

THE CROWN COMMANDS MAP FOLIO

15TH AGE



Battle Scenes for Four Icons

NAOMI VAN DOREN, ALYSSA FADEN, GILL PEARCE
AND RALF SCHEMMANN



Pelgrane Press

THE CROWN COMMANDS MAP FOLIO

BATTLE SCENES FOR FOUR ICONS

INTRODUCTION

Each one of the encounters in the Battle Scenes series includes an expertly-drawn map. The maps as they appear in *The Crown Commands* show the GM what the setting for the battle is and where the monsters are, but they don't show the full glory of the originals.

The Map Folio does justice (but not like the Crusader) to the cartographer's detailed full-colour designs, and bring the encounters to life (but not in the manner of the Lich King). And, while *13th Age* doesn't care about exact measurements, all the Battle Scenes make good use of terrain and distances, so these full page and full color versions allow players to plan their moves, climb walls, dodge lava pits and abseil down cliffs, while their foes do the same.

We've included a GM and a player version of each map, which are printed on different sheets, so that GMs

can keep their version behind the screen, while the players see theirs.

Both versions of the maps shows the terrain features and cover. The GM version also includes the encounter title, *The Crown Commands* page reference and map labels which show the rough position of monsters and some terrain features. Monster positions are approximate because battles use different numbers of monsters based on the amount and level of the PCs. There is an index of maps on the back cover, which references *The Crown Commands*.

And maps are useful in themselves. I'd be very surprised if you didn't find other uses for these maps in your *13th Age* games – if you do we'd love to hear from you!

CREDITS

PUBLISHERS

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Alyssa Faden (Emperor),
Gill Pearce (Elf Queen),
Ralf Schemmann (Lich King)

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MAP WRANGLER

Simon Rogers

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Melissa Gay

DEVELOPER, EDITOR, AND ART

DIRECTOR

Rob Heinsoo

THE CROWN COMMANDS WAS DESIGNED BY CAL MOORE

AND DEVELOPED BY ROB HEINSOO

13TH AGE IS A FANTASY ROLEPLAYING GAME BY

ROB HEINSOO, JONATHAN TWEET,
LEE MOYER, & AARON MCCONNELL

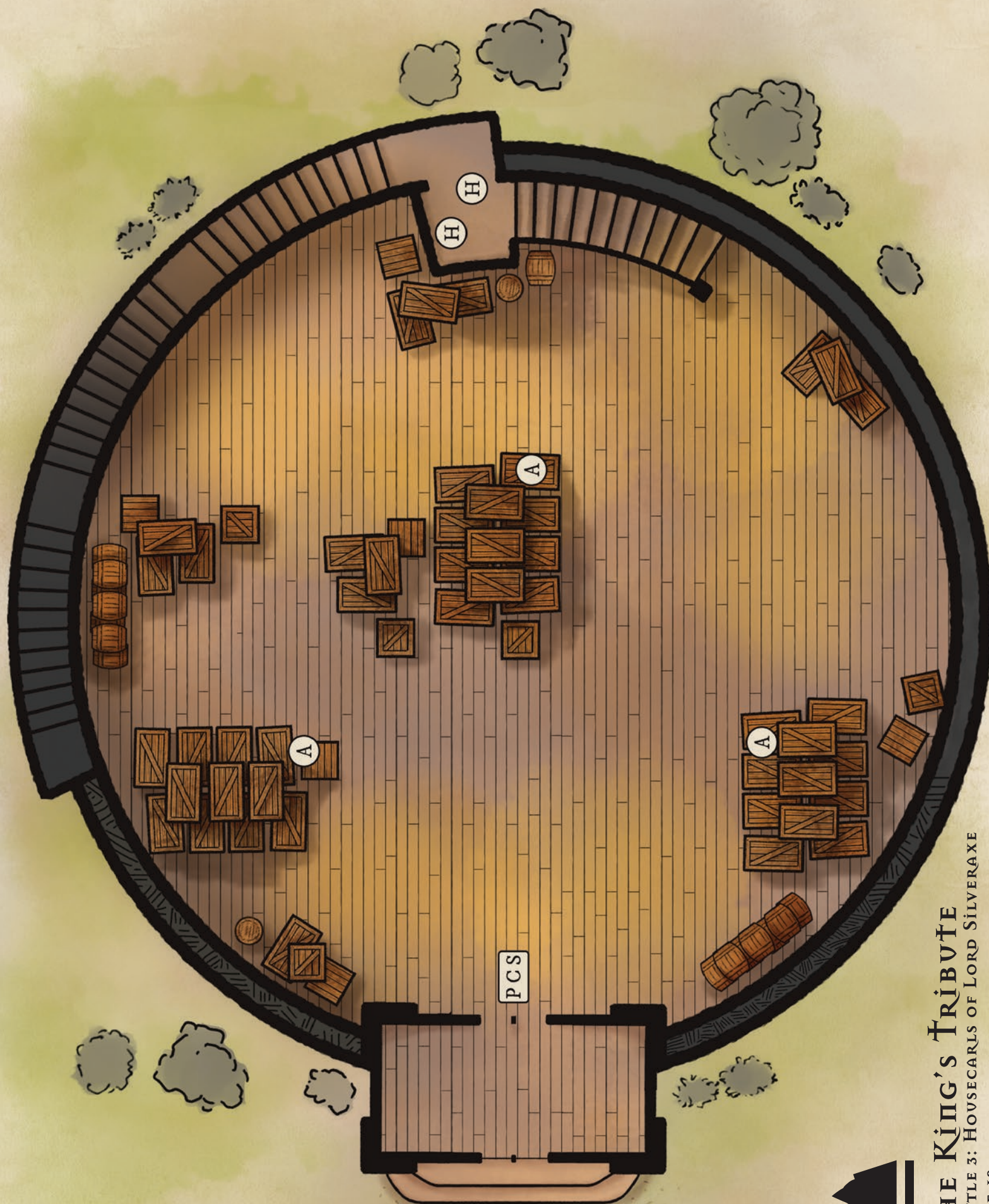




THE KING'S TRIBUTE

BATTLE 28 BACK-ALLEY AMBUSH

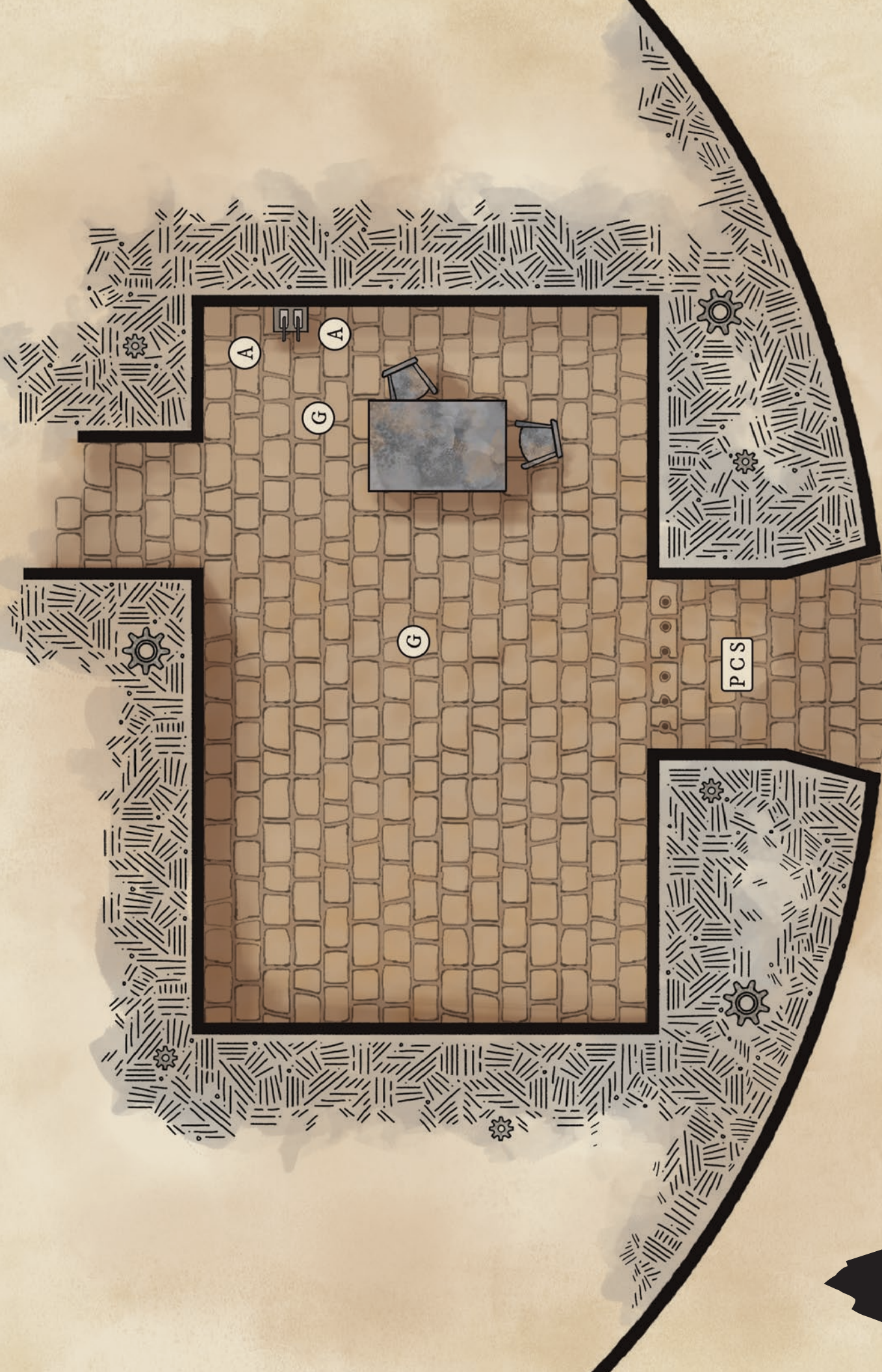
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THE KING'S TRIBUTE

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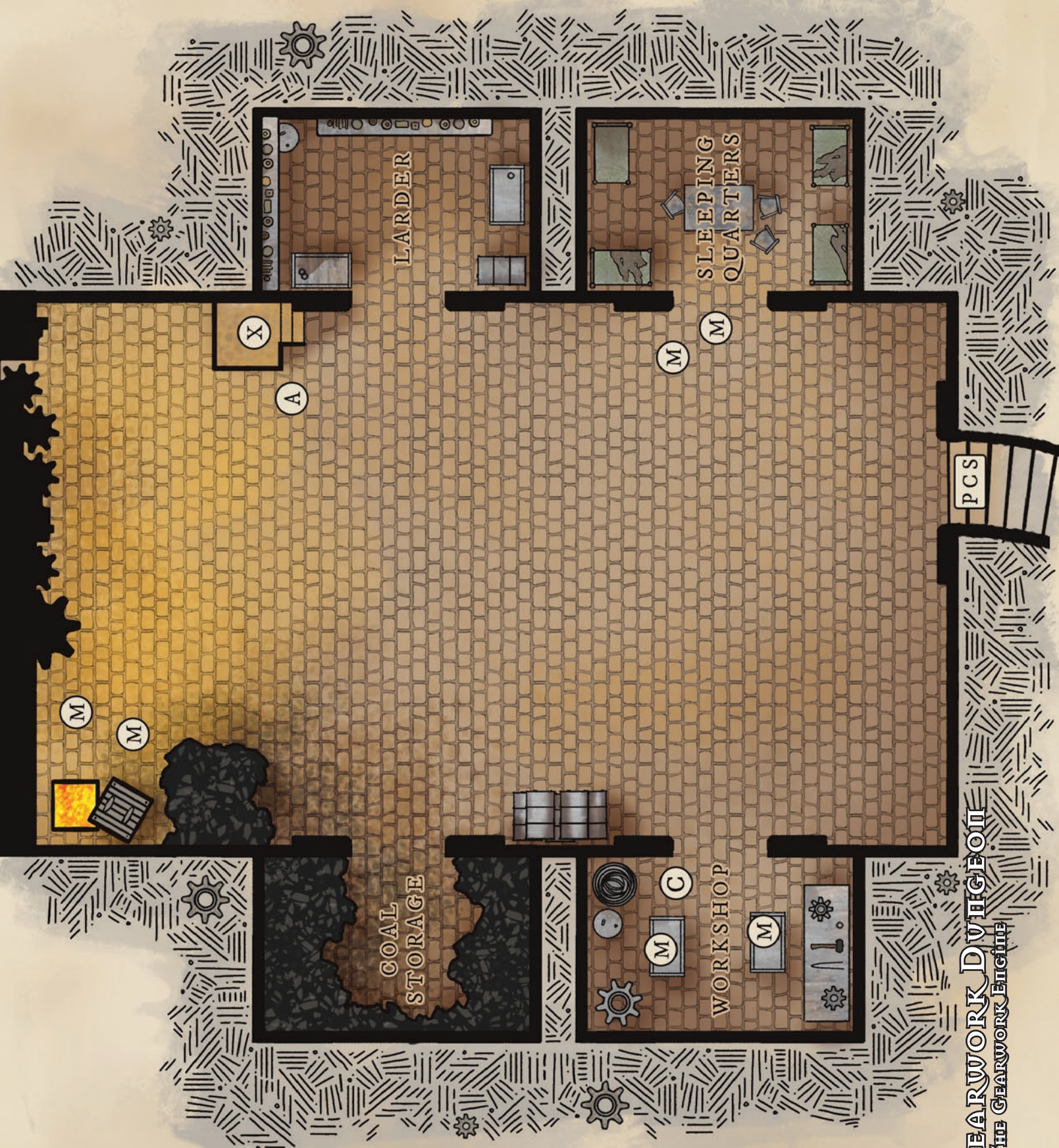


