+15	2d20 or 3d20	3d12 or 4d10
Epic	Hard	30	+20	3d20	4d10
Epic	Ridiculously hard	35	+25	3d20 or 4d20	4d10 or 4d12

Storm Bull Berserker Die Lineup (p. 106)

Fill these slots with *Thrash the Devil*, berserker die powers chosen below, and (at low levels) *Bring It On* (up to 2 slots).

d6	Berserker Die Power
1	
2	
3	
4	
5	
6	

One slot must be *thrash the devil*.

Earth Priestess Favors

Here's a streamlined version of the Favors of the Earth Table that appeared on page 129. This version cuts out the verbiage that was included for rules clarity, it's what we'd put on a GM screen.

Favors of the Earth Table (Streamlined Version)*

1 or below: No effect.

2–5: Default blessing.

6–10: Choose one: default blessing OR daily blessing.

11–15: Choose one: default blessing OR daily blessing OR a single d20 reroll later this battle.

16–20: Choose one: default blessing OR daily blessing OR a single d20 reroll later this battle OR ally heals using a recovery.

21+: Choose two of the four favors listed in 16–20 for your ally; and you gain an additional use of *favors of the earth* this battle.

Adventurer Feat: When you roll on the Favors of the Earth table, add the escalation die to the result.

Champion Feat: One battle per day, you can use the same trigger multiple times.

Epic Feat: Twice per day, you can reroll a Favor of the Earth result from the table and abide by the reroll.

Summons from Hell (p. 149)

Ranged Spell ◆ **Daily**

Special: You get a number of daily uses depending on your level

Effect: You summon a creature to fight for you until the end of the battle. Which creature? Roll a d20 and add the escalation die, then consult the following table.

Modified d20 Roll

1–8: *Summon giant bug*—Choose a giant bug from among the giant bugs available at your level. It fights for you as an ordinary summoned creature. Unlike most ordinary summoned creatures that deal damage to the caster equal to the summoned creature's level when they drop to 0 hit points, giant bugs deal damage equal to *double* the creature's level to the caster when they drop.

9–15: *Summon giant spider*—Choose a giant spider from among the giant spiders available at your level. It fights for you as an ordinary summoned creature. All spiders you summon have the *wall-crawler* ability to climb on ceilings and walls.

16–19: *Summon dehori*—Choose a dehori from among the dehori available at your level. It fights for you as an ordinary summoned creature.

20+: *Summon superior dehori*—Choose a dehori from among the dehori available at your level. It fights for you as a superior summoned creature.

Main Dragon Pass Gods



Ernalda: □ Earth, Ш Harmony, ⧗ Life. The supreme goddess of Earth, Orlanth's wife, and part of the pantheon that's strongest in Dragon Pass. Associated with the earth priestess class. Her worshipers are referred to as Ernaldans. As you'll see in the *Glorantha Sourcebook* (page 89), Ernalda is also widely worshipped in parts of the world that care nothing for Orlanth, a fact that can come in handy if you feel like playing a character from a far away land who still worships the local goddess.



Humakt: † Death, ᛉ Truth. Ruthless god of Death. Less human than the other deities. Associated with the Humakti class. Worshipers are known as Humakti, which would be confusing except there are very few worshipers of Humakt who aren't trying to be death warriors. The PC class we present is a stronger expression of that.



Orlanth: ᘏ Air, ᘐ Movement. Chief god of the pantheon named after him. Worshiped in at least three significant forms: Orlanth Adventurous (the young rebel), Orlanth Lightbringer (the cosmos-saving quester), and Orlanth Rex (the king). Associated with the Orlanthi warrior, rebel, storm voice, and wind lord classes. Worshipers are known as Orlanthi, which is also the name for the wider cultural group that worships the Orlanth and Ernalda pantheon.



Eurmal: ∴ Illusion, ᛝ Disorder. Trickster god who just barely manages to do more good than harm. One of Orlanth's companions on the Lightbringer Quest that saved the world. Associated with the trickster class. Worshipers are known as Eurmali.



Kyger Litor: ● Darkness, ⅄ Man, ᛟ Spirit. Chief goddess of the Darkness pantheon and mother goddess of the trolls. Associated with the hell mother class. Worshipers are usually known as, well . . . trolls, to be simultaneously clever and mostly accurate. There are some human devotees of Kyger Litor, but there's no shorthand term used for worshipers.



Storm Bull: ᘏ Air, ᘓ Eternal Battle (unique rune that can only be chosen by Storm Bull devotees). Orlanth's wilder and harsher brother, the best anti-Chaos fighter in the pantheon. Associated with the berserker and Orlanthi warrior classes. Worshipers are known as Storm Bulls.