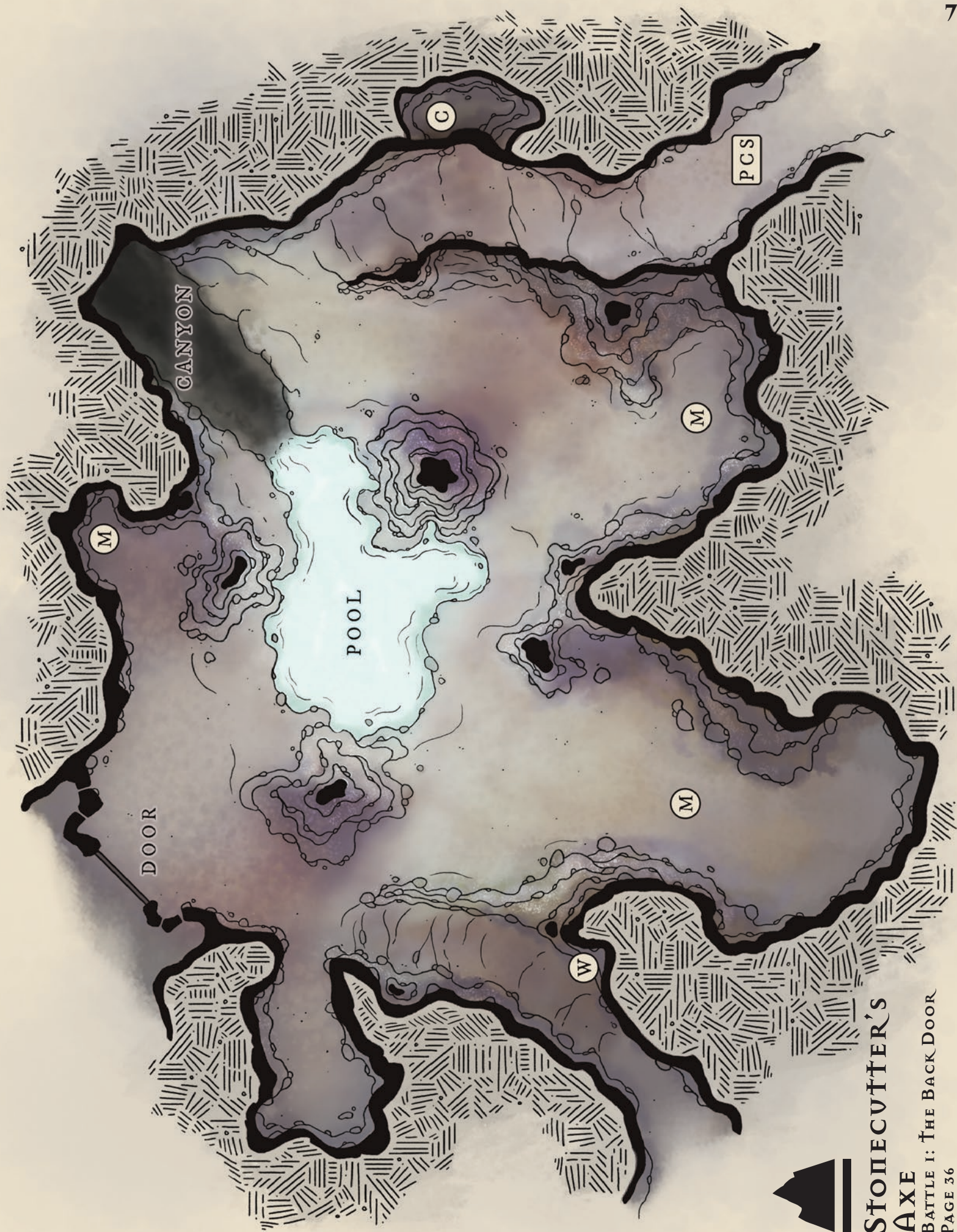
THE GEARWORK DUNGEON

BATTLE 1: ENTERING THE DUNGEON

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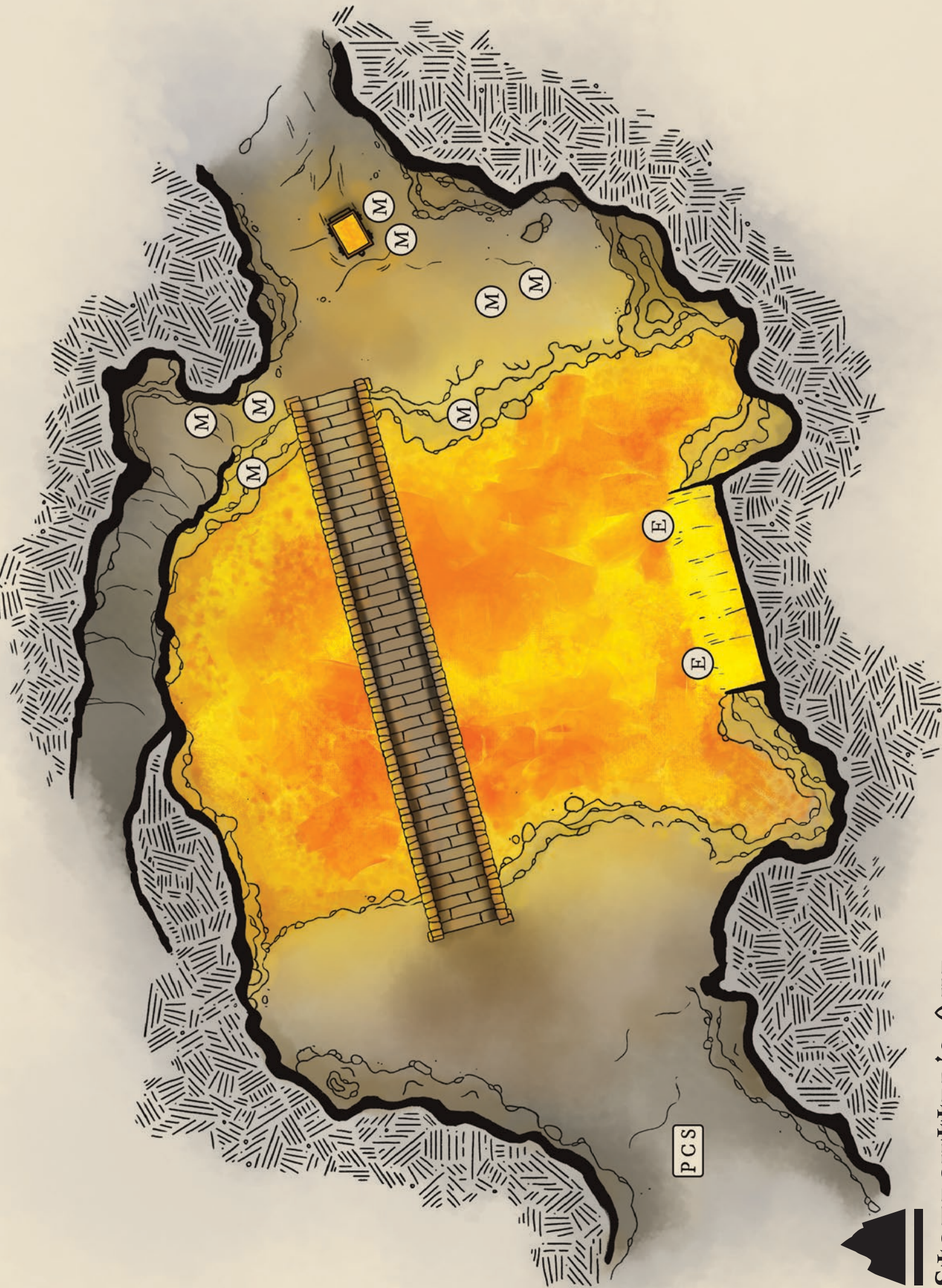






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BATTLE 1: THE BACK DOOR
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STONECUTTER'S AXE

BATTLE 2: THE LAVA BRIDGE

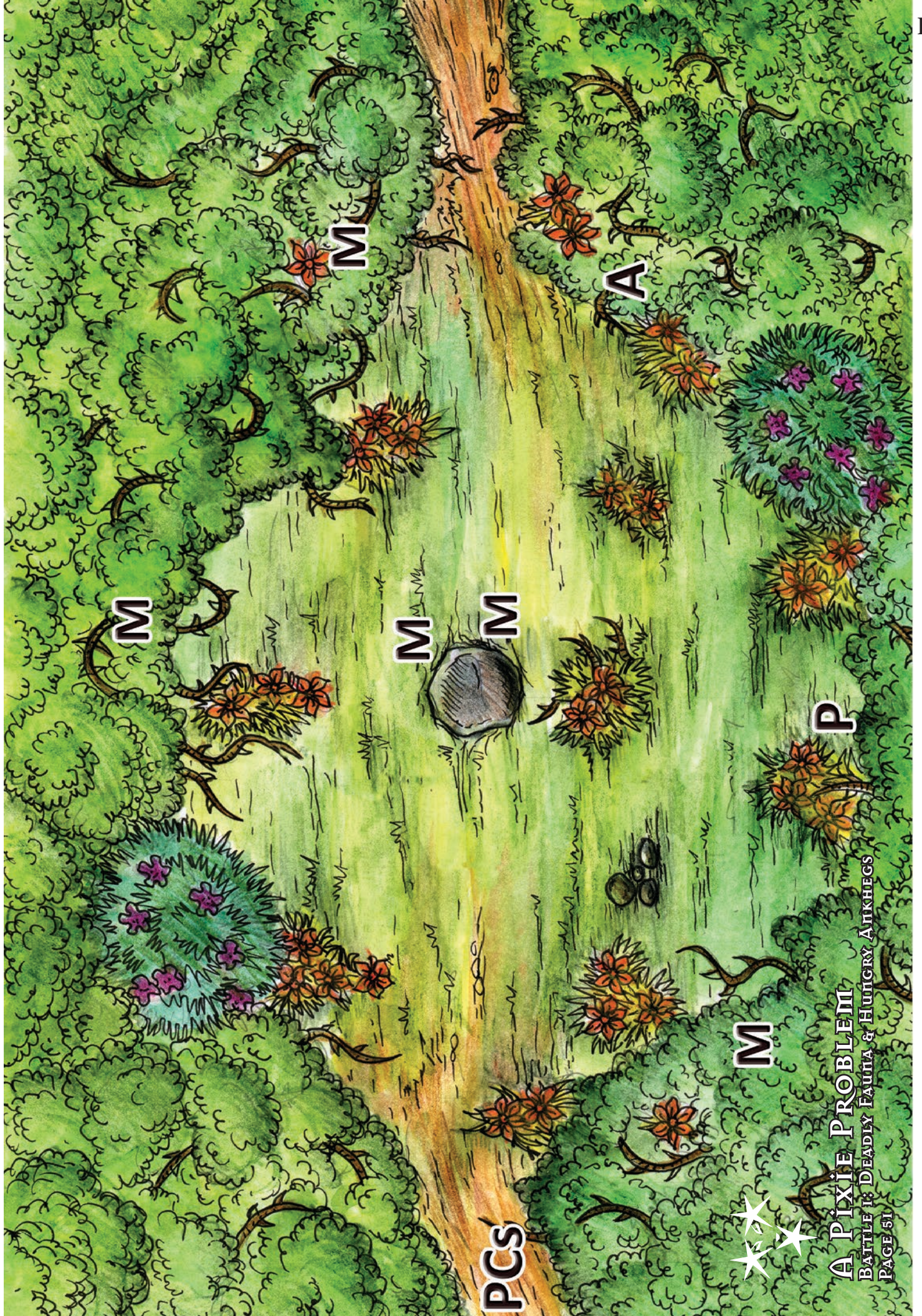
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STONECUTTER'S AXE

BATTLE 3: THE HALL
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PCS



A PIXIE PROBLEM

BATTLE 1: DEADLY FAUNA & HUNGRY AIKHEGS

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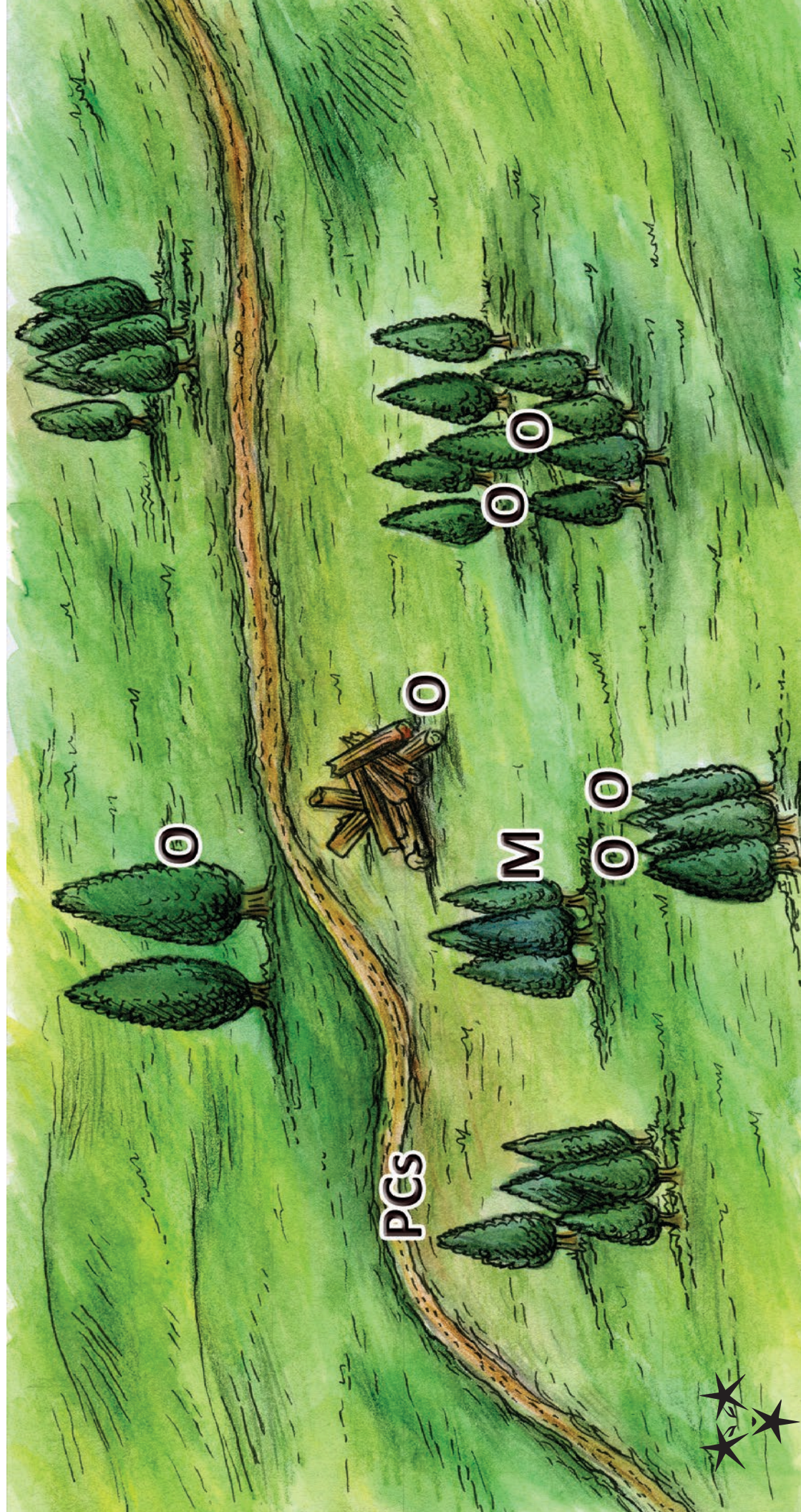


A PIXIE PROBLEM

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A PIXIE PROBLEM

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A Pixie Problem

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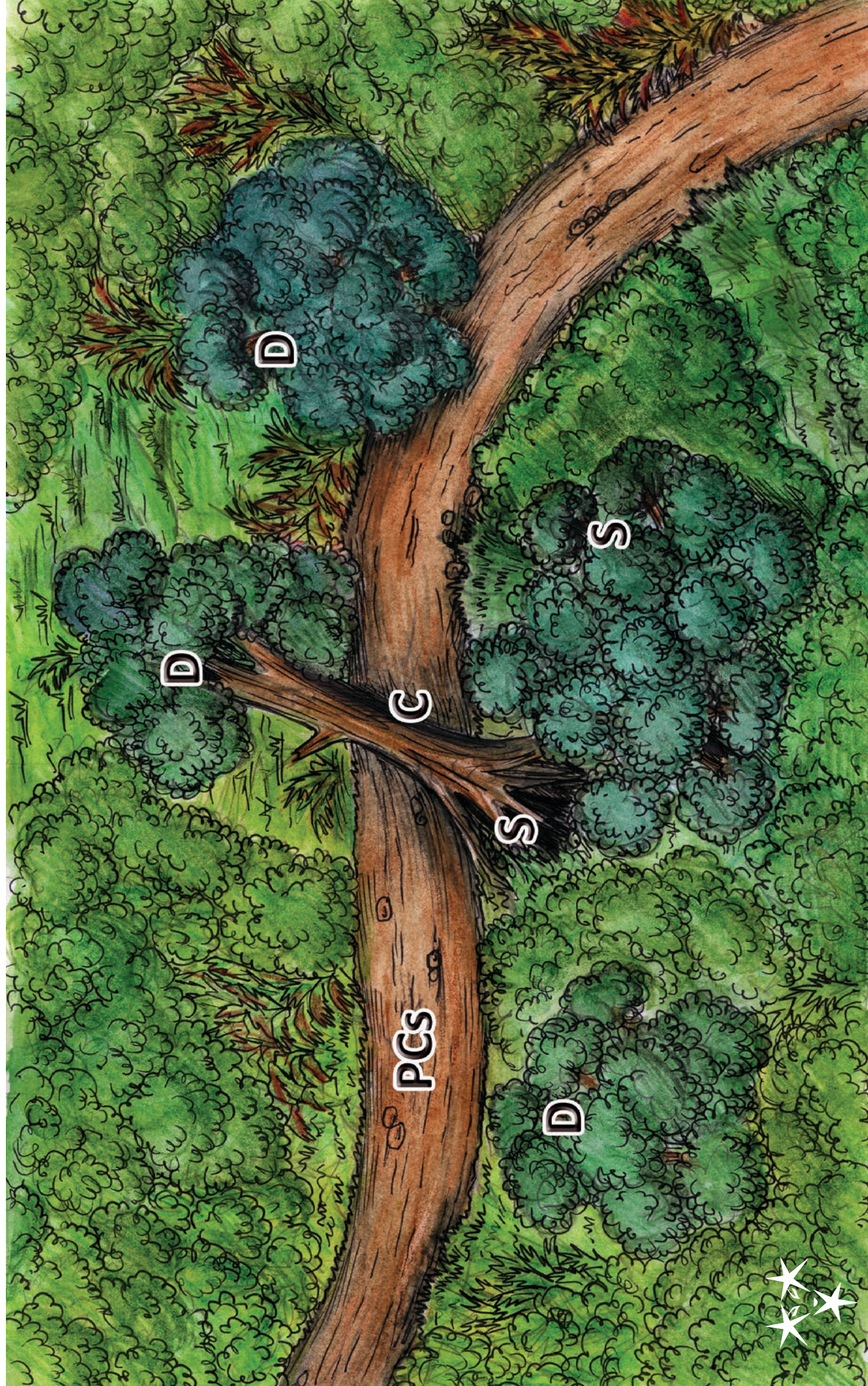
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DAnger in DARKWOOD

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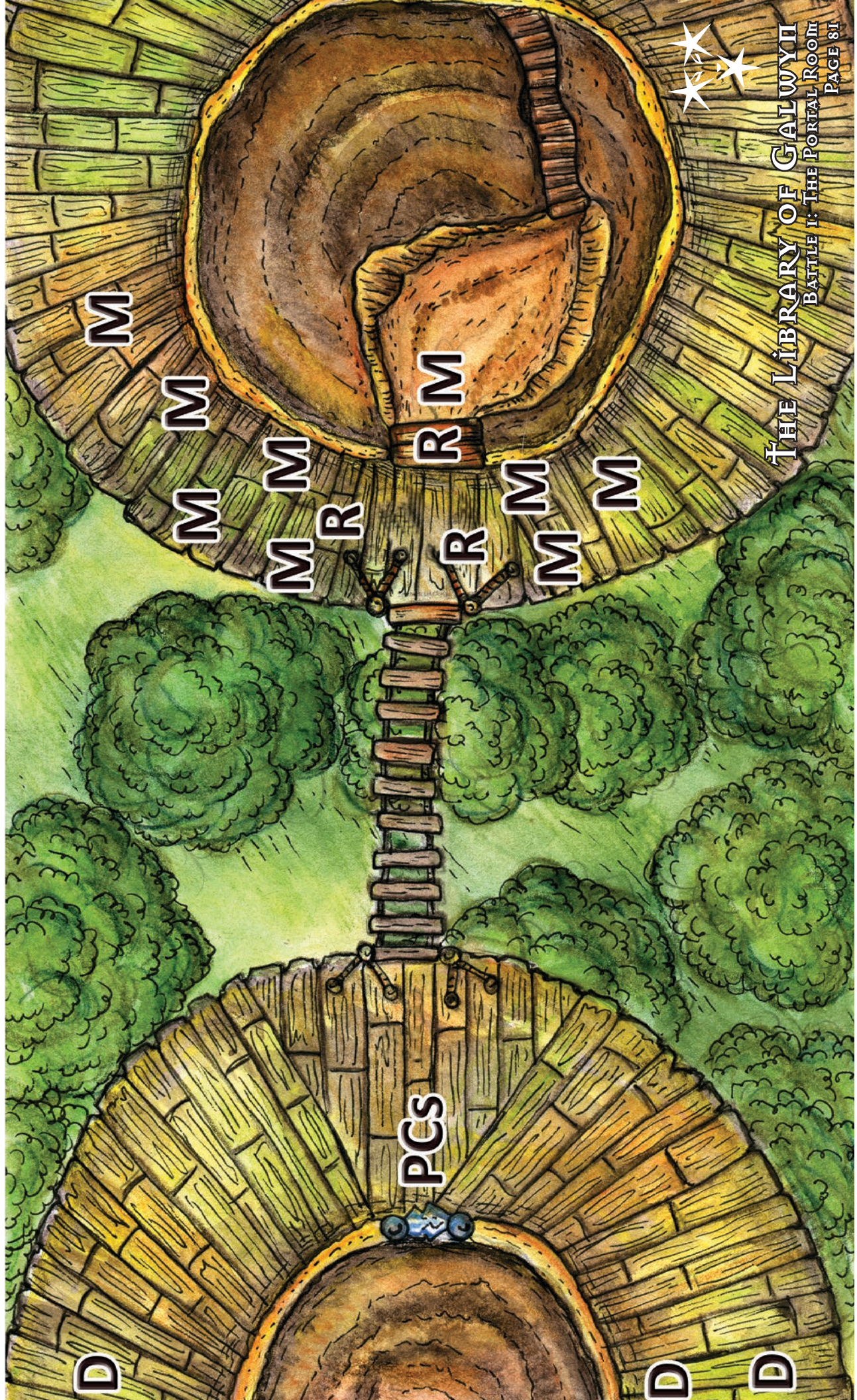
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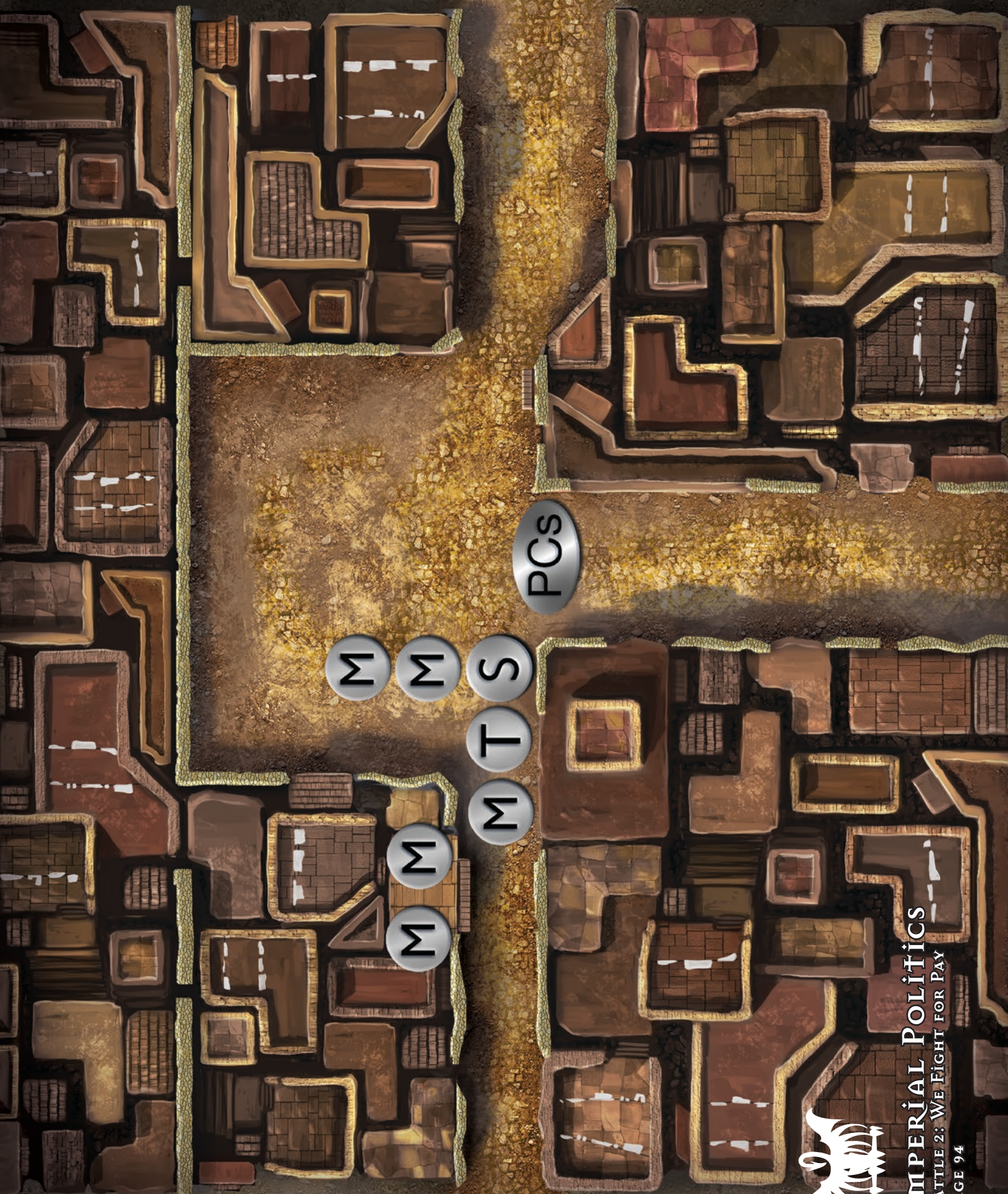


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IMPERIAL POLITICS

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IMPERIAL POLITICS

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IMPERIAL POLITICS

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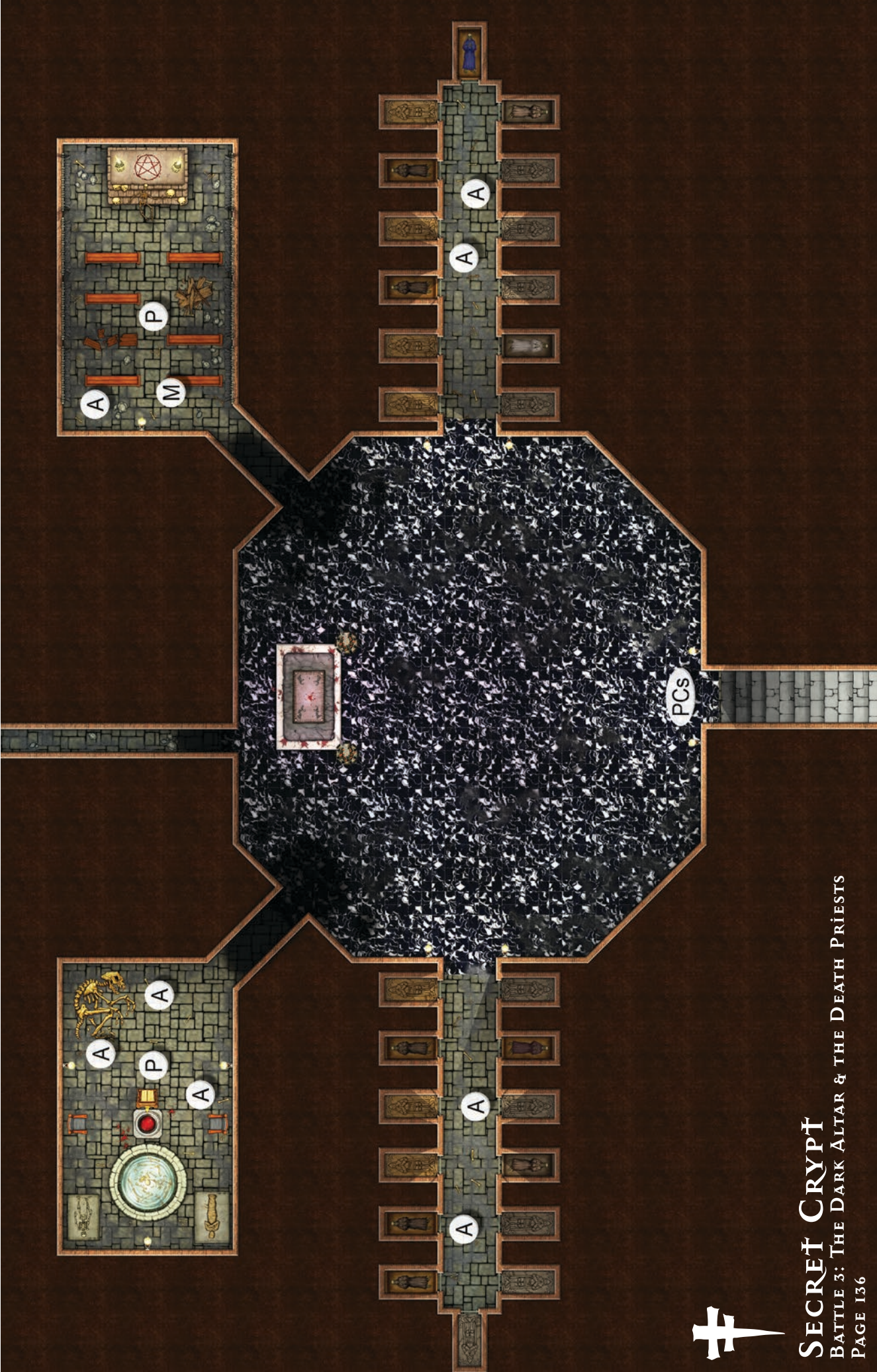
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SECRET CRYPT