Zorak Zoran: ● Darkness, † Death, ᛝ Disorder. A wild and hateful god who no one wants around until Chaos has to be slain. Chiefly associated with the Zorak Zorani version of the berserker class, and although there may be other worshipers who would be described by the term "Zorak Zorani," there aren't many we can think of. Individual Zorak Zorani often have ʘ Fire/Sky as a personal rune because of their god's victory over Yelm's son Yelmalio, but the god's hold on the element isn't strong enough to make it one his primary runes.

MAJOR PANTHEONS

For more on Gloranthan pantheons and the runic associations of the gods, see *The Guide to Glorantha* pages 150–153 and pages in the *Glorantha Sourcebook* referenced below.

For the list of ᛘ Chaos gods worshiped by the player characters' enemies, see page 249 in the Chaos section of Chapter 5: Enemies.

ᚐ ᚑ Orlanthi Pantheon

Also known as the Storm Tribe.

Orlanth, **Ernalda**, **Humakt**, **Storm Bull**, and **Eurmal**. See above.

Babeester Gor: ᚑ Earth, ᛏ Death. Bodyguard and violent champion of her mother, Ernalda. Devotees are often fanatical female warriors known as avenging daughters.

Barntar: ᚐ Air, ᚲ Movement. The farmer god, associated with the plow that breaks the ᚑ Earth rather than the Earth itself. A capable substitute for Orlanth, especially in places that the Red Goddess has suppressed the worship of Orlanth. Worshipers of Barntar are known as Barntar worshipers. Yup.

Chalana Arroy: ᛁᛁᛁ Harmony, ᛞ Life. The healer goddess, one of the Lightbringers. A pacifist, though still opposed to Chaos. A devotee of Chalana Arroy might be referred to as 'a Chalana Arroy,' or more rarely as a Chalana Arroyan.

Donandar: ᛁᛁᛁ Harmony, ᚲ Movement, ∴ Illusion. Minor god who was formerly in the Puppeteer Troupe but left to try to find a way to deal with Chaos. He's a bardic god and the god of entertainers. It may be a stretch to put him in the Orlanthi pantheon, but he's welcome when he shows up and it's okay for Orlanthi to worship him.

Elmal: ☉ Fire/Sky, ᛉ Truth. The loyal guardian, a former enemy converted to the hearthguard. Devotees are called Elmali.

Heler: ᛁᛁᛁ Harmony, ≈ Water. Orlanth's former enemy, beaten and turned into an allied god of rain. Devotees are probably Helerites, though there aren't many principally devoted to the god.

Issaries: ᚼ Trade. The Orlanthi god of communication and trade, an invaluable member of the Lightbringers' Quest. Devotees are called by the god's name, as in, "an Issaries," or more likely a Goldentongue or Silvertongue, referring to their gift for convincing gab.

Lhankor Mhy: ᛉ Truth, ᚦ Law. The know-it-all god of sages and knowledge. They take their beards so seriously that beardless Lhankor Mhy sages, even women, wear fake beards.

Maran Gor: ᚑ Earth, ᛝ Disorder, ᛏ Death. The Earthshaker, goddess of earthquakes, a dangerous goddess who embodies the destructive aspects of Earth.

Odayla: ᛜ Beast, ᚐ Air. Hunting god.

Uleria: ᛞ Life. Primordial goddess of love, the Attractor, That which Binds Inside.

Uralda: ᛜ Beast, Earth. The Cow Mother, a slightly surprising but possible replacement for Ernalda.

Vinga: ᚐ Air, ᚲ Movement. Perfectly capable of stepping in anywhere Orlanth is worshiped. Some say she is Orlanth's female self! Worshipers are known as Vingans.

Yinkin: ᛜ Beast, ᚐ Air. God of alynxes, Orlanthi cats. Orlanth's boon companion and a popular god in many campaigns. Worshipers might be called Yinkini.

See page 88 (Earth pantheon) and page 107 (Air/Orlanthi pantheon) of the *Glorantha Sourcebook* for an illustrated genealogy of many members of the Tribe.

● Darkness Pantheon

In Glorantha, Darkness is a fundamental element and doesn't carry a connotation of evil. Even so, the trolls just might eat you.

Kyger Litor and **Zorak Zoran:** See above.

Aranea: ᛜ Beast, ● Darkness, ✱ Fate. Goddess of spiders, cruelty, and preying on the weak.

Argan Argar: ● Darkness, ᚼ Trade. God of surface darkness. For surface dwellers, he is the most approachable of troll gods.