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SECRET CRYPT

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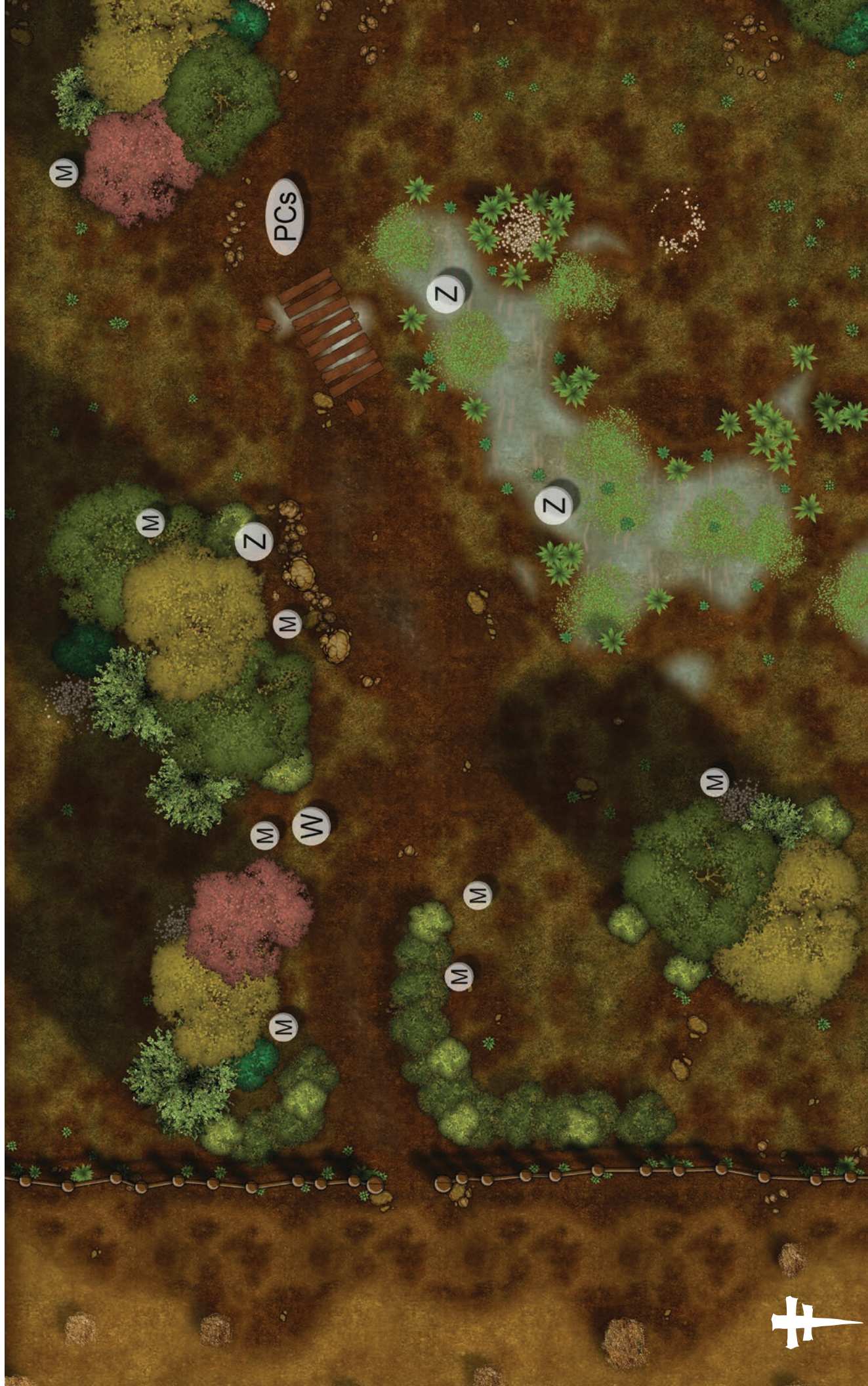


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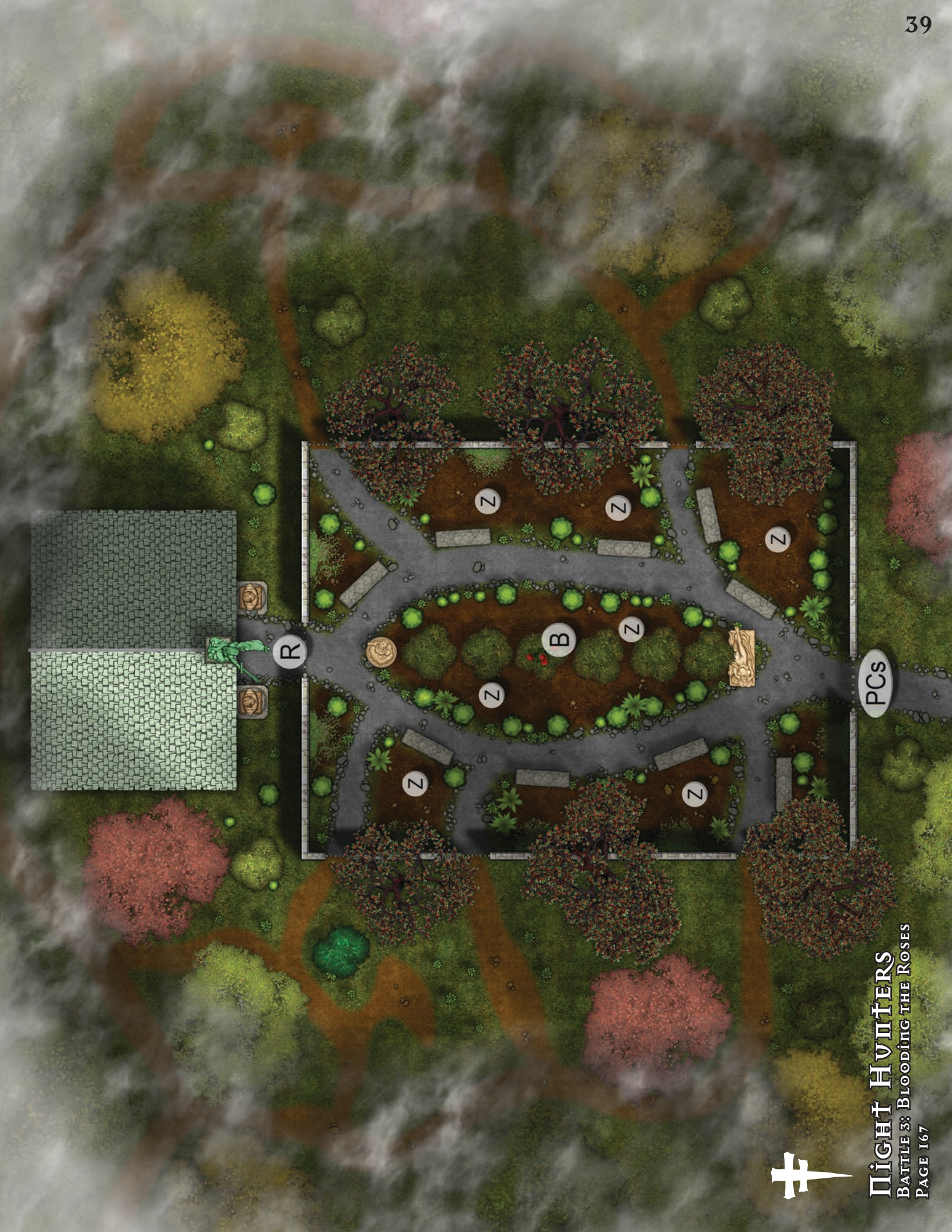


NIGHT HUNTERS

BATTLE 1: FIRST THE PREY

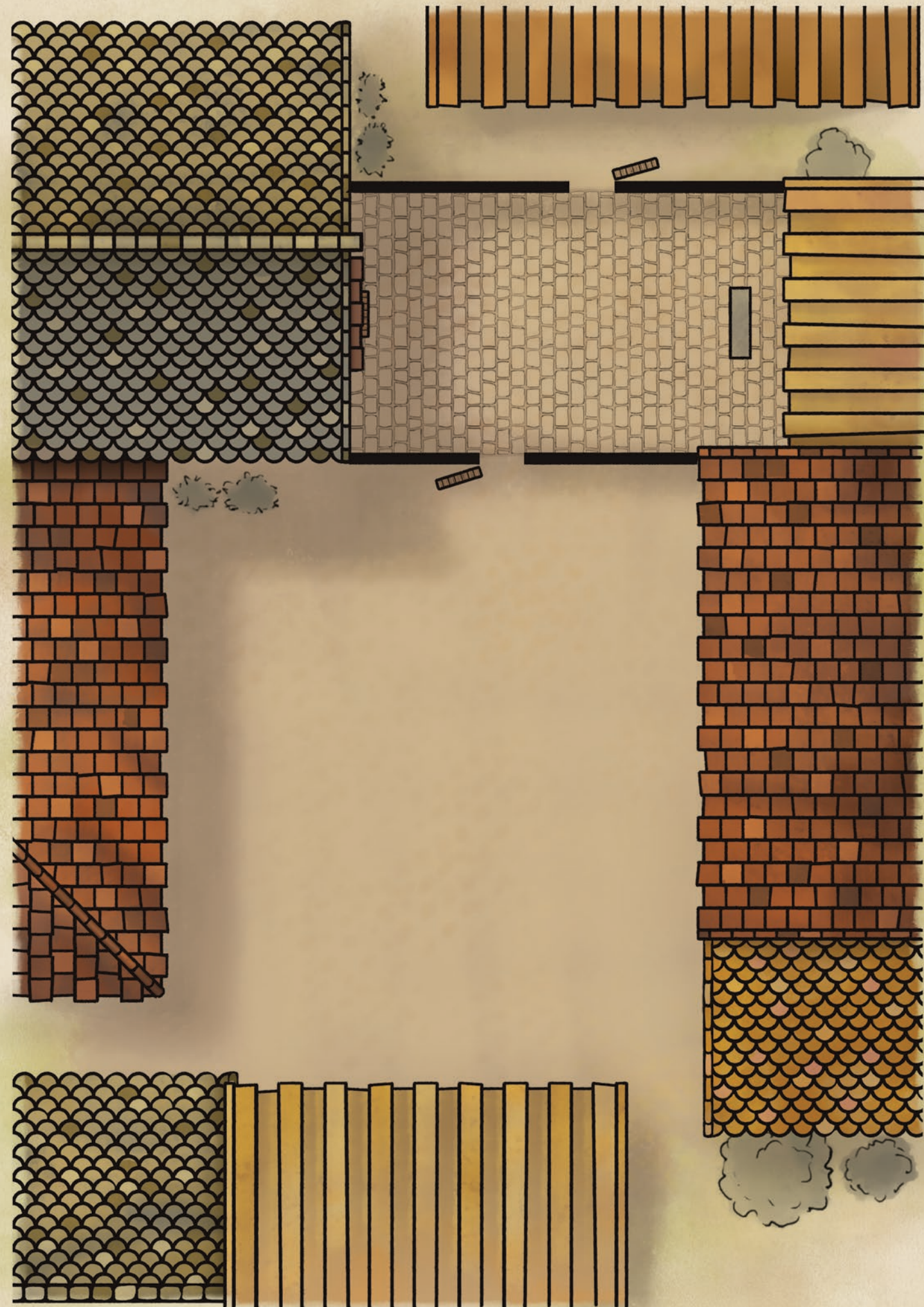
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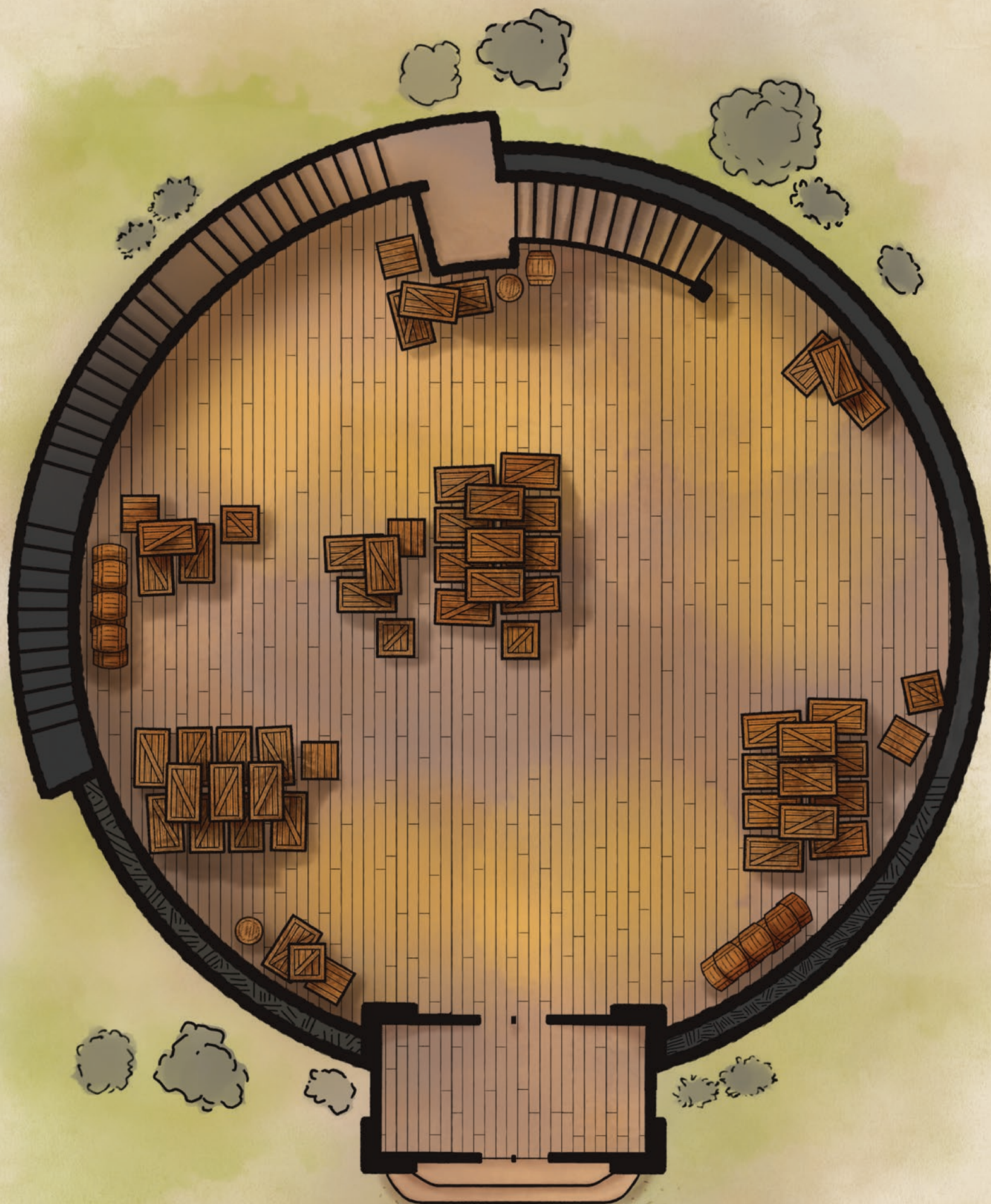


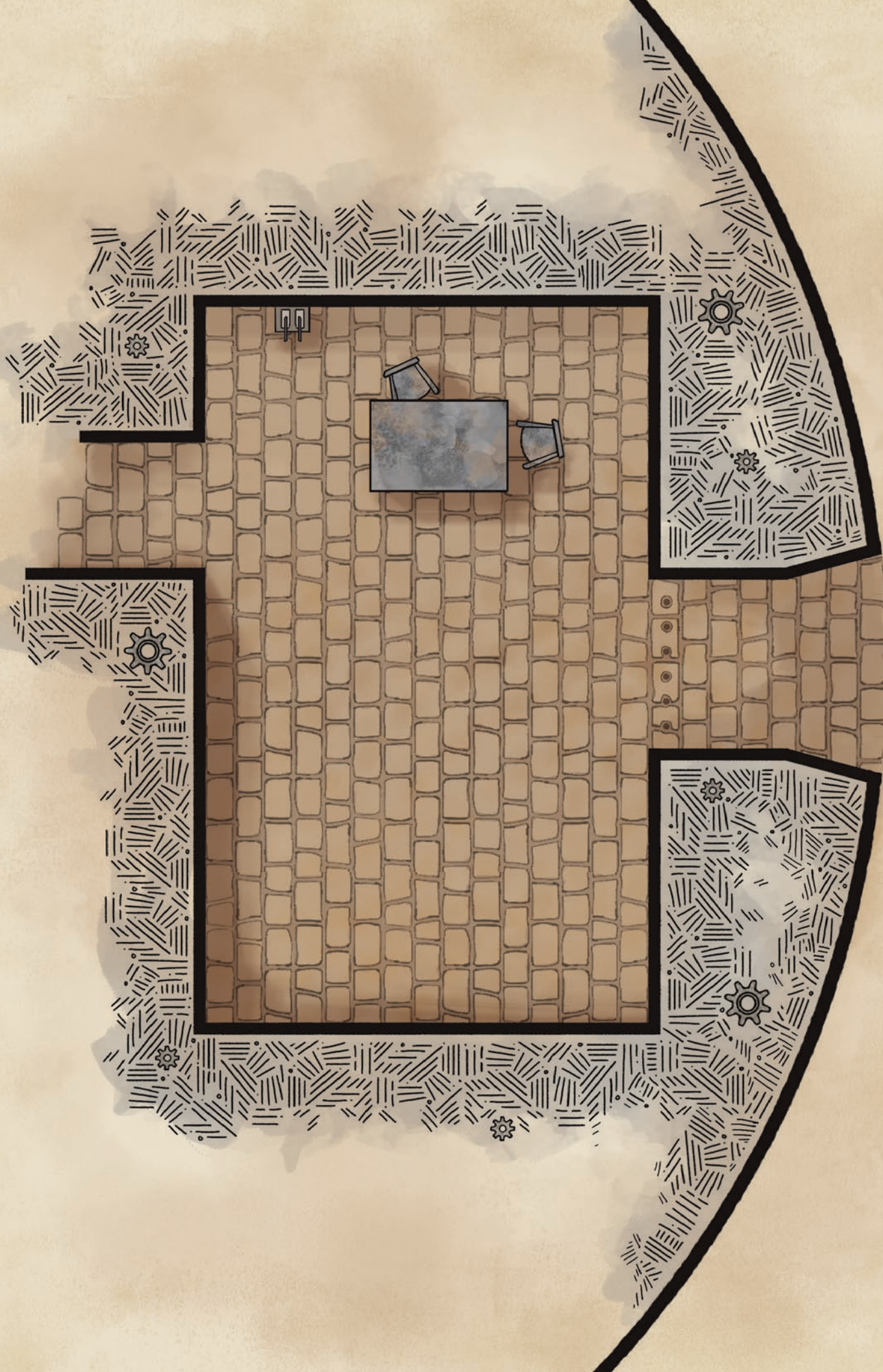


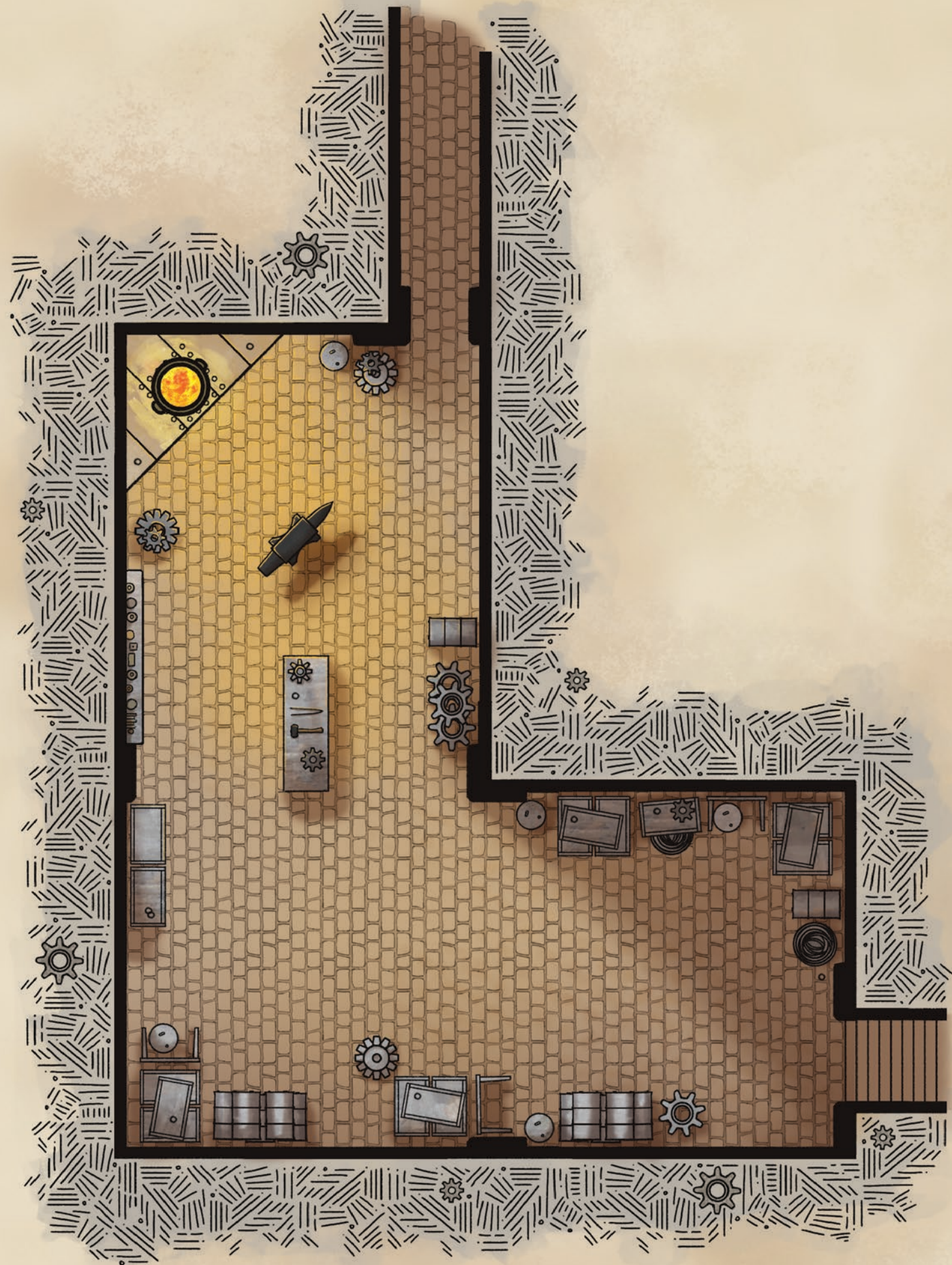


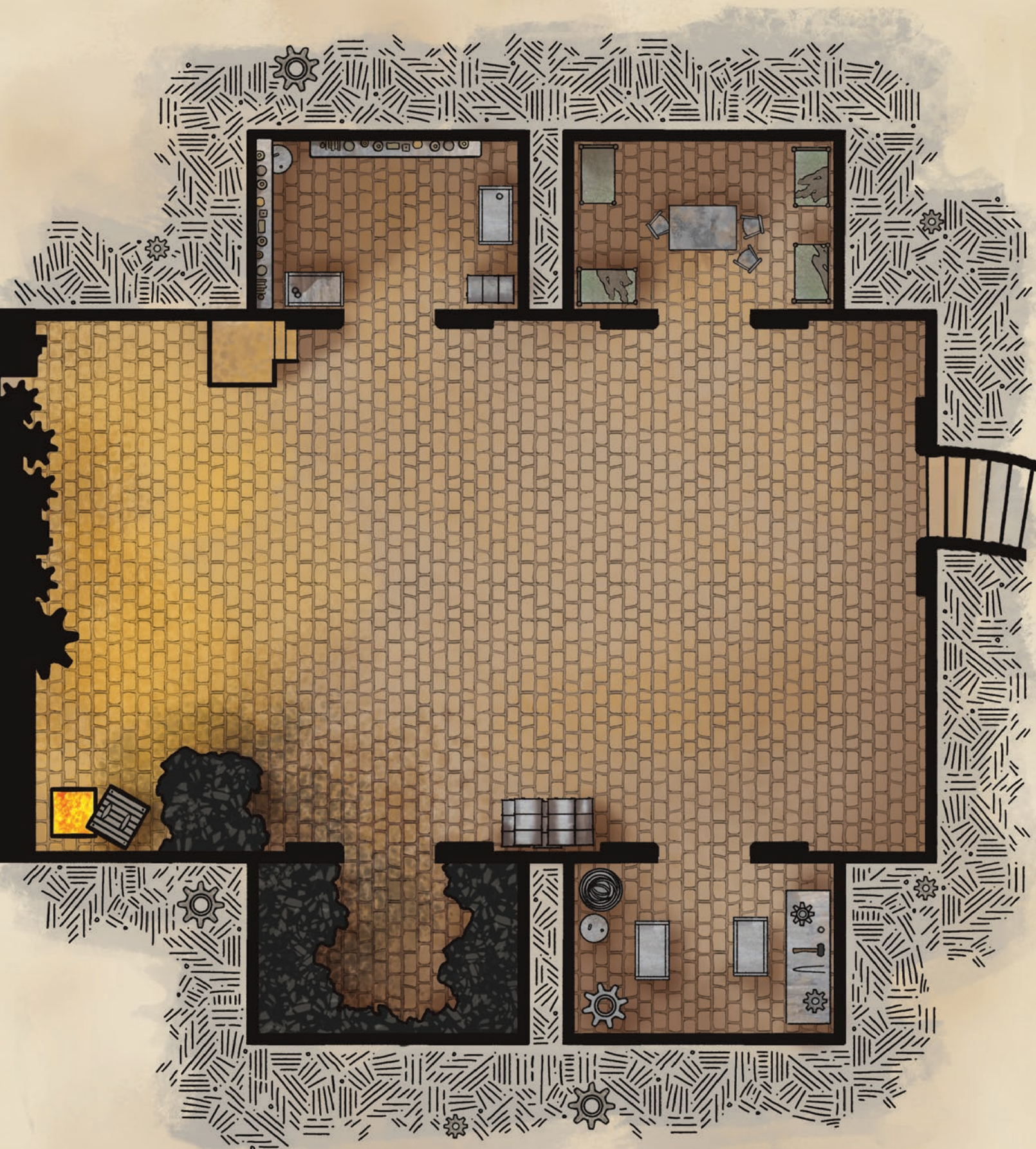


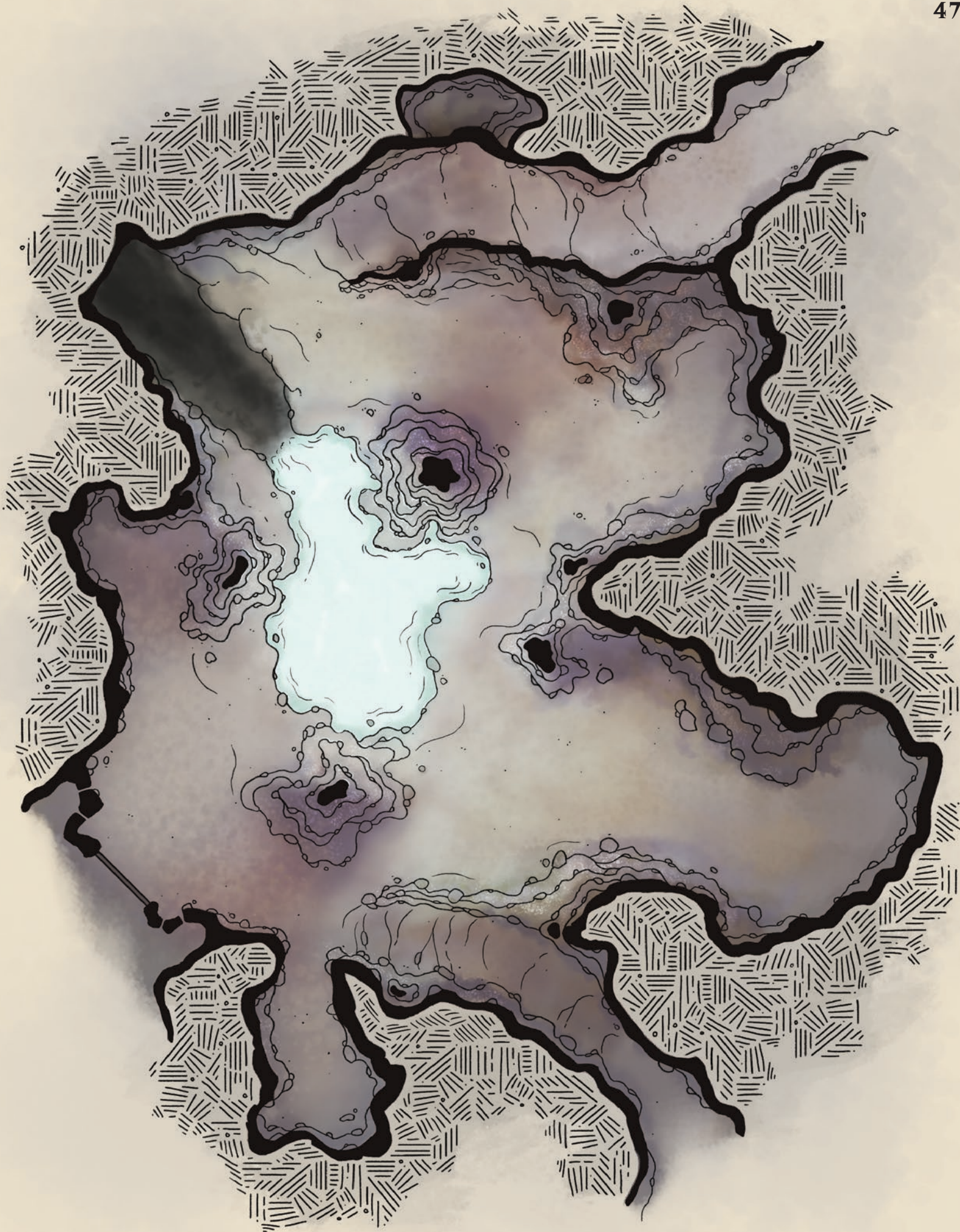


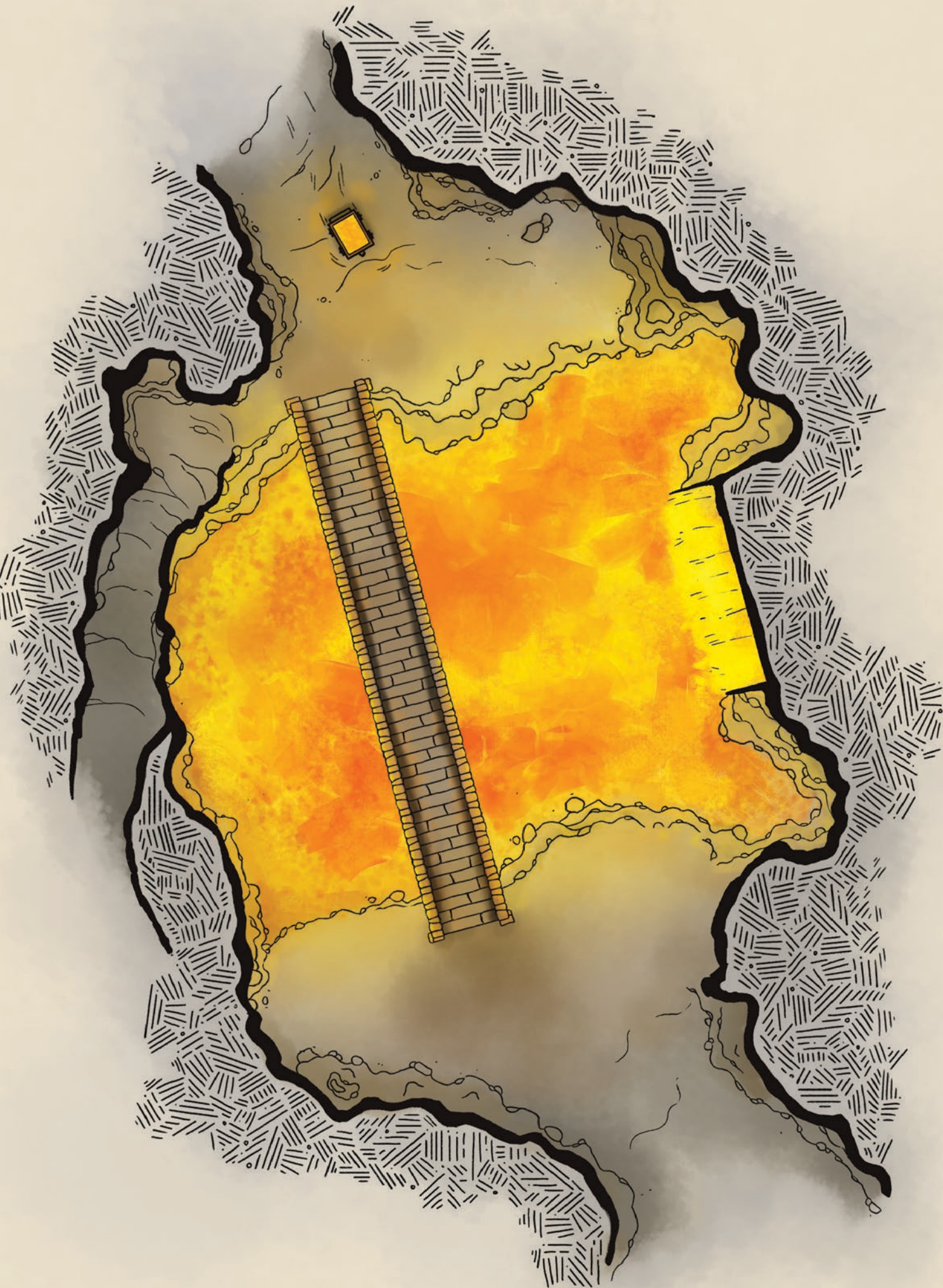
















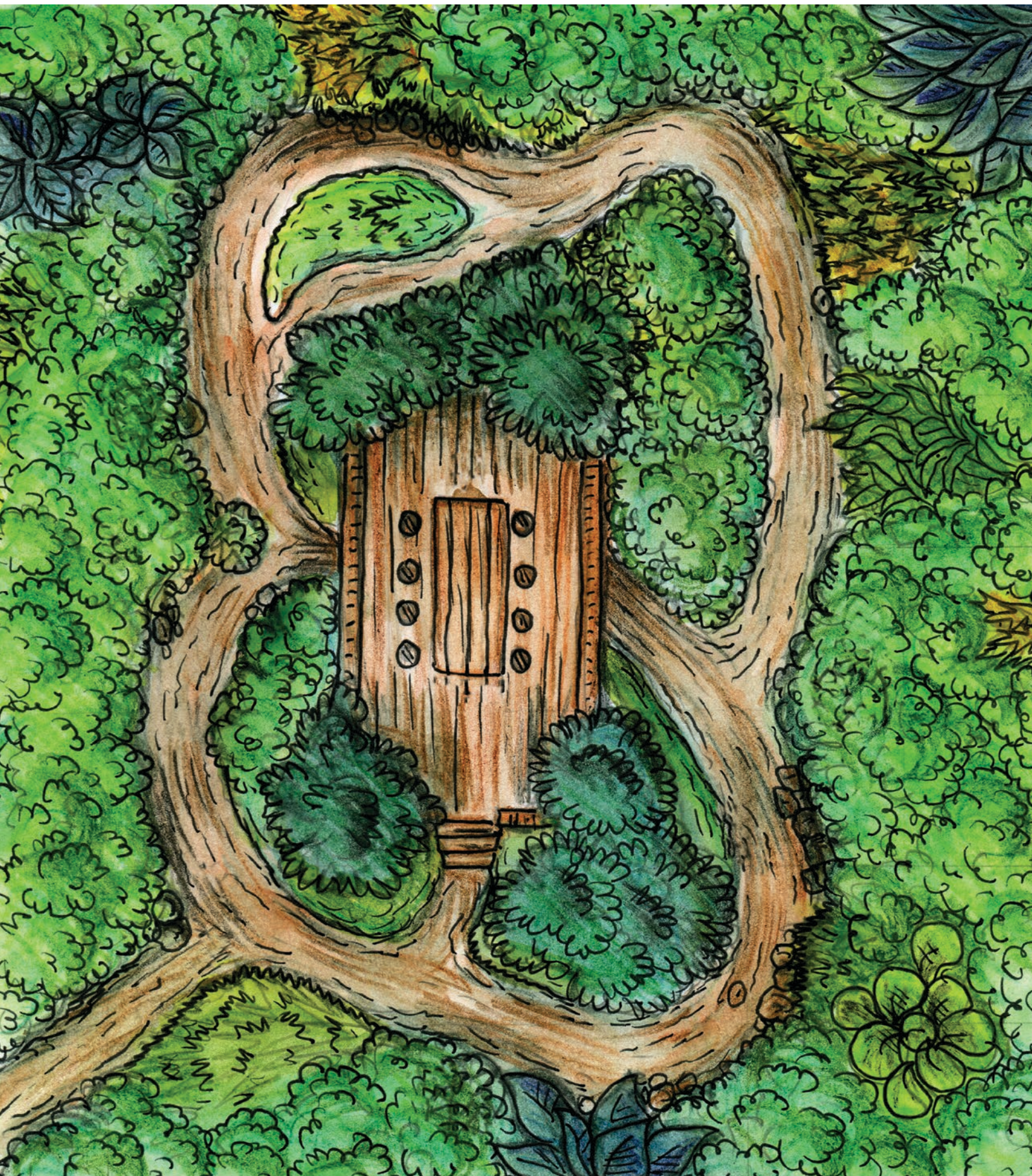








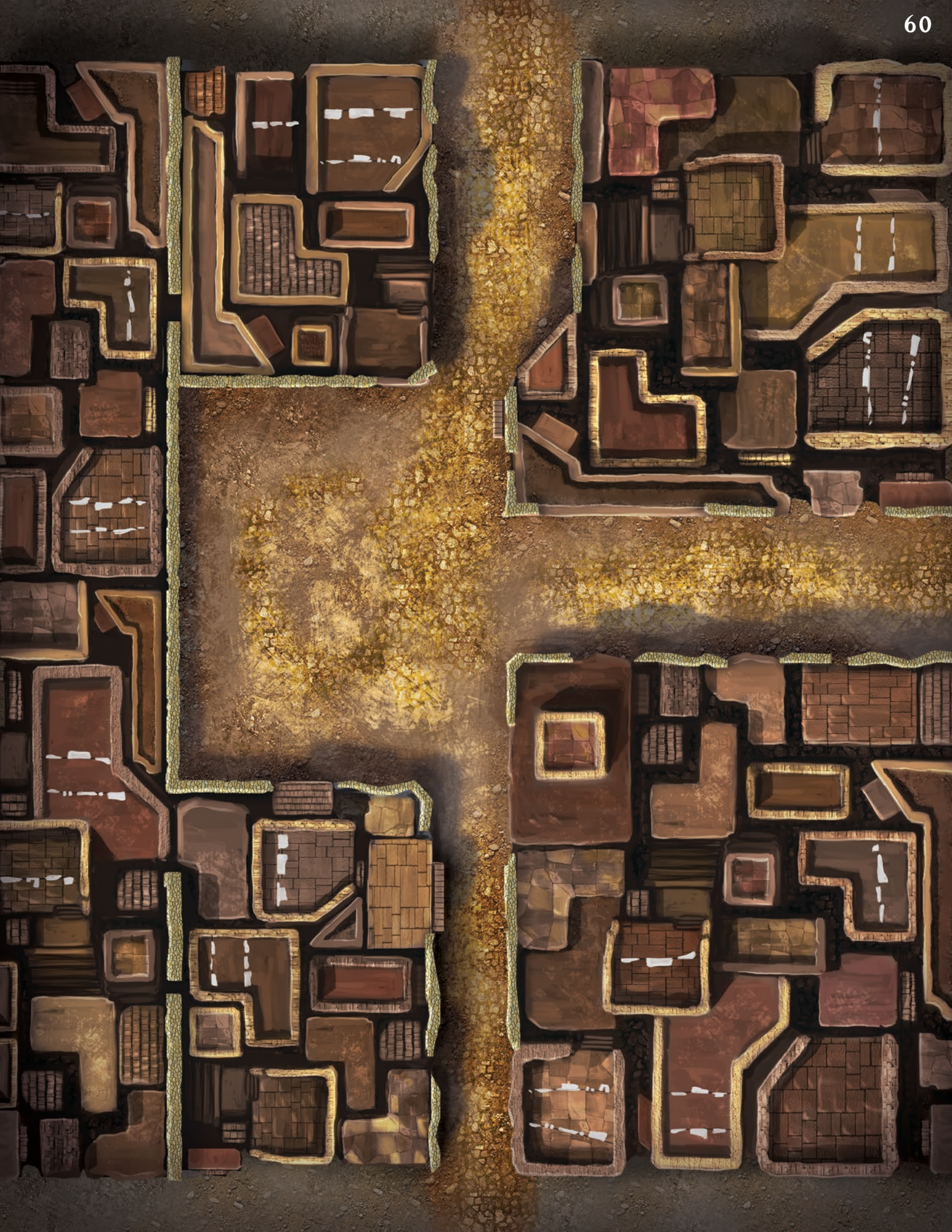


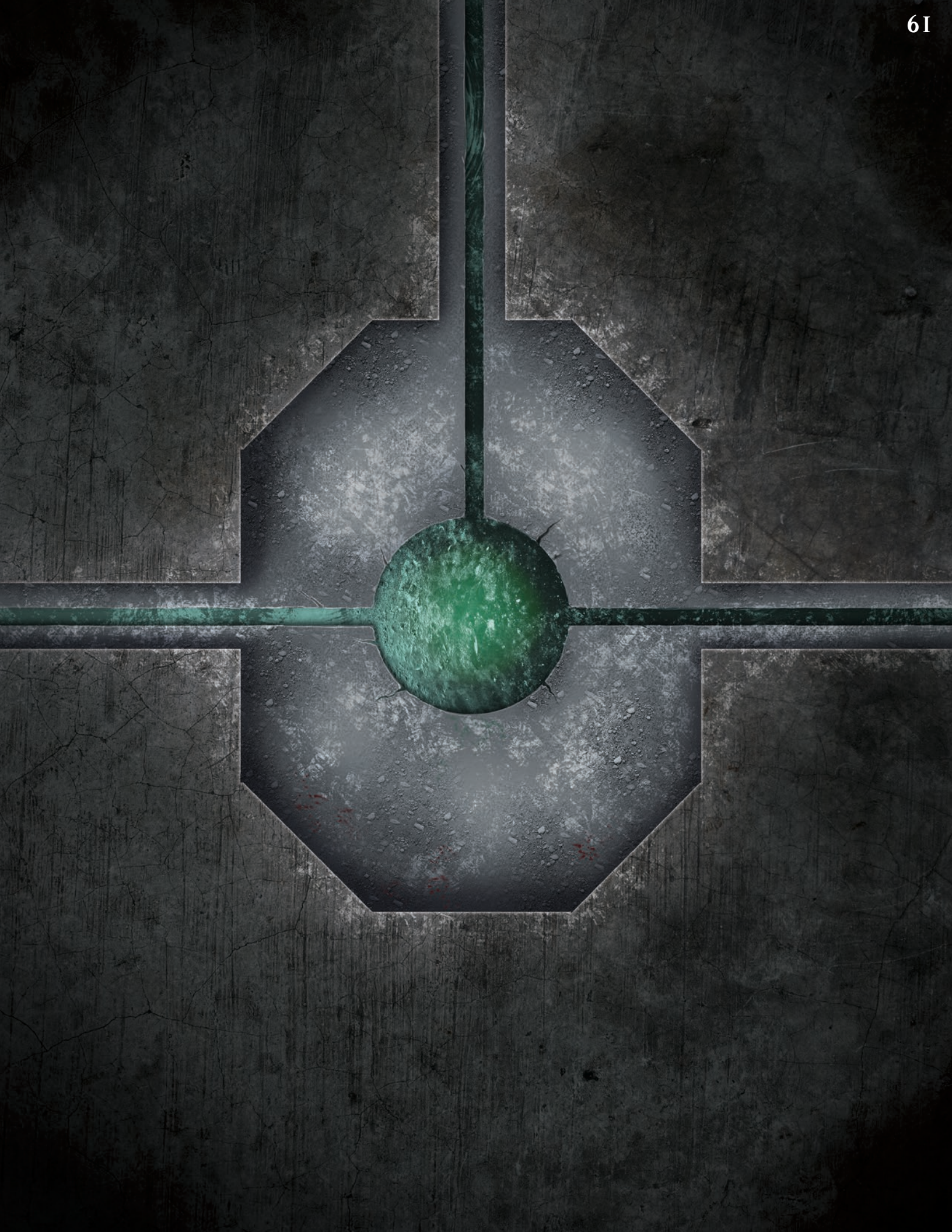










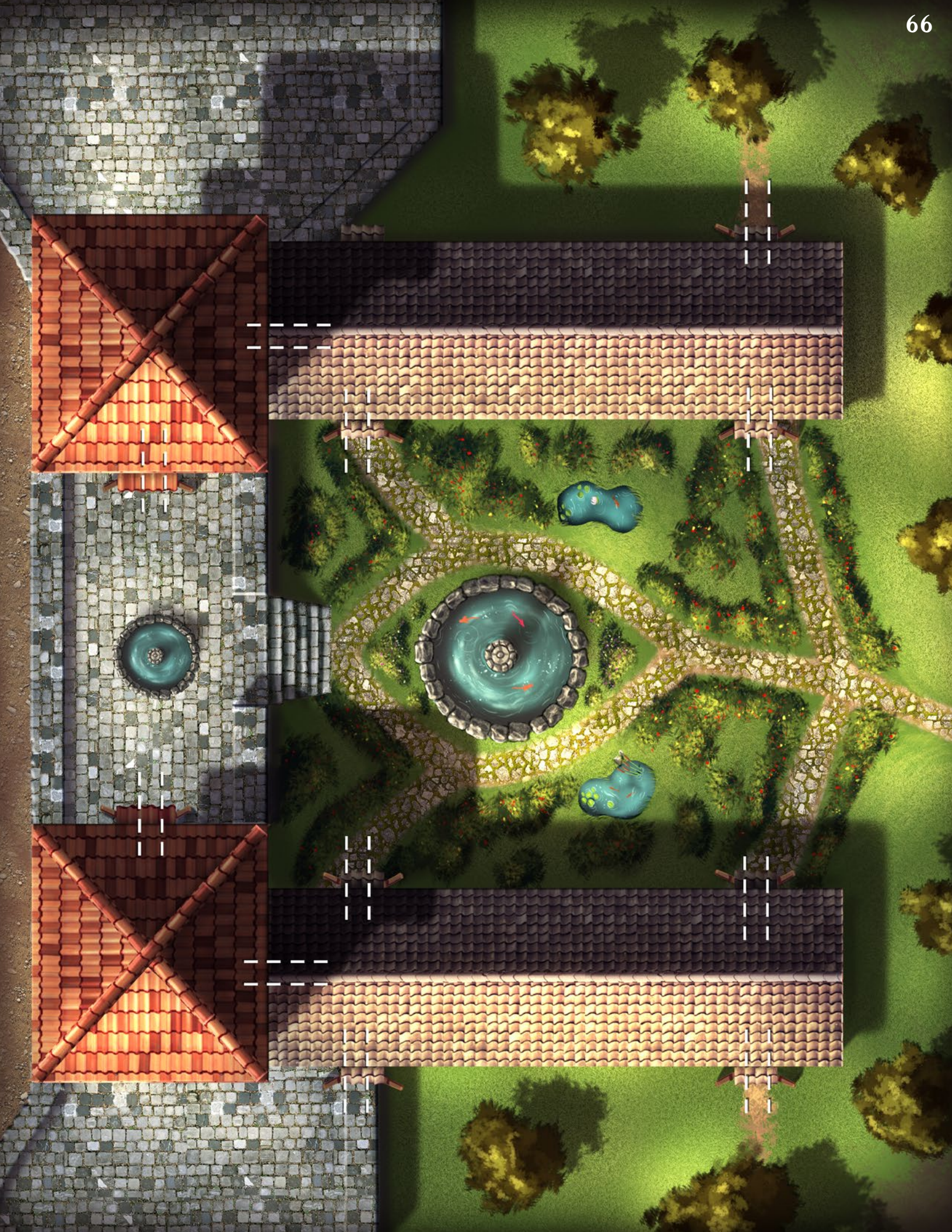








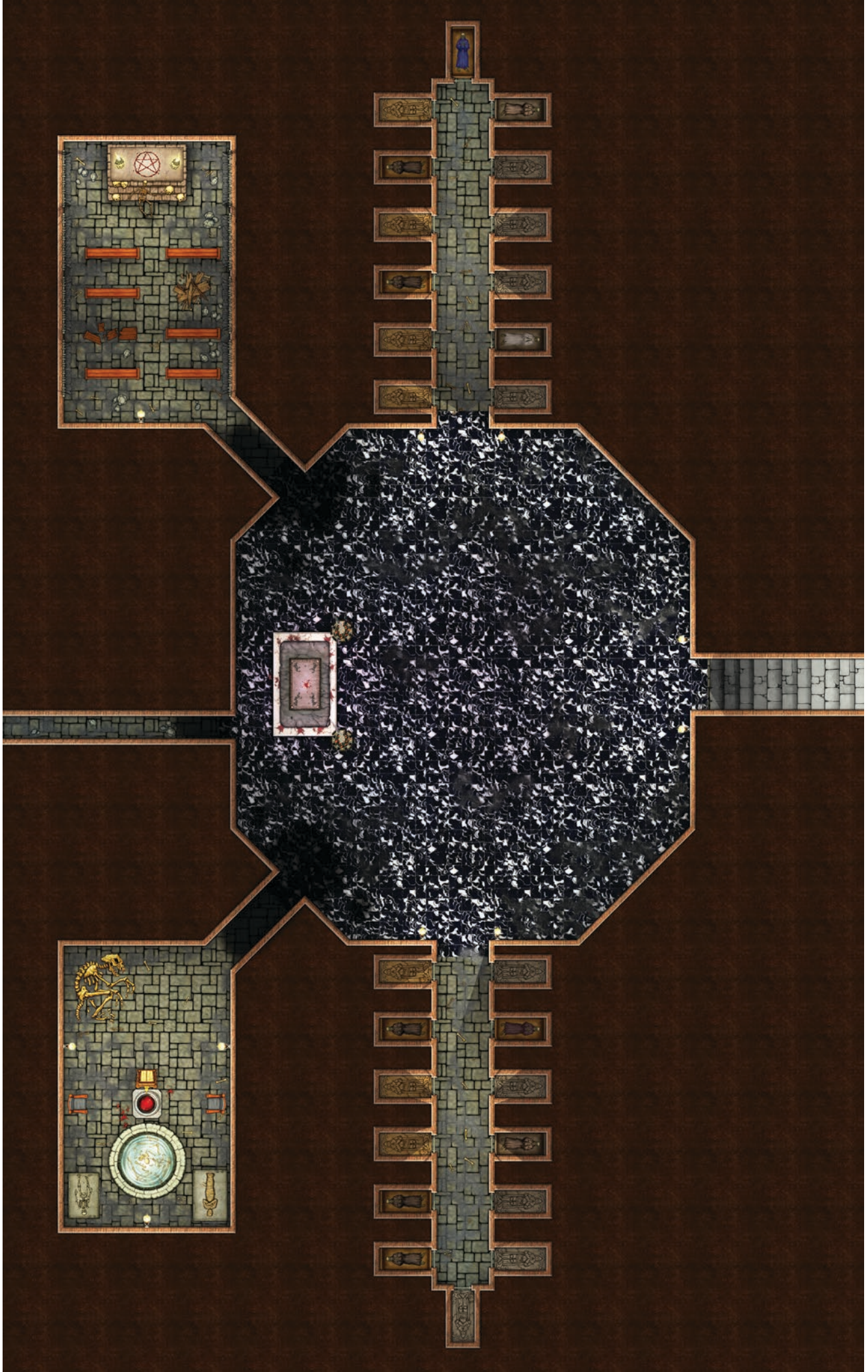










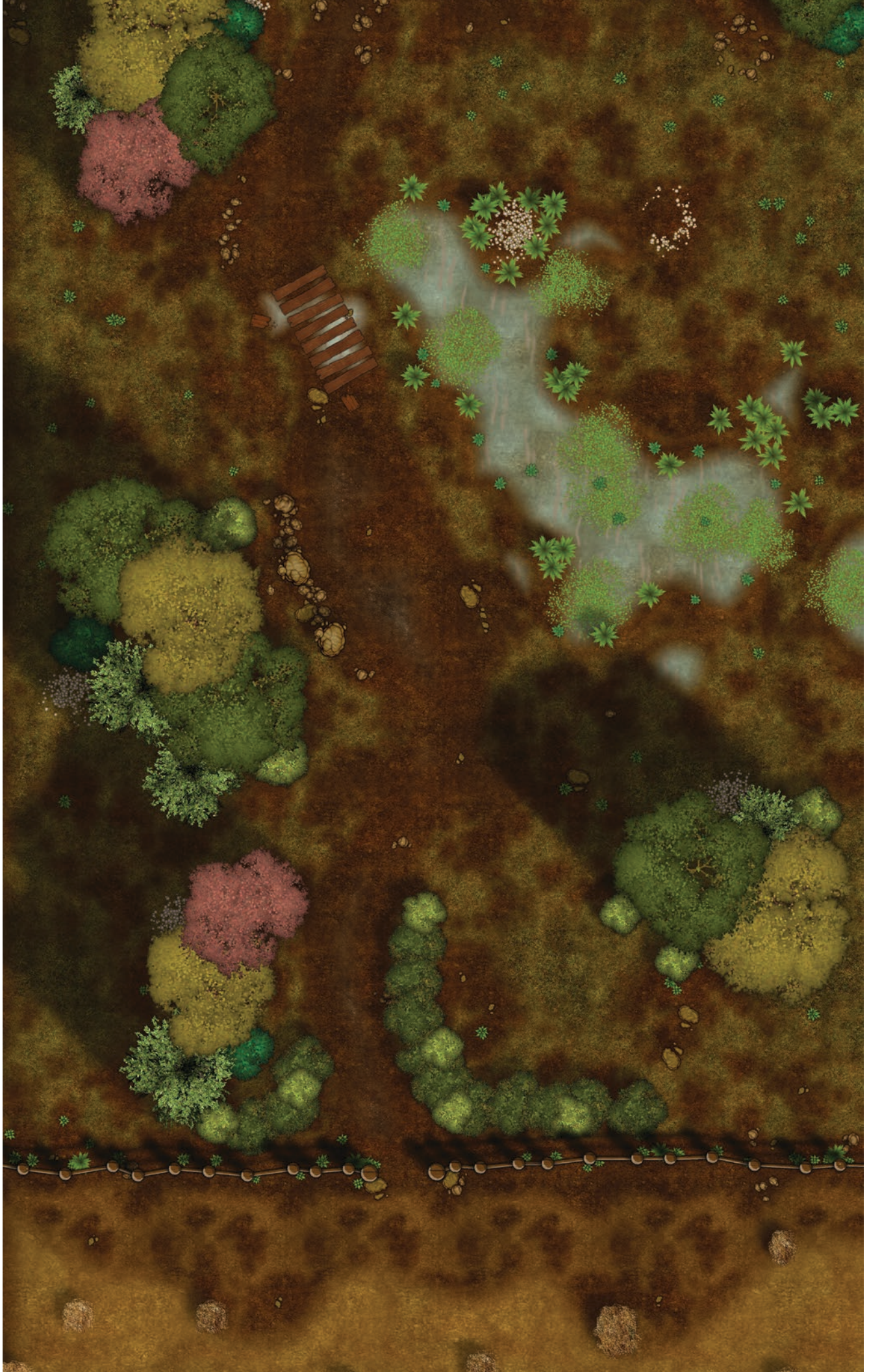


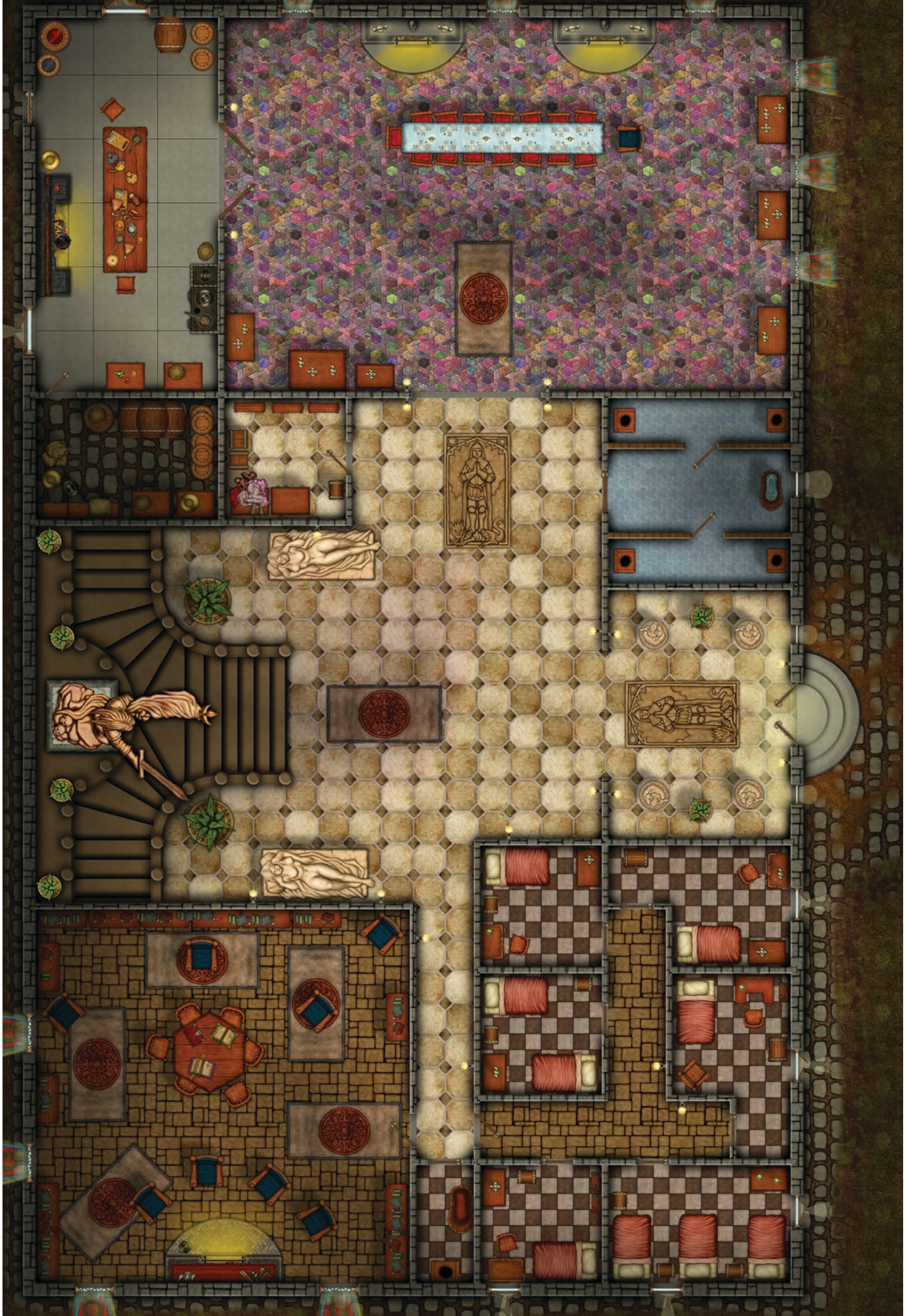


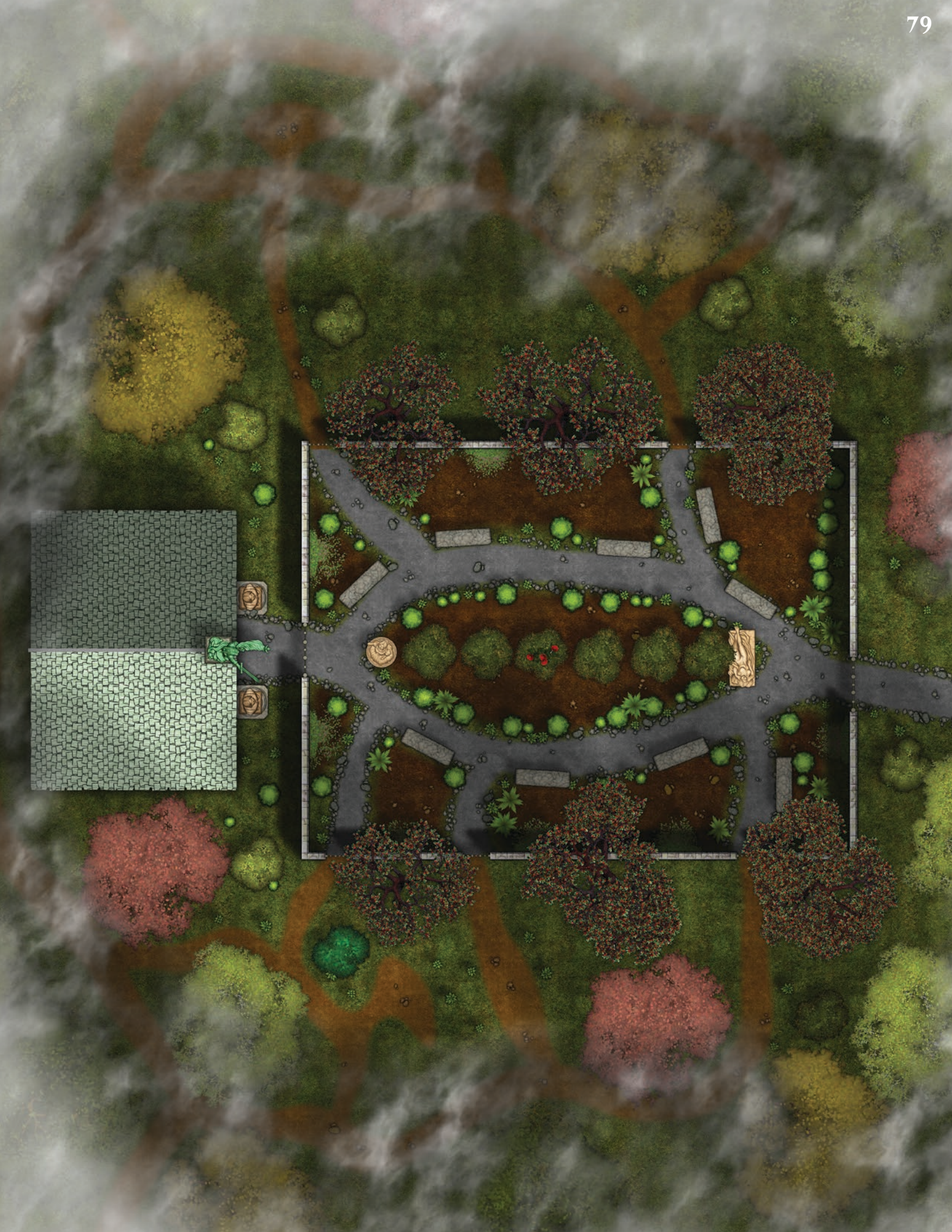


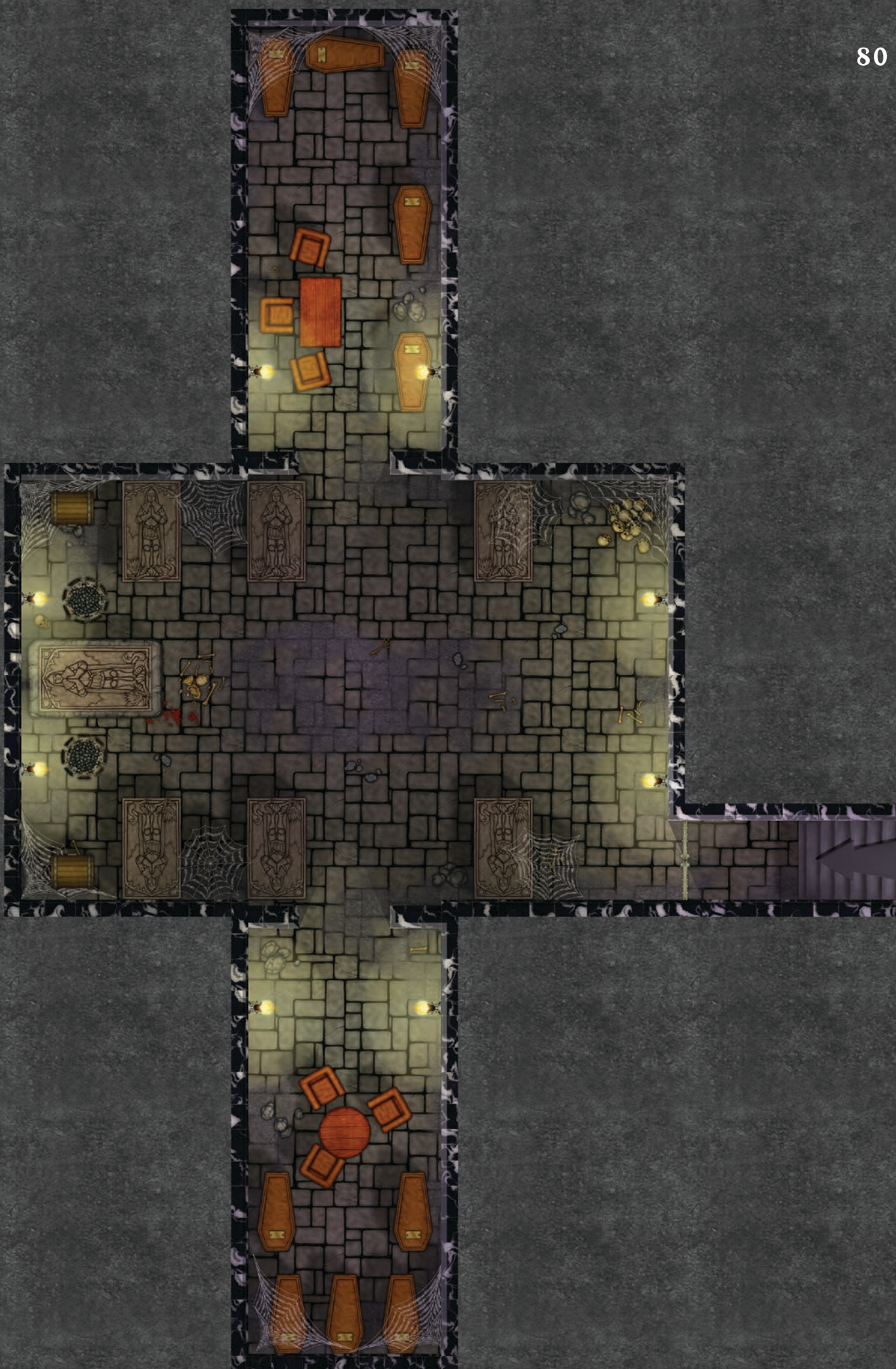






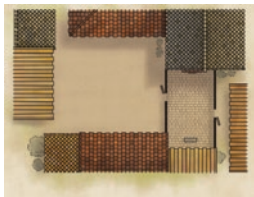








The King's Tribute
Battle 1: The Rusty Pick



The King's Tribute
Battle 2: Back-Alley Ambush



The King's Tribute
Battle 3: Housecarls of Lord Silveraxe



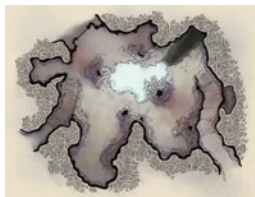
The Gearwork Dungeon
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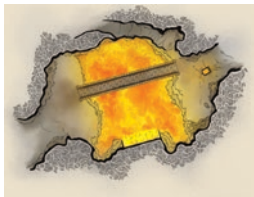