Gorakiki: ᛜ Beast, ● Darkness. Mother of insects. Trolls breed various giant insects.

Karrg; ● Darkness, ᛯ Man. Kyger Litor's loyal son, bodyguard, and champion.

Xiola Umbar: ᛞ Life, ● Darkness, ᛁᛁᛁ Harmony. Goddess of dark solace and the healing magic other trolls disdain as weakness.

See page 77 of the *Glorantha Sourcebook* for the genealogical chart of the Darkness pantheon.

⊙ Fire/Sky Pantheon

The rivalry between Emperor Yelm and King Orlanth goes back to the Godtime, and their conflict shaped the world. These are the solar gods most likely to appear in your campaign.

Shargash: ᛞ Disorder, ⊙ Fire/Sky, † Death. The Red Planet, destroyer, and war god. A Great God, killer of Orlanth's father, Umath.

Uleria: ⧗ Life. She's too fundamental to be restricted to one pantheon.

Yelm: ⌓ Stasis, ⊙ Fire/Sky. Sun god and emperor.

Yelmalio: ○ Light ᛉ Truth. Lightfore, the Cold Sun, an honorable warrior and worthy ally. He lost his Fire/Sky in the Godtime and now is a god of Light. For a PC, you can fudge it and give the PC gifts associated with the ⊙ Fire/Sky rune.

A full genealogy of the Fire/Sky pantheon appears on page 96 of the *Glorantha Sourcebook*.

◐ Lunar Pantheon

Sedenya, the Red Moon, is a reborn goddess, and her followers now rule the Sun-worshiping empire to the north. The Red Moon hangs motionless in the Air above the horizon far to the northwest. The new, Lunar way of seeing things is enticing but ultimately monstrous.

Nysalor: ᛜ Chaos, ○ Light. God of Illumination. Don't listen to his riddles.

Red Emperor: ◐ Moon, ⛹ Man. God-emperor of the Lunar Empire.

Sedenya: ⧗ Life, ◐ Moon, ᛜ Chaos. The Red Goddess, the reincarnating Red Moon, Sister of Chaos, Lurker on the Veil.

See page 146 of the *Glorantha Sourcebook* for the full Lunar pantheon.