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The Gearwork Dungeon
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Stonecutter's Axe
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Stonecutter's Axe
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Stonecutter's Axe
Battle 3: The Hall of Leadership



A Pixie Problem
Battle 1: Deadly Fauna & Hungry Ankhegs



A Pixie Problem
Battle 2: A Feast For Redcaps



A Pixie Problem
Battle 3: Bears of a Feather



A Pixie Problem
Battle 4: Unwanted Guests



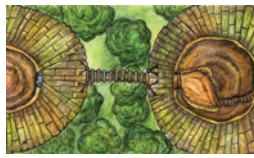
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Danger in Darkwood
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Danger in Darkwood
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The Library of Galwyn
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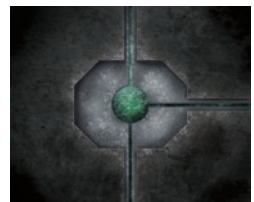
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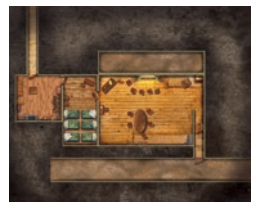
Imperial Politics
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Imperial Politics
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Imperial Politics
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Imperial Politics
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Arena Games
Battle 2: The Two-headed Champion



Arena Games
Battle 3: All for One and All Against Us



Games of Power
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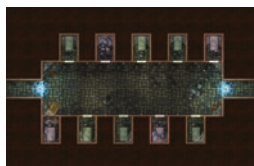
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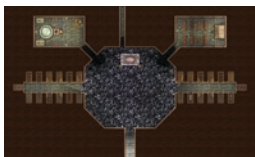
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The Secret Crypt
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The Secret Crypt
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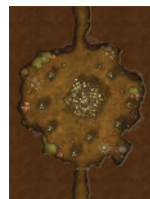
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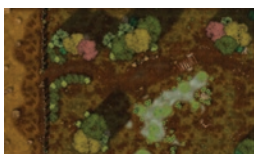
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The Lich's Spire
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The Lich's Spire
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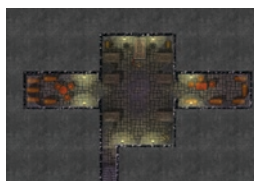
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Night Hunters
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Night Hunters
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Night Hunters
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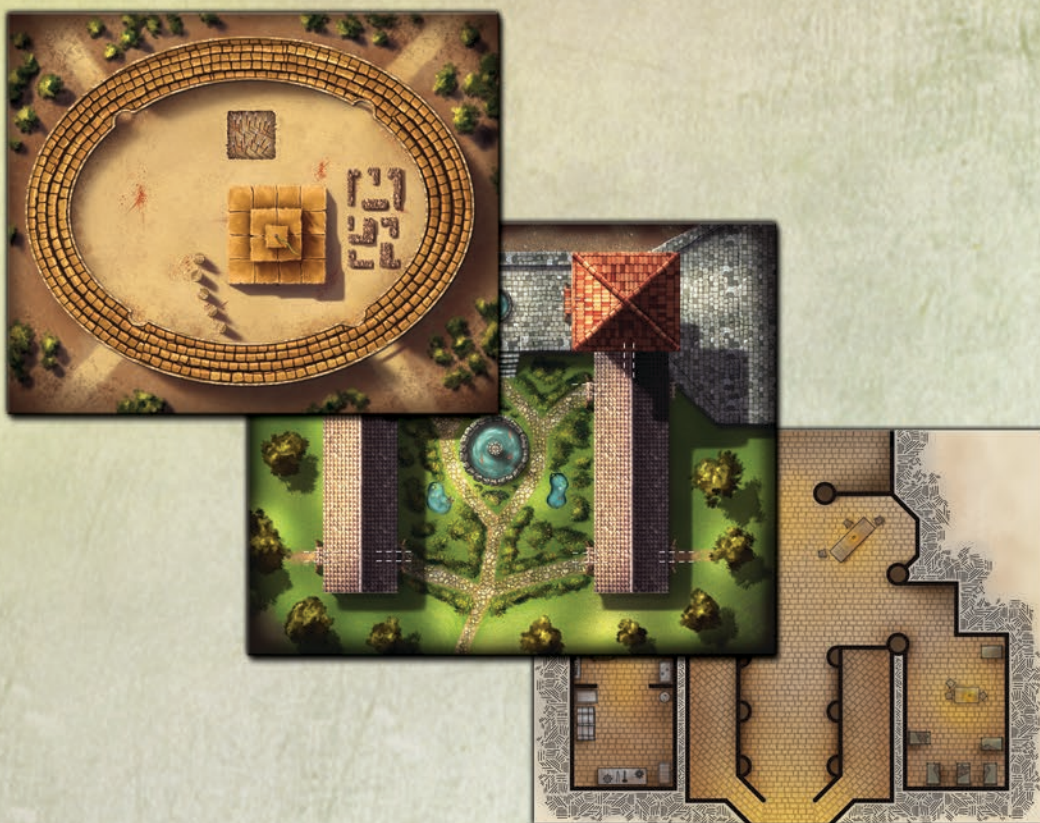
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"Ye asked for it." — Kella, Dwarf Mercenary

The Crown Commands Map Folio brings you 40 maps from *The Crown Commands — Battle Scenes for Four Icons*, in glorious full color by expert cartographers! This folio includes:

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Why run static combat scenes when you can make ghouls burst from graves, pet baby owlbears, fight running street battles, and face a ziggurat crawling with orcs in front of a roaring crowd? Get *The Crown Commands Map Folio*—your players will thank you for it (once they've removed the dwarven axe from their breastplate and the Redcap blades from elsewhere)!



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