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Humakti Duck
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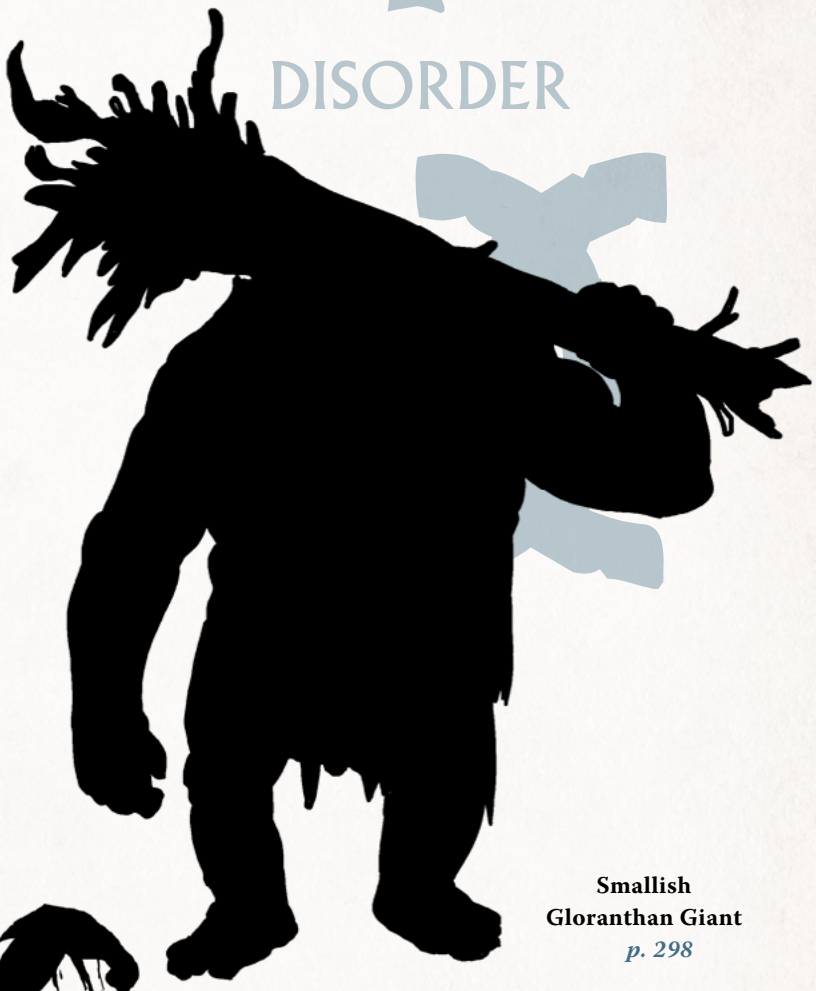
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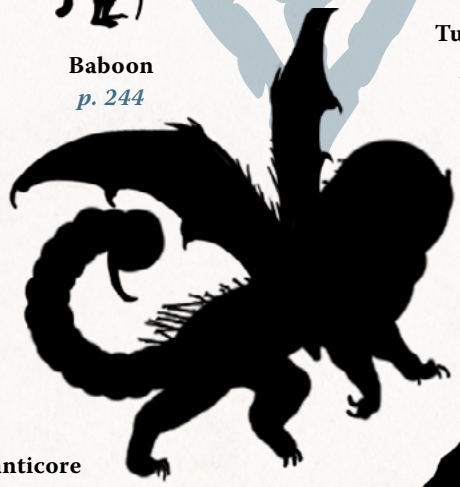
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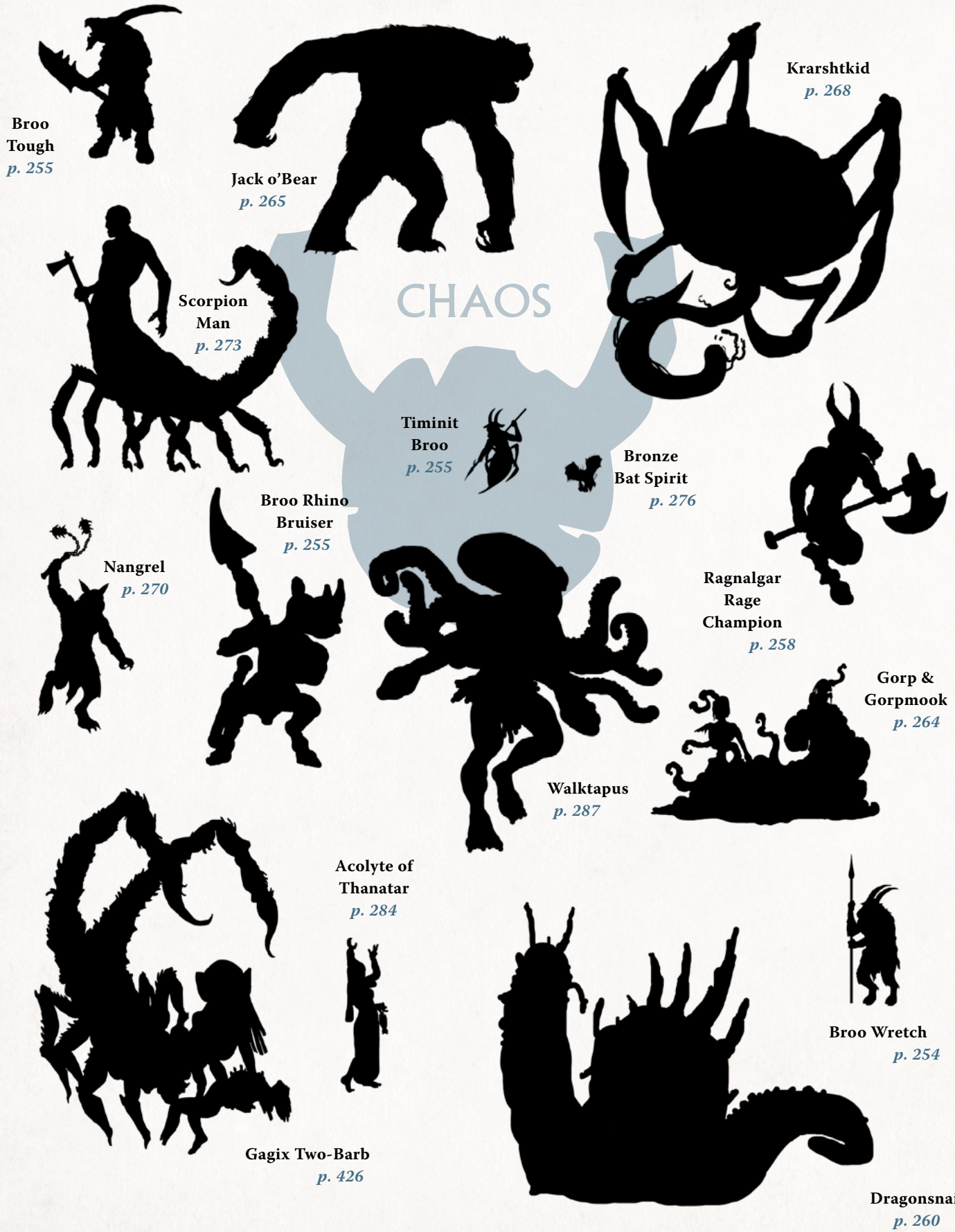
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10 miles
30 miles
50 miles
0
20 miles
40 miles
60 miles


Talfort
Furthest
Osur River
Black Eel River
Slavewall
Ivory Plinth
Troll Ruins
Stinking Forest
Temple of the Reaching Moon
Goldedge
Skyfall Lake
TARSH
Kordos Island
Sun Wheel Ruins
Marof's House
Duelfield
Heruvernalda
Snake Pipe Hollow
Grizzly Peak
Hydra Mountains
Stone over Souls
Dunstop
Dwarf Mine
Alda-Chur
The Far P
Bagnot
Falling Ruin
Red Dragon Vale
Shaker Temple
Herongreen
The River Dragonewt Wilds
Skull Ruins
North Post
Dragon's Eye
Donalf Flats
Dryad Woods
Osur River
Kero Fin
The Creek
Wintertop
Two Ridge
Jonstown
Queen's Post
Upland Marsh
Ghost-Around
Runegate
SARTAR
Muse Roost
The Forest of Wondrous Beasts
Smoking Ruin
GRAZELANDS
Highwyrm
Duck Point
Clearwine
The Stream
Wild Temple
Dragonspine Ridge
Green Dragon Vale
Wilmskirk
Sun Dome
Rich Post
BEAST VALLEY
Arrowmound Mt.
Skyreach Mountains
Creek-Stream River
Wasps Nest
Doktados Mt.
Whitewall
Troll Woods
Blackwell
New Crystal
Arkat's Hold
Lead Hills
Old Woods
Lyksos River
Styx Grotto
HENDRIKILAND
SHADOW PLATEAU
Smithstone
Larnste's Footprint
Helerdon
Tarpit
Kosh
Valadon
Sylthi
Jansholm
Axe Hall
Brol
Ezel
Karse
Sklar
Backford
ESROLIA
Monros
Lylket
Nochet
Mylagos
Necropolis
Malthin River
Pedestal
Pennel
Durengard
Mirrorsea Bay
Donbry
Leskos
Rhigos
Vizel


Rockwood Mountains
Roundlake Mountains
Desolation Hills
DAGORI INKARTH
Vale of Flowers
Crabtown
Boathouse Ruins
The Throne
Grand Mine
Stump
Torch
Castle of Lead
Shadows Dance
Where the Rock Speaks
Adari
Nine Good Giants
Contemplative Rest
Bison Plains
Indigo Mountains
The Better Place
Tada's High Tumulus
Pairing Stone
Indagos
Wolfsland
Obscure Plinth
PAVIS COUNTY
Jaldon's Rest
The Good Place
New Pavis
Big Rubble
Garhound
Moonbroth
Copper Caves
Hill of Orlanth Victorious
Sun Dome Temple
Winter Ruins
PRAX
The Long Dry
SUN COUNTY
Swenstown
Pimper's Block
Dead Place
Eiskolli
Helmbold
VULTURES COUNTRY
Sacred Ground
Dragonrise
Hender's Ruins
Caravan Alley
The Paps
Day's Rest
Eirtha Hills
Zola Fel River
Tourney Altar
Old Wind
The Block
Good Canal
Devil's Marsh
Horn Gate
Biggle Stone
Exile Stead
Stormwalk Mt.
Agape
Monkey Ruins
Cam's Well
Sog's Ruins
Orani's Mistake
Mount Passant
Corflu
10 miles
30 miles
50 miles
0
20 miles
40 miles
60 miles

Name

Cultural Trait
or Racial Power

Level & Class

God

STR	CON	DEX	INT	WIS	CHA	
						Score
						Modifier
		Initiative				*Mod & Level*

Defenses
AC
PD
MD

	Maximum	*Now*
Hit Points		
Recoveries		
Recovery Roll	D	+

Melee Attack

Ranged Attack

One Unique Thing

Runes

Backgrounds

Talents

Feats

Class Features, Powers, & Spells

Heroquest Gifts

Gear

Incremental Advances

- ○ *Ability Score Bonus*
- ○ *Attune Rune (p. 50)*
- ○ *Extra Heroquest Gift*
- ○ *Power/Spell*
- ○ *Feat*
- ○ *Hit Points*
- ○ *Skills*

